



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/blastsou>

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

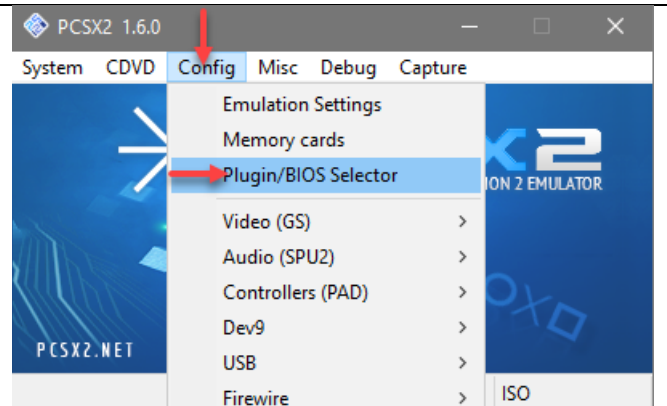
Preparing PCSX2 1.6.0

Extract the PCSX2_1.6.0_2K5 folder onto an SSD. The location can be anywhere you want the folder to reside locally.

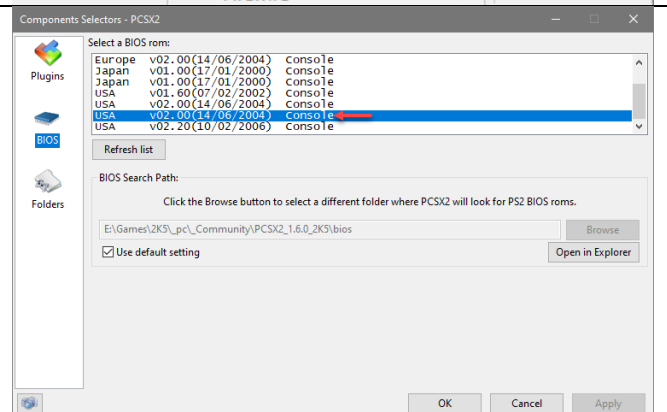
Note: You will need to use your own PS2 BIOS

Plugin/BIOS Settings

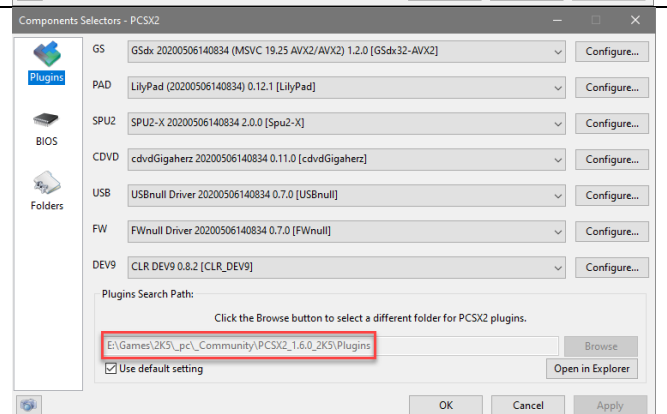
From the Config drop down > select Plugin/BIOS Selector



