



PCSX2 is a PlayStation 2 emulator for Windows and Linux, started by the same team that brought you [PCSX](#) (a Sony PlayStation 1 emulator).

The **PCSX2** project attempts to allow PS2 code to be executed on your computer, thus meaning you can put a PS2 DVD or CD into your computers drive, and boot it up!

Overview

The project has been running for more than five years now, and since it's initial release has grown in compatibility. From initially just being able to run a few public domain demos, it's current state enables many games to boot and actually go in game, such as the 'famous' **Final Fantasy X** or **Devil May Cry 3**. You can always visit the [PCSX2 homepage](#) to check the latest compatibility status of games with more than 1800 titles tested.

What's new in 0.9.6?

- Huge rewrite, mainly from the new members of the Playground branch!
- Dropped VM build replaced by the all new Vtlb, meaning no more 'Cannot allocate memory' errors at start up, more accurate emulation, slightly lower speeds but with many optimizations to come
- Full memcard support, working in all games
- Improved Frameskip/VU-skip
- Special Game Fixes Section
- Advanced Options Section for custom tweaking VU/FPU behavior.
- Rewritten Multithreaded GS (MTGS) mode, with as much as 15% speedup for HT machines (only 3-5% for Dual Core), and fixes many instabilities.
- Improved VU/FPU Flags and Clamping support (helps fix odd behaviors and SPS in some games)
- Improved EE/IOP synchronization (fixes many freeze-ups and vmhacks).
- Improved CDVD support.

Configuration

A very detailed guide is available on the PCSX2 homepage which is already translated in several languages!

You can consult it [here](#)

Status

PCSX2 has come a long way since its' starting point back at 2002. Current features include:

- Separate recompilers for Emotion Engine (EE) , Vector Unit 0 (VU0) and Vector Unit 1 (VU1).
- Dual core support, with the Graphics Synthesizer (GS) running on a second thread.
- Usage of MMX,SSE1,SSE2,SSSE3 and SSE4 extensions
- Proper SPU2 emulation featuring Auto DMA and Time Scaling
- Full gamepad support featuring Dual Shock 2, analog controls and even supporting analog movement over keyboard (using some external plugins)
- Patch system for creating cheats and for workarounds on games

Sections that still need work:

- Dev9 functions, such as HDD and Ethernet (partially implemented) support
- Firewire emulation (quite low on the list though)
- USB emulation (very partially implemented)
- Image Processing Unit (IPU) emulation which is responsible for the FMV playback. It has been implemented but it is buggy and slow
- MIPS cache needs to be properly implemented (barely works at this time)

How can you help

As most of you are aware, the PCSX2 team is working on this project at the expense of their free time and provide it without charging the program's use.

If you want to show your appreciation to these people and motivate them, you can donate any amount of money you feel is right to the team's paypal account found in the official site.

These funds will be used so the team members can get more modern and new hardware in order to test and debug more efficiently and even implement new features (just like dual core support for example).

If you are a programmer and you are interested in helping the PCSX2 team by making additions or corrections to the code, you are free to browse through the public Google Code repository [here](#) after taking into account PCSX2 is under the GNU General Public Licence (GPL) v2.

The Coding Team

Below you can see 3 tables, showing the current team members who are actively coding at the present time, the current team members who have been inactive for some time and the older team members who for some reason quit along the way, which include the previous project leader Linuzappz to whom we send our best regards ☺

Current active team members:

Nickname	Real Name	Place	Comments
saqib		Pakistan	Project leader, fixing bugs around (FPU, Interpreter, VUs..)
refraction	Alex Brown	England	General Coding DMA/VIF etc
arcum42			Linux compatibility and porting
cottonvibes			FPU and VU recompilers, general coding
drkIIraziel		Greece	Memory management, emulation theory/principals, recompiler design.
gigaherz			General coding, spu2ghz, cdvdGigaherz
Jake Stine-Air		USA	MTGS,counters, timing/syncing, general coding,SPU2-X
rama			Resident hacker, uses random values until they fix something, then figures out why :P
tmkk			VUs, recompilers, x86asm

Current inactive team members:

Nickname	Real Name	Place	Comments
florin	Florin Sasu	Romania	Master of HLE. Master of cd code and bios HLE..
Nachnbrenner		Germany	patch freak :P
aumatt		Australia	a bit of everything mostly handles CDVD cmds
Shadow	George Moralis	Greece	Project founder, master of cpu, master of bugs, general coding...
Goldfinger		Brazil	MMI,FPU and general stuff
loser		Australia	obscure cdvd related stuff
zerofrog		USA	Recompilers, ZeroGS, x86-64, linux, optimizations, general fixes and new features

