ESPN NFL 2K21
PCSX2 BUILD 1.6.0

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About

This document was created by LostsouL to help other ESPN NFL 2K fans with configuring their emulator, so they can enjoy the greatest Football game ever made!

This was prepared by LostsouL, please use the following to connect.

- YouTube - https://www.youtube.com/lostsoul63b
- Discord - https://discord.gg/sBVXzYb
- Twitter - https://twitter.com/blostsou

Also reference the PCSX2 guides in the Docs folder for addt'l info. (**PCSX2_1.6.0_2K5 >> Docs**)

Getting Started

The PCSX2 build 1.6.0 included has been modified by me to include custom shaders, custom roster, settings, vip and franchise files. This build includes everything needed to get you on into the game.

What's included?

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

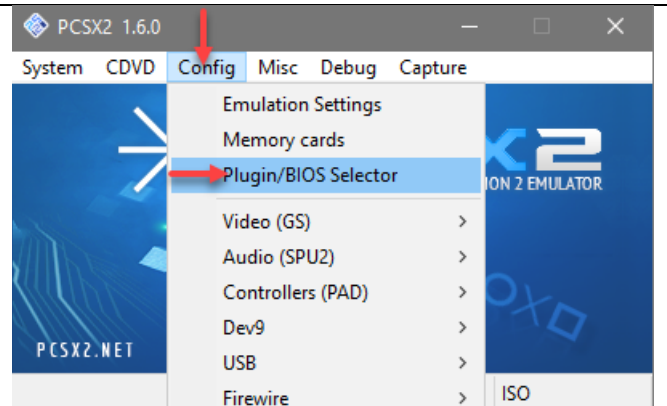*Note: You will need to use your own PS2 BIOS as well as your own NFL 2K5 PS2 ISO*

Preparing PCSX2 1.6.0

Extract the PCSX2_1.6.0_2K5 folder onto an SSD. The location can be anywhere you want the folder to reside locally.
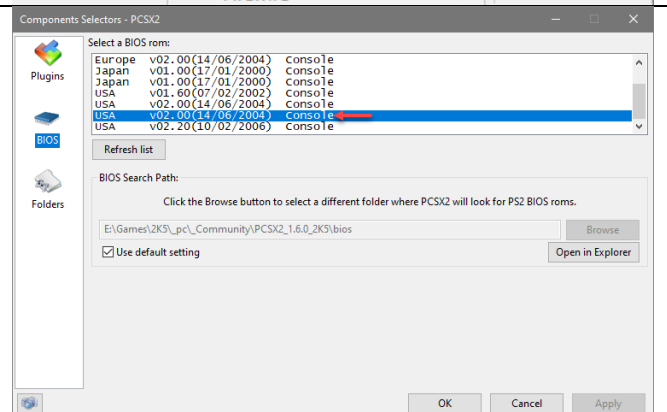
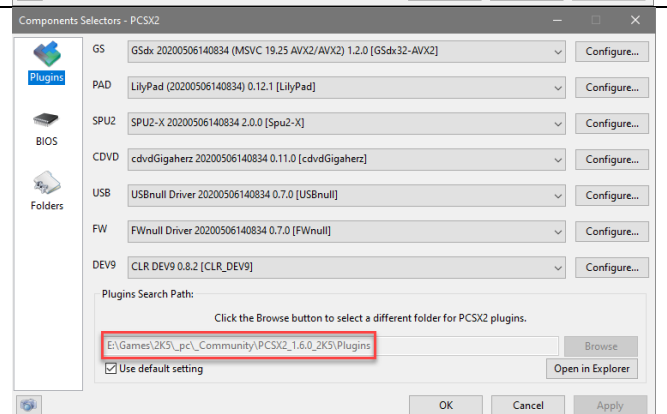**Note: You will need to use your own PS2 BIOS**