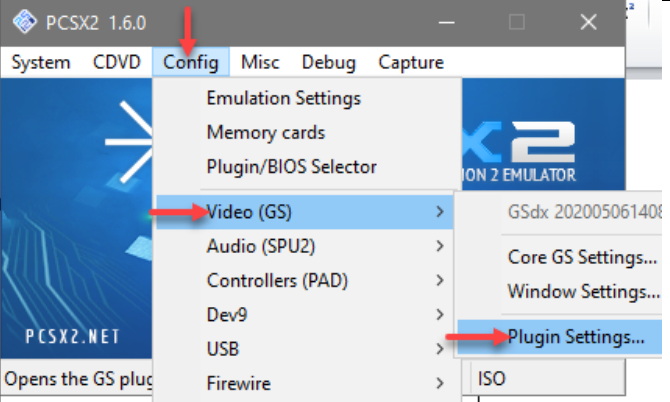
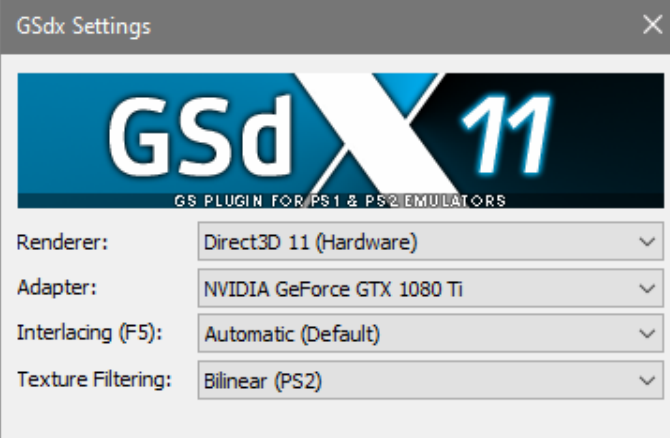
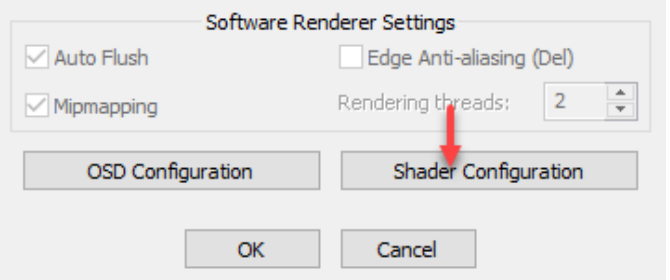
Confirm USA V02.00(14/06/2004) is selected



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...	 A screenshot of the PCSX2 1.6.0 Config menu. The 'Config' menu is open, showing options like Emulation Settings, Memory cards, Plugin/BIOS Selector, Video (GS), Audio (SPU2), Controllers (PAD), Dev9, USB, and Firewire. The 'Video (GS)' option is highlighted, and its submenu is open, showing options like GSdx 202005061408, Core GS Settings..., Window Settings..., Plugin Settings..., and ISO. A red arrow points to the 'Config' menu, and another red arrow points to the 'Video (GS)' option.
Update the adapter value to that of your video card	 A screenshot of the GSdx Settings window. The window title is 'GSdx Settings'. It features a large 'GSdX 11' logo and the text 'GS PLUGIN FOR PS1 & PS2 EMULATORS'. Below the logo, there are four dropdown menus: 'Renderer:' set to 'Direct3D 11 (Hardware)', 'Adapter:' set to 'NVIDIA GeForce GTX 1080 Ti', 'Interlacing (F5):' set to 'Automatic (Default)', and 'Texture Filtering:' set to 'Bilinear (PS2)'. A red arrow points to the 'Adapter:' dropdown menu.
Select Shader Configuration under Software Renderer Settings	 A screenshot of the 'Software Renderer Settings' window. It contains checkboxes for 'Auto Flush' (checked) and 'Mipmapping' (checked). There is also an unchecked checkbox for 'Edge Anti-aliasing (Del)' and a 'Rendering threads:' spinner set to '2'. At the bottom, there are two buttons: 'OSD Configuration' and 'Shader Configuration'. A red arrow points to the 'Shader Configuration' button. Below these buttons are 'OK' and 'Cancel' buttons.

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

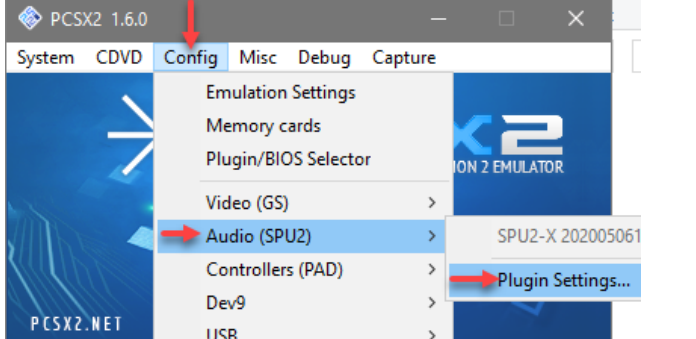
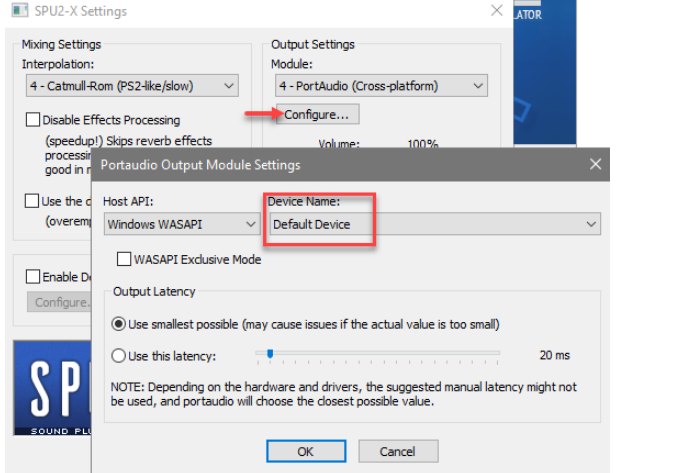
☒ External Shader (Home)

