



ESPN **NFL 2K5**
RESURRECTED

ESPN

2K5

RESURRECTED

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About

This project started in March with the help of PCSX2 developer TopazTK for his GSDx plug-in project. Everyone involved in this project knows the amount of time and energy that has gone into this. We should all be proud of what we have accomplished because for the first time in the history of NFL 2K5. The community now has a way to enjoy and play NFL 2K5 with updated textures. This document will help everyone setup the highly anticipated **NFL 2K5 Resurrected mod**.

SOCIALS

- [Discord](#) - best place for help with various questions and the latest news
- [YouTube](#) - best place for video updates
- [Twitter](#)

Getting Started

This build release is based on stable PCSX2 1.6 and includes all mod files plus the working plug-in needed to run this mod. The initial release includes an overhaul of menus, logos, stadiums, uniforms, even Chris Berman and the sports desk.

Note: You will need to use your own PS2 BIOS as well as your own NFL 2K5 PS2 ISO

Everyone can download the mod from Github, Discord or Operation Sports.

What's included?

- Updated textures
- 32MB pre-loaded memory cards (x2)
- Custom video graphics shaders (by RateSports)
- Custom settings, playbook and vip files (by RateSports)
- Week17 2K21 Roster + Franchise file (by Lostsoul, BAD_AL)
- uLE v4.38 boot DVD ISO

Known MOD issues

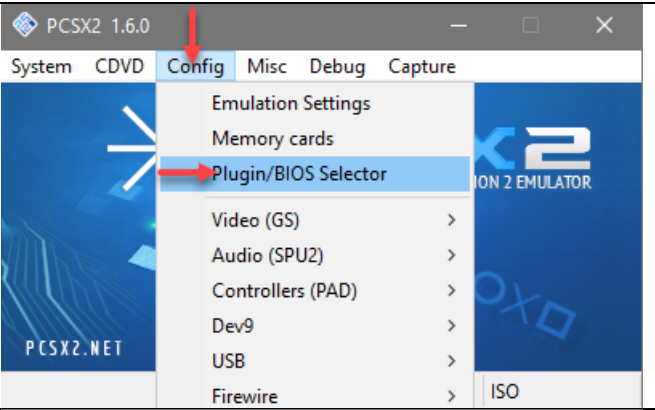
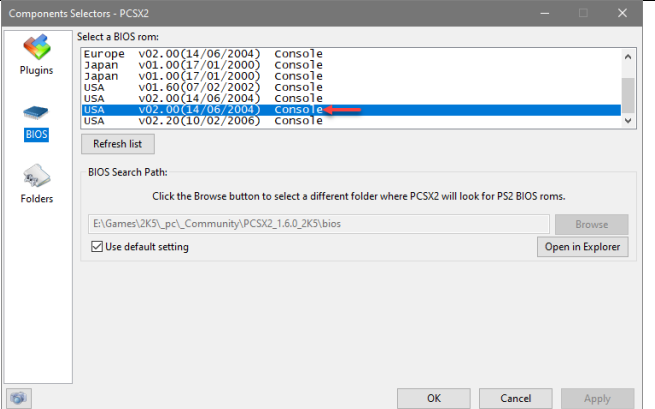
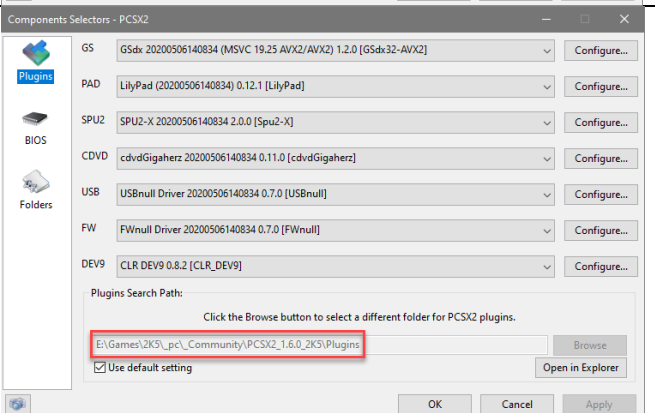
- **Missing snow + rain textures:** The initial release only includes clear weather textures. The mod team will be adding the additional weather (rain / snow) textures in a future release update.