Plugin/BIOS Settings

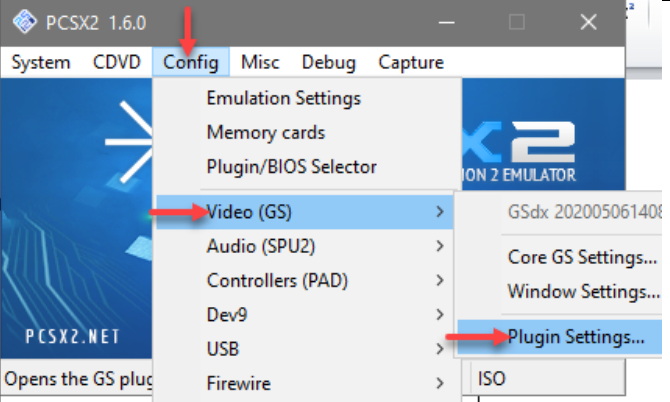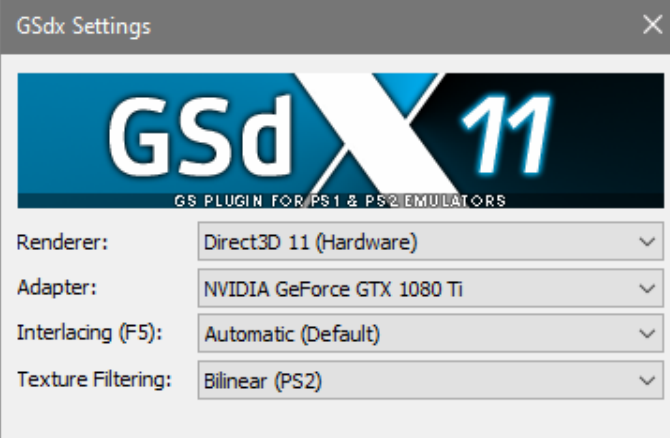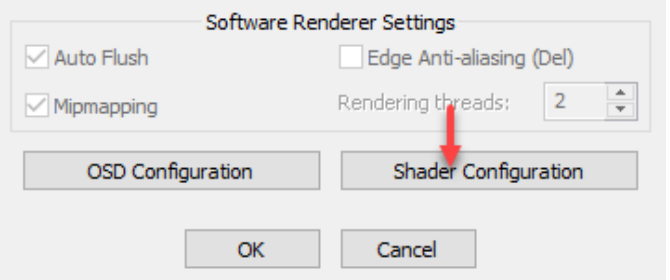|	
From the Config drop down > select Plugin/BIOS Selector	
Confirm USA V02.00(14/06/2004) is selected	
Select Plugins (top left) and confirm the folder location matches where you extracted to matches	

Video (GS) Settings

From the Config menu > select Video (GS) > Plugin Settings…	
Update the adapter value to that of your video card	
Select Shader Configuration under Software Renderer Settings	

External Shader Settings
- Press **Browse**
- Expand **PC Version >> PCSX2 1.6.0 – 2K5 >> Shaders**
- Select **GSdx.fx**

External Shader Config Settings
- Press Browse
- Expand **PC Version >> PCSX2 1.6.0 – 2K5 >> Shaders**
- **Select NFL 2K17.ini**

Shader Configuration

☑ Texture Filtering of Display
☑ FXAA Shader (PgUp)
☑ Shade Boost

Shade Boost Brightness   50

Shade Boost Contrast   50
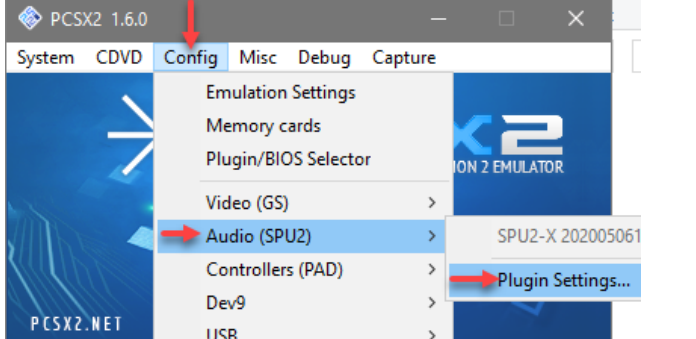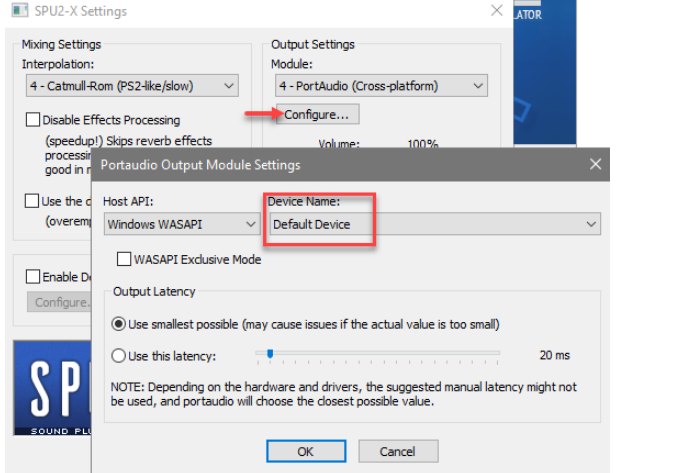
Shade Boost Saturation   50