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

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

TV Shader (F7):

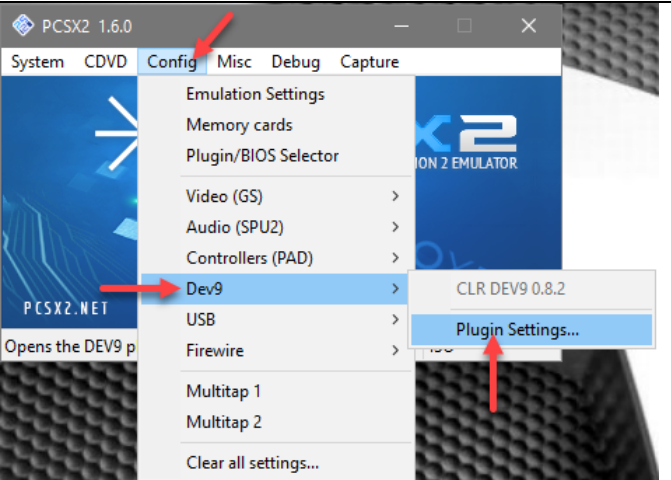
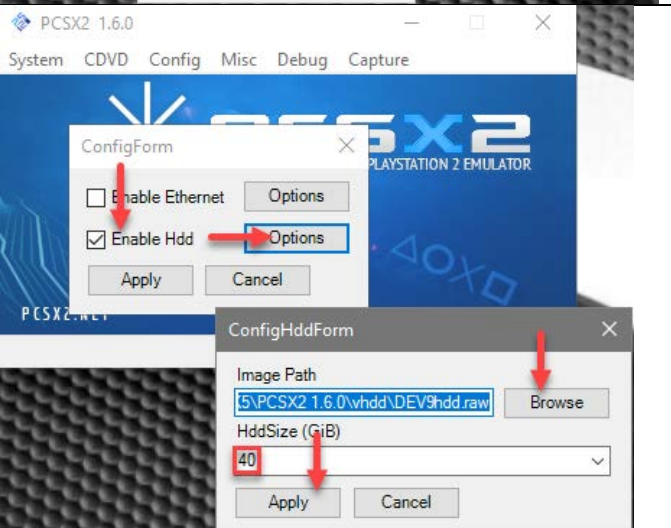
Audio (SPU2) Settings

<p>From the Config menu > select Audio (SPU2) > Plugin Settings...</p>	 The screenshot shows the PCSX2 1.6.0 application window. The 'Config' menu is open, and the 'Audio (SPU2)' option is highlighted. A red arrow points to the 'Config' menu, and another red arrow points to the 'Audio (SPU2)' option. A third red arrow points to the 'Plugin Settings...' option in the sub-menu.
<p>Click Configure... > confirm that the device is set to default or you can set this to whatever you use for your audio</p>	 The screenshot shows the 'SPU2-X Settings' dialog box. 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' sub-dialog is open, showing the 'Device Name' set to 'Default Device'. A red box highlights the 'Device Name' dropdown menu. The 'Output Latency' section shows 'Use smallest possible' selected.