If you find additional issues, please report them in our  [Discord](#)

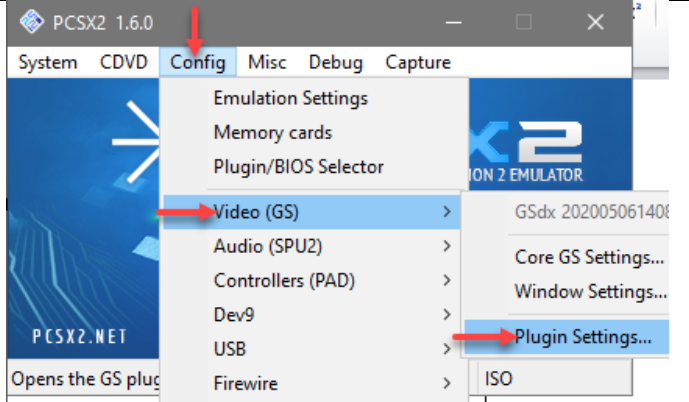
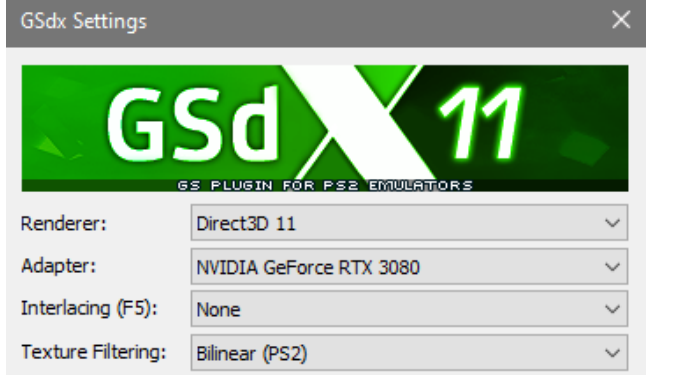
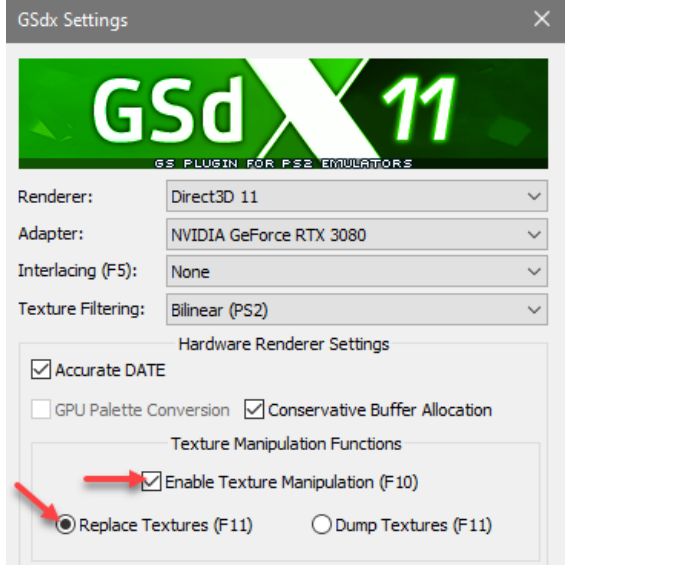
Preparing NFL 2K5 Resurrected