☑ External Shader (Home)

External Shader
E:\Source\ESPN2K5\PCSX2 1.6.0\Shaders\GSdx.fx   Browse

External Shader Config
ource\ESPN2K5\PCSX2 1.6.0\Shaders\NFL 2K17.ini   Browse

TV Shader (F7):   None
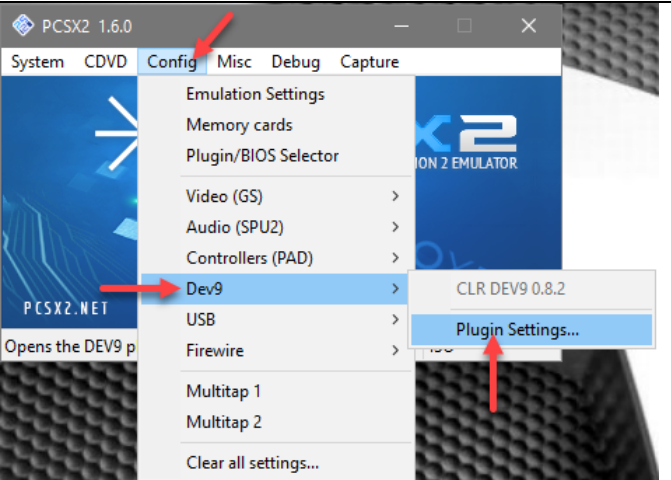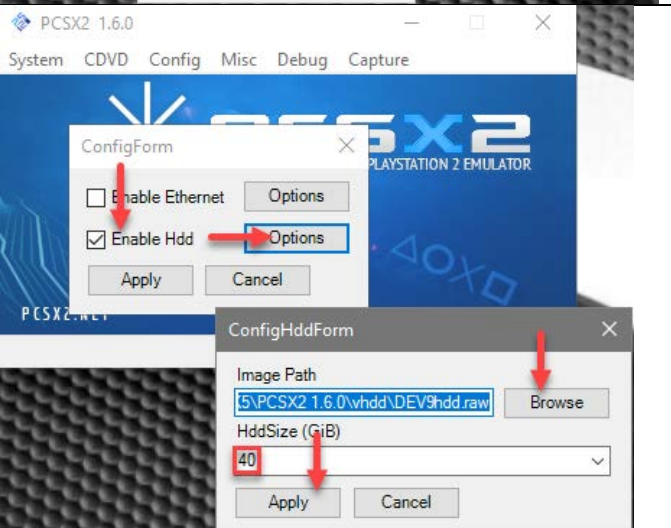
OK   Cancel

Audio (SPU2) Settings

From the Config menu > select Audio (SPU2) > Plugin Settings…	
Click Configure… > confirm that the device is set to default or you can set this to whatever you use for your audio	