Configuring 40GB VHDD (Halftime show)

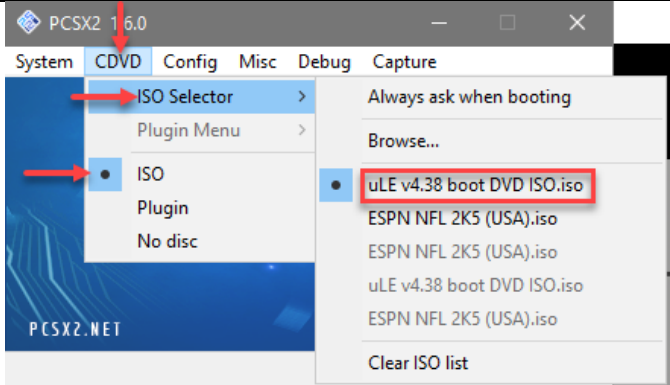

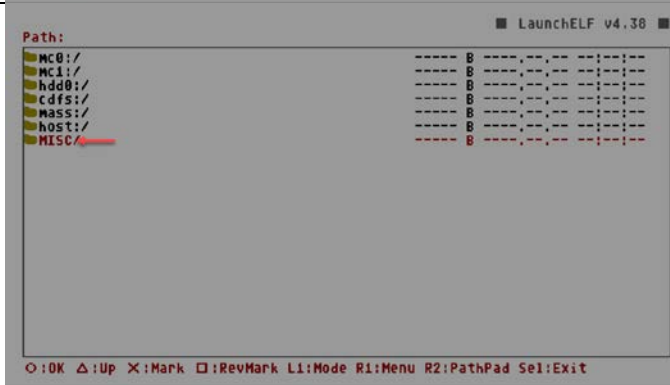
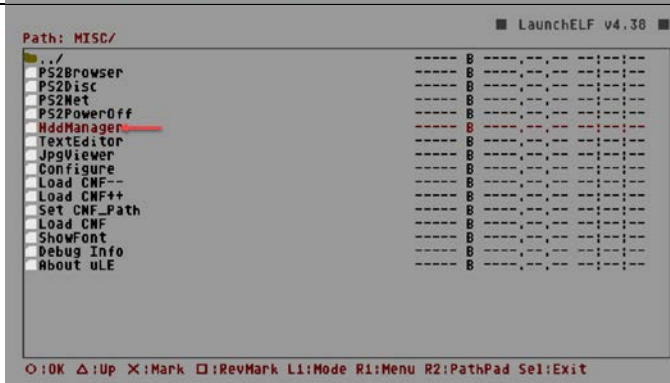
The following steps will provide everything that is needed to configure the 40GB vhdd needed to support the Chris Berman Halftime show.

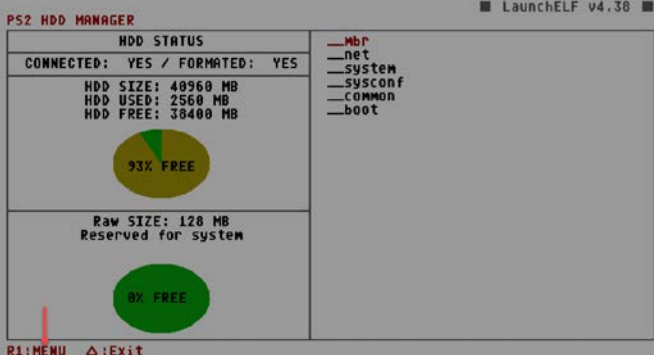
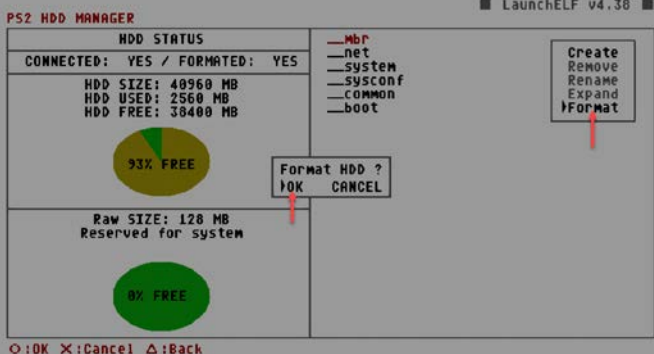
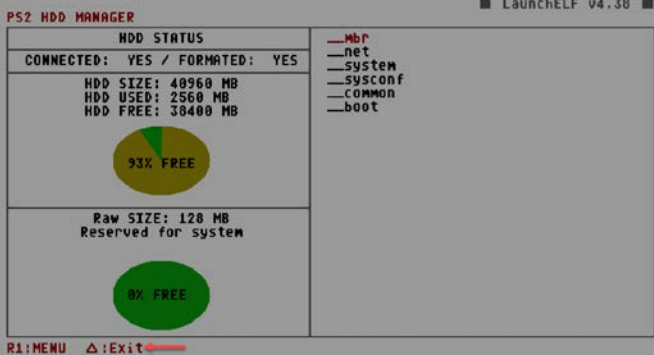
Configure the Plugin