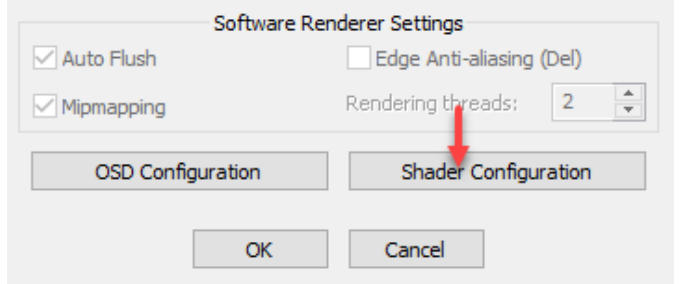
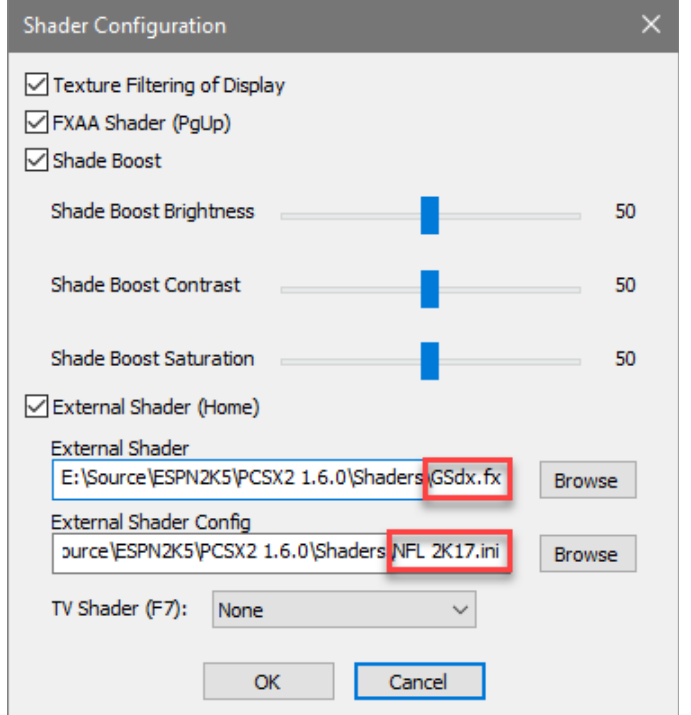
Extract the folder you downloaded preferably onto an SSD. The location can be anywhere you want the folder to reside locally. After extracting you will need to copy your PS2 Bios into the bios directory and then you can follow the steps below.

Plugin/BIOS Settings

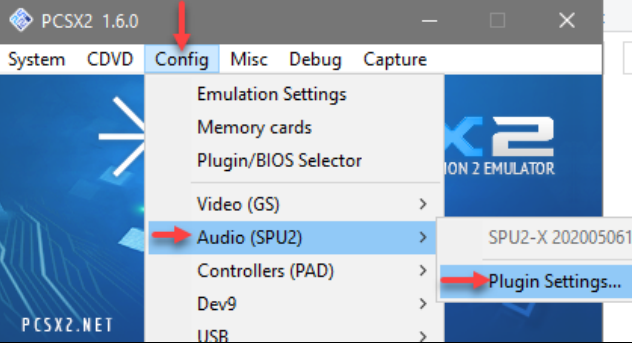
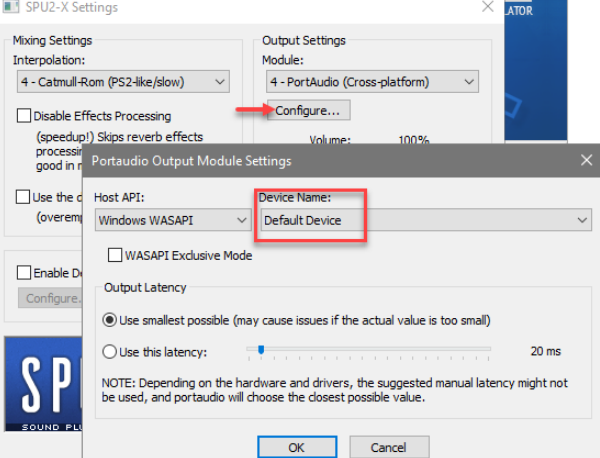
From the Config drop down > select Plugin/BIOS Selector	
Confirm USA V02.00(14/06/2004) is selected	
Select Plugins (top left) and confirm the folder location matches where you extracted to matches	