Configuring 40GB VHDD (Halftime show)
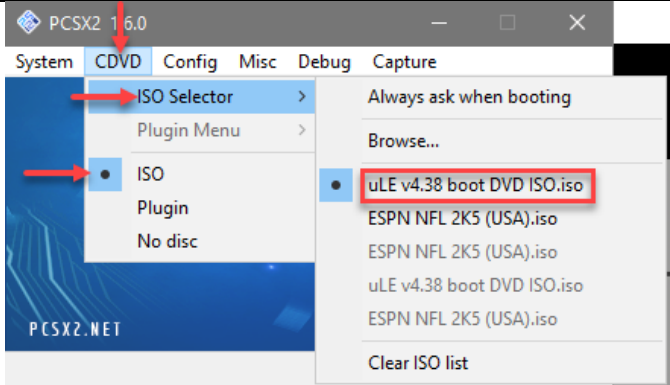
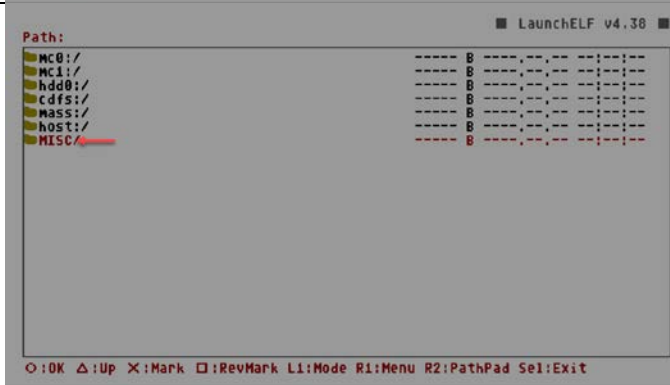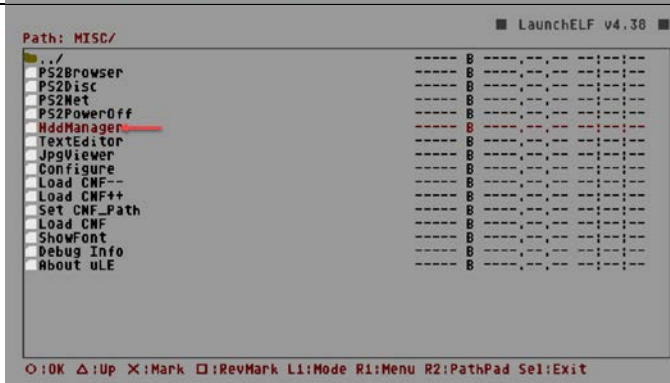The following steps will provide everything that is needed to configure the 40GB vhdd needed to support the Chris Berman Halftime show.
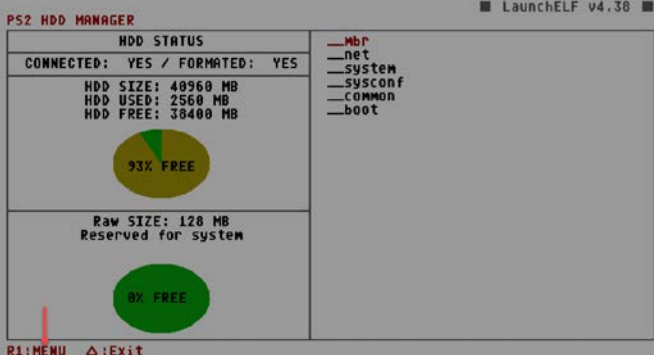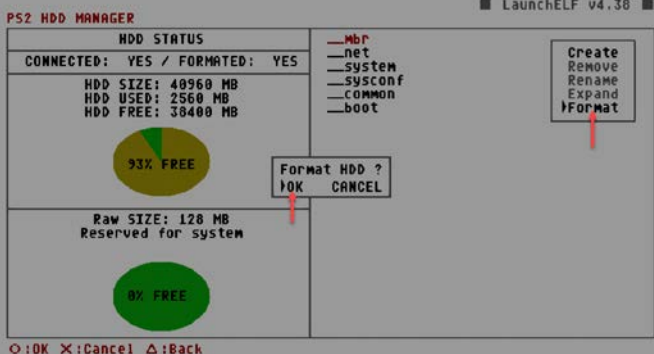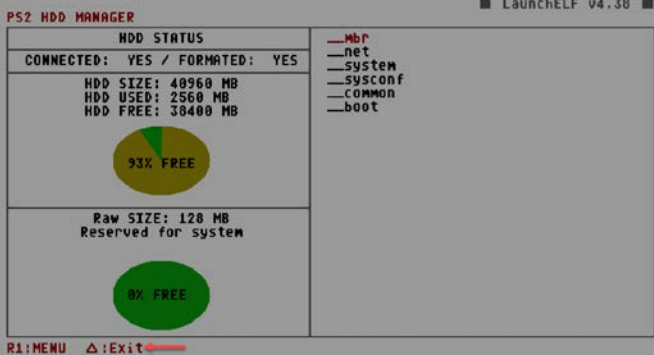
Configure the Plugin

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.