<p>From the Config menu > select Dev9 > Plugin Settings...</p>	 A screenshot of the PCSX2 1.6.0 application window. The 'Config' menu is open, showing options like Emulation Settings, Memory cards, Plugin/BIOS Selector, Video (GS), Audio (SPU2), Controllers (PAD), Dev9, USB, Firewire, Multitap 1, Multitap 2, and Clear all settings... A red arrow points to the 'Dev9' option. Another red arrow points to the 'Plugin Settings...' option in the sub-menu that appears after clicking 'Dev9'.
<p>Check Enable Hdd > click Options > browse to the location the vhdd will reside and ensure the size is 40GB then click Apply</p> <p>Note: allow the vhdd to be built before continuing</p>	 Two screenshots from the PCSX2 1.6.0 application. The top screenshot shows the 'ConfigForm' dialog with 'Enable Hdd' checked and the 'Options' button highlighted by a red arrow. The bottom screenshot shows the 'ConfigHddForm' dialog with the 'Image Path' set to '5\PCSX2 1.6.0\vhdd\DEV9hdd.raw', 'HddSize (GiB)' set to '40', and the 'Apply' button highlighted by a red arrow.

Formatting the VHDD

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

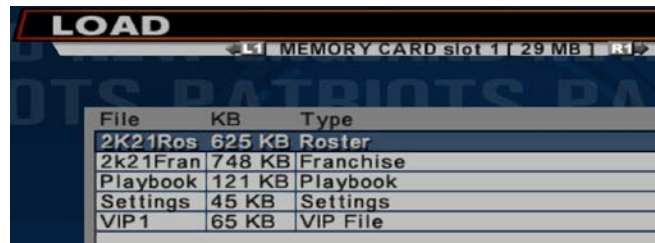
<p>From the CDVD menu > select ISO Selector and confirm the uLE v4.38 boot DVD ISO.iso is selected then boot the system (fast)</p> <p>Extract the uLE v4.38 boot DVD ISO found in PC Version >> iso</p> <p>Browse to PC Version >> iso >> uLE v4.38 boot DVD ISO >> set the iso</p>	
<p>Select FileBrowser</p>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

Hit R1 to open the options	 <p>PS2 HDD MANAGER LaunchELF v4.38</p> <p>HDD STATUS</p> <p>CONNECTED: YES / FORMATED: YES</p> <p>HDD SIZE: 40960 MB HDD USED: 2560 MB HDD FREE: 38400 MB</p> <p>93% FREE</p> <p>Raw SIZE: 128 MB Reserved for system</p> <p>8% FREE</p> <p>R1:MENU △:Exit</p> <p>—mbr —net —system —sysconf —common —boot</p>
Select Format > OK	 <p>PS2 HDD MANAGER LaunchELF v4.38</p> <p>HDD STATUS</p> <p>CONNECTED: YES / FORMATED: YES</p> <p>HDD SIZE: 40960 MB HDD USED: 2560 MB HDD FREE: 38400 MB</p> <p>93% FREE</p> <p>Raw SIZE: 128 MB Reserved for system</p> <p>8% FREE</p> <p>Format HDD ? [OK] [CANCEL]</p> <p>○:OK ×:Cancel △:Back</p> <p>—mbr —net —system —sysconf —common —boot</p> <p>Create Remove Rename Expand Format</p>
Exit	 <p>PS2 HDD MANAGER LaunchELF v4.38</p> <p>HDD STATUS</p> <p>CONNECTED: YES / FORMATED: YES</p> <p>HDD SIZE: 40960 MB HDD USED: 2560 MB HDD FREE: 38400 MB</p> <p>93% FREE</p> <p>Raw SIZE: 128 MB Reserved for system</p> <p>8% FREE</p> <p>R1:MENU △:Exit</p> <p>—mbr —net —system —sysconf —common —boot</p>

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.