Video (GS) Settings

<p>From the Config menu > select Video (GS) > Plugin Settings...</p>	 <p>The screenshot shows the PCSX2 1.6.0 Config menu. The 'Config' tab is selected, and the 'Video (GS)' option is highlighted. A red arrow points to the 'Video (GS)' option. Another red arrow points to the 'Plugin Settings...' option in the sub-menu.</p>
<p>Update the adapter value to that of your video card</p>	 <p>The screenshot shows the GSdx Settings window. The 'Adapter' dropdown menu is set to 'NVIDIA GeForce RTX 3080'. Other settings include 'Renderer: Direct3D 11', 'Interlacing (F5): None', and 'Texture Filtering: Bilinear (PS2)'.</p>
<p>The GSDx plug-in will be pre-configured</p> <p>DO NOT CHANGE THESE SETTINGS</p>	 <p>The screenshot shows the GSdx Settings window with the 'Hardware Renderer Settings' and 'Texture Manipulation Functions' sections expanded. The 'Accurate DATE' checkbox is checked. The 'GPU Palette Conversion' checkbox is unchecked, and the 'Conservative Buffer Allocation' checkbox is checked. Under 'Texture Manipulation Functions', the 'Enable Texture Manipulation (F10)' checkbox is checked. The 'Replace Textures (F11)' radio button is selected, and the 'Dump Textures (F11)' radio button is unselected. A red arrow points to the 'Replace Textures (F11)' radio button.</p>

<p>Select Shader Configuration under Software Renderer Settings</p>	
<p>External Shader Settings</p> <ul style="list-style-type: none"> • Press Browse • Expand PC Version >> PCSX2 1.6.0 – 2K5 >> Shaders • Select GSdx.fx <p>External Shader Config Settings</p> <ul style="list-style-type: none"> • Press Browse • Expand PC Version >> PCSX2 1.6.0 – 2K5 >> Shaders • Select NFL 2K17.ini 	

Audio (SPU2) Settings

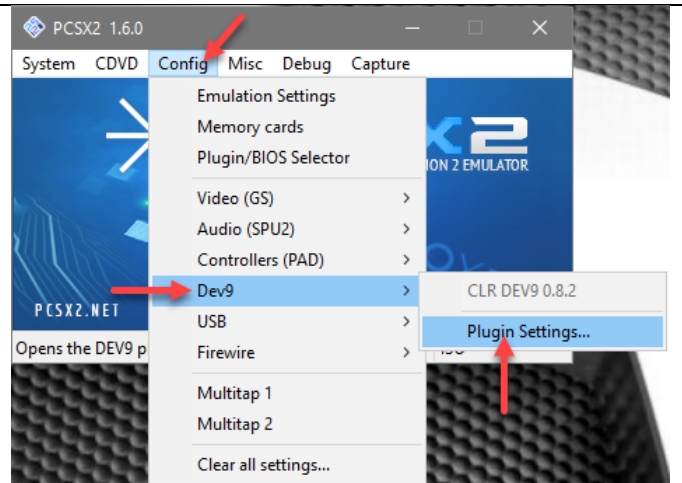
<p>From the Config menu > select Audio (SPU2) > Plugin Settings...</p>	 <p>The screenshot shows the PCSX2 1.6.0 Config menu. The 'Config' tab is selected, and the 'Audio (SPU2)' option is highlighted. A red arrow points to the 'Audio (SPU2)' option, and another red arrow points to the 'Plugin Settings...' option in the submenu.</p>
<p>Click Configure... > confirm that the device is set to default or you can set this to whatever you use for your audio</p>	 <p>The screenshot shows the SPU2-X Settings dialog. The 'Output Settings' tab is selected, and the 'Module' is set to '4 - PortAudio (Cross-platform)'. A red arrow points to the 'Configure...' button. The 'Portaudio Output Module Settings' dialog is also shown, with the 'Device Name' set to 'Default Device'.</p>

Configuring the 40GB VHDD (Halftime show)

The following steps will provide everything that is needed to configure the 40GB vhdd needed to support the Chris Berman Halftime show video replay.

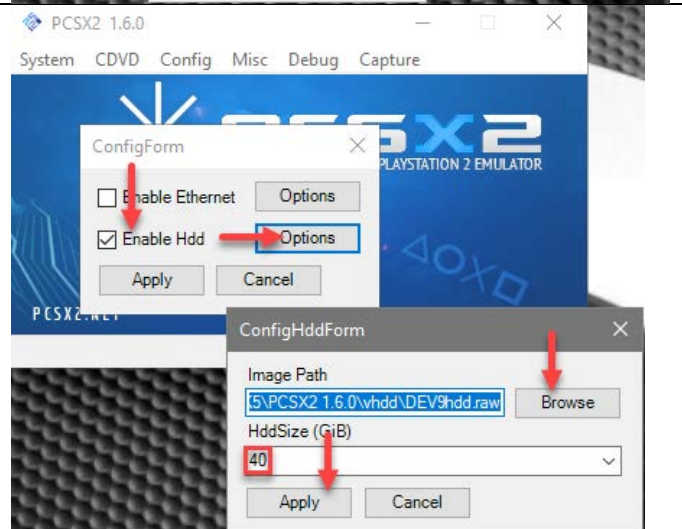
Configure the Plug-in

From the Config menu > select Dev9 > Plugin Settings...