From the CDVD menu > select ISO Selector and confirm the uLE v4.38 boot DVD ISO.iso is selected then boot the system (fast) Extract the uLE v4.38 boot DVD ISO found in **PC Version >> iso** Browse to **PC Version >> iso >> uLE v4.38 boot DVD ISO** >> **set the iso**	PCSX2 1.6.0 — □ × System **CDVD** Config Misc Debug Capture → ISO Selector ＞ Always ask when booting Plugin Menu ＞ Browse... → • ISO • uLE v4.38 boot DVD ISO.iso Plugin ESPN NFL 2K5 (USA).iso No disc ESPN NFL 2K5 (USA).iso uLE v4.38 boot DVD ISO.iso PCSX2.NET ESPN NFL 2K5 (USA).iso Clear ISO list
Select FileBrowser	■ LaunchELF v4.38 ■ O: FileBrowser △: About uLE SELECT: Configure PUSH ANY BUTTON or D-PAD!
Select MISC/	■ LaunchELF v4.38 ■ Path: MC0:/ ----- B ----,--,-- --:--:-- MC1:/ ----- B ----,--,-- --:--:-- hdd0:/ ----- B ----,--,-- --:--:-- cdfs:/ ----- B ----,--,-- --:--:-- mass:/ ----- B ----,--,-- --:--:-- host:/ ----- B ----,--,-- --:--:-- MISC/ ----- B ----,--,-- --:--:-- O:OK △:Up ×:Mark □:RevMark L1:Mode R1:Menu R2:PathPad Sel:Exit
Select HddManager	■ LaunchELF v4.38 ■ Path: MISC/ ../ ----- B ----,--,-- --:--:-- PS2Browser ----- B ----,--,-- --:--:-- PS2Disc ----- B ----,--,-- --:--:-- PS2Net ----- B ----,--,-- --:--:-- PS2PowerOff ----- B ----,--,-- --:--:-- HddManager ----- B ----,--,-- --:--:-- TextEditor ----- B ----,--,-- --:--:-- JpgViewer ----- B ----,--,-- --:--:-- Configure ----- B ----,--,-- --:--:-- Load CNF-- ----- B ----,--,-- --:--:-- Load CNF++ ----- B ----,--,-- --:--:-- Set CNF_Path ----- B ----,--,-- --:--:-- Load CNF ----- B ----,--,-- --:--:-- ShowFont ----- B ----,--,-- --:--:-- Debug Info ----- B ----,--,-- --:--:-- About uLE ----- B ----,--,-- --:--:-- O:OK △:Up ×:Mark □:RevMark L1:Mode R1:Menu R2:PathPad Sel:Exit

Hit R1 to open the options	
Select Format > OK	
Exit	

Loading NFL 2K21

Included are two 32MB memory cards. The memory card in slot 1 includes the custom files to load the 2K21 Mod.

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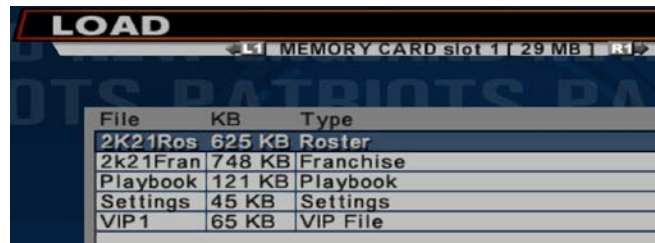
Credits

Thank you to BAD_AL from Operation Sports for helping me with this year's roster and franchise project as well as everyone that helped with the Rate Sports 2K17 release.