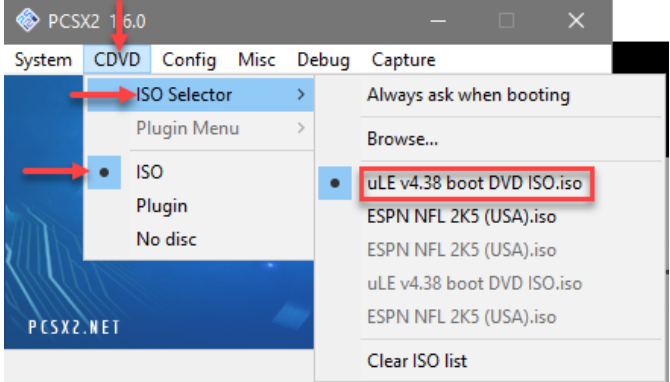
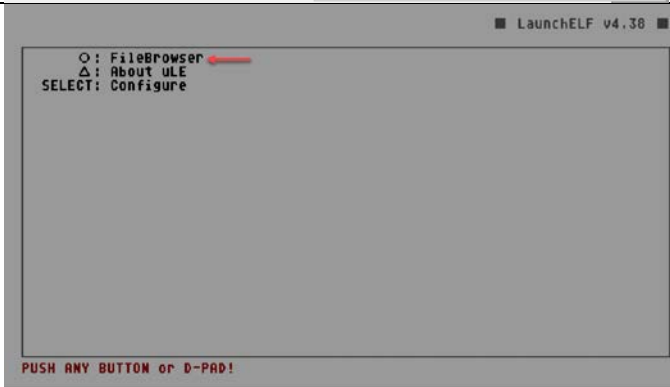
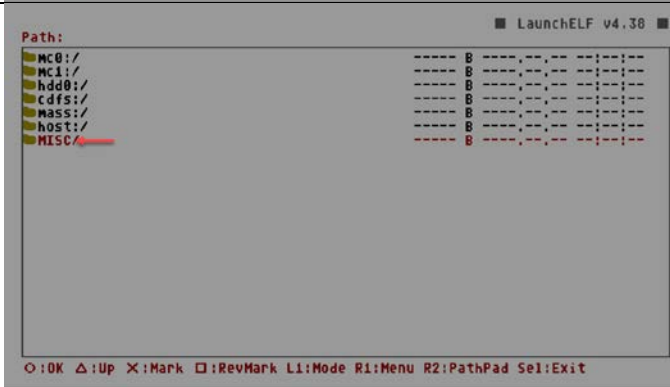
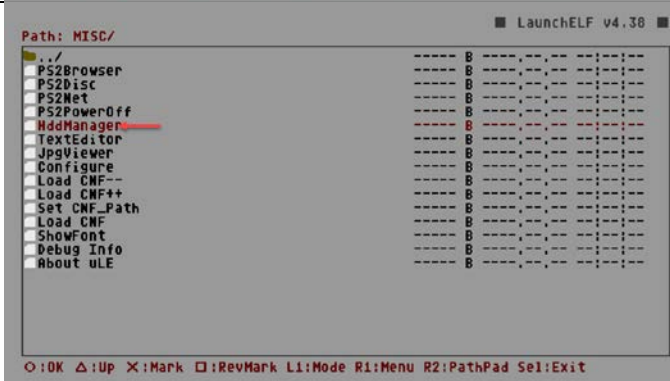
Check Enable Hdd > click Options > browse to the location the vhdd will reside and ensure the size is 40GB then click Apply

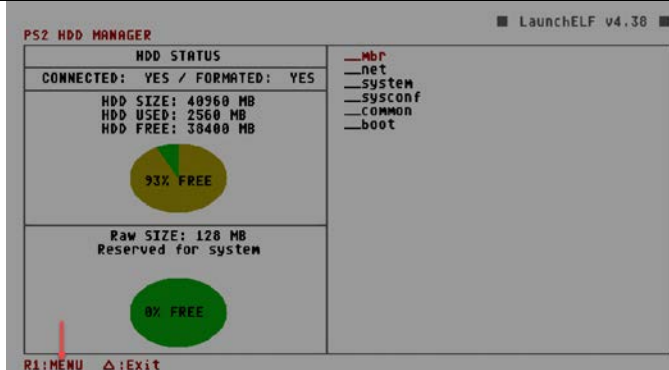
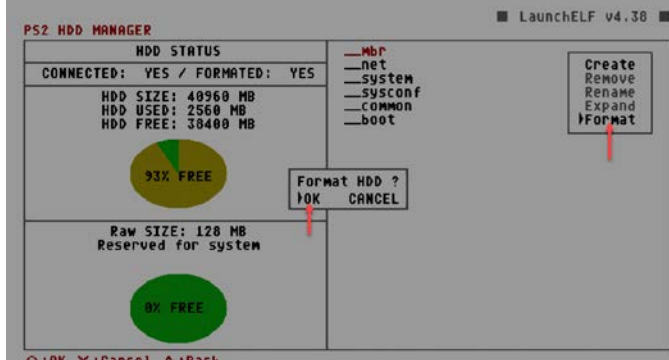
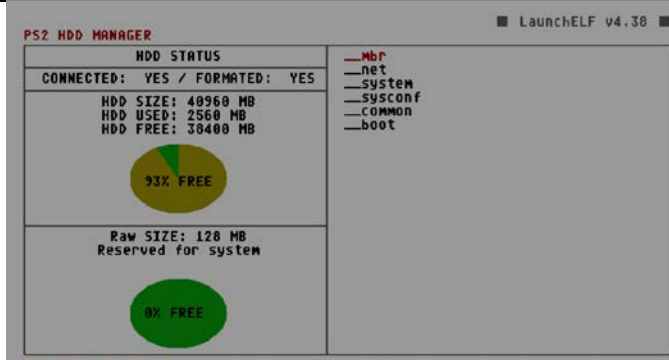
Note: allow the vhdd to be built before continuing



Formatting the VHDD

The following steps will walk you through formatting the new vhdd.

<p>From the CDVD menu > select ISO Selector and confirm the uLE v4.38 boot DVD ISO (fast)</p> <p>Extract the uLE v4.38 boot DVD ISO found in PC Version >> iso</p> <p>Browse to PC Version >> iso >> uLE v4.38 boot DVD ISO >> set the iso</p>	
<p>Select FileBrowser</p>	
<p>Select MISC/</p>	
<p>Select HddManager</p>	

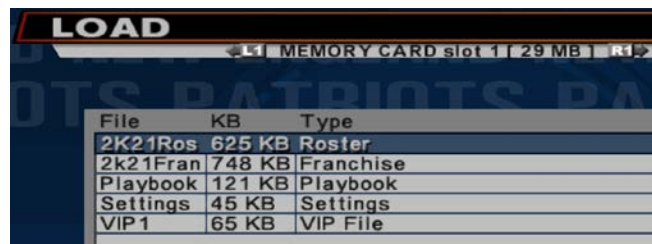
Hit R1 to open the options	
Select Format > OK	
Exit	



Loading the roster + custom files

Included are two 32MB memory cards. The memory card in slot 1 includes the following custom files. The roster + franchise files are based on the 2020 Week 17 Madden ratings.

- Load the Roster
- Load the Playbook
- Load the Settings
- Load the VIP
 - This will have a fully updated roster for Play Now Games
 - Load the Franchise file if you want to start a season using the 2020 NFL Schedule



File	KB	Type
2K21Ros	625 KB	Roster
2k21Fran	748 KB	Franchise
Playbook	121 KB	Playbook
Settings	45 KB	Settings
VIP1	65 KB	VIP File

Credits

The NFL 2K5 Resurrected mod is a collaborative effort by the NFL 2K5 Mod Community. Many thanks to;

- Lestsoul
- Xflamexofxhopex
- Xevan
- BAD_AL
- Orleans02
- Rick
- MahomesMagic15

If you find additional issues, please report them in our [Discord](#)