Ex team members:

Nickname	Real Name	Place	Comments
Linuzappz		Argentina	Project founder, master of The GS emulation and so many others..
basara			Recompiler programmer. general coding
[TyRaNiD]			GS programmer.General coding
Roor			General coding

Additional coding:

F|RES, Pofis, Gigahertz, Nocomp, _Riff_, fumofumo, pseudonym, Nneev

The Beta Tester Team

Beta testers are people (slaves/mindless grunts :P) who constantly test new PCSX2 beta builds to report any new bugs, regressions or improvements. While this might sound simple to most, what many people do not know is that testers also debug with the coders, maintain the huge game compatibility list, create dumps and logs for the coders and so much more. As above, active, inactive and ex members are listed alphabetically

Current active members:

Bositman, Crushtest, Falcon4Ever, GeneralPlot, Krakatos, Prafull

Current inactive team members:

Belmont, CKemu, Knuckles, Raziell, RudyX, Parotaku

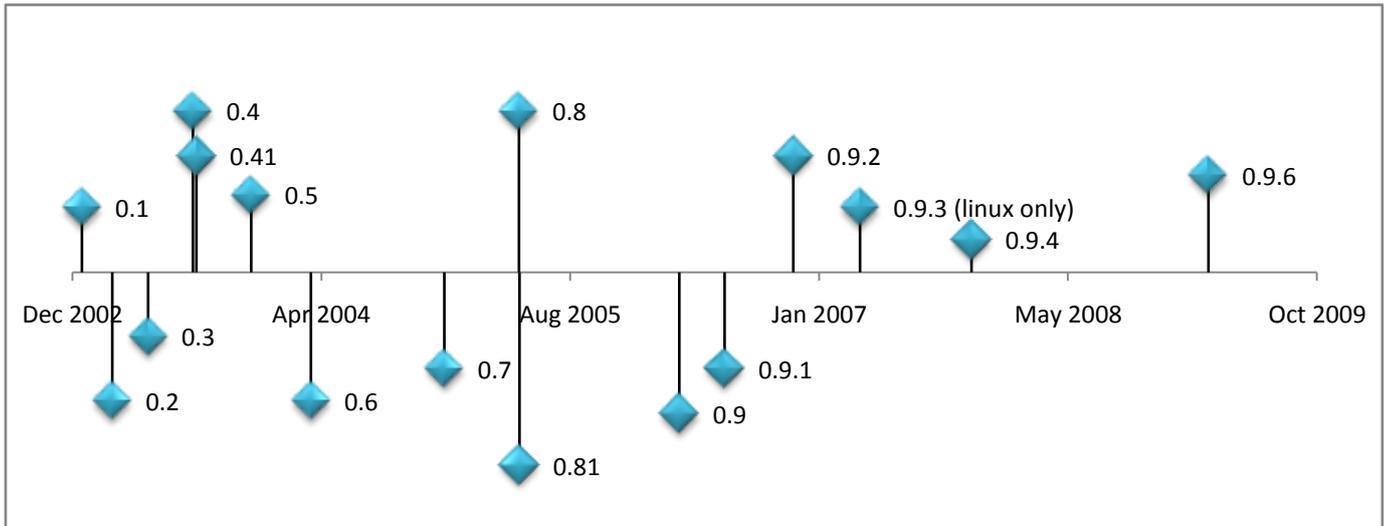
Ex team members:

Chaoscode, CpUMasteR, EFX , Elly, JegHegy, Razorblade, RPGWizard, Seta San, Snake875

Release date chart

Here's a little something we made after careful and time consuming searching over archived news about PCSX2 releases! It's a timeline chart showing the PCSX2 release dates since 0.1. Thanks to gigahertz for creating the chart ☺

PCSX2 Releases 0.1 – 0.9.6



And here are the actual release dates for those of you who are curious:

0.026:	23 March 2002
0.031:	14 April 2002
0.036:	17 June 2002
0.038:	7 July 2002
0.042:	11 September 2002
0.1:	20 December 2002
0.2:	19 February 2003
0.3:	2 May 2003
0.4:	31 July 2003
0.41:	7 August 2003
0.5:	25 November 2003
0.6:	24 March 2004
0.7:	17 December 2004
0.8:	16 May 2005
0.81:	17 May 2005
0.9:	3 April 2006
0.9.1:	3 July 2006
0.9.2:	18 November 2006
0.9.3 Linux only	1 April 2007
0.9.4:	11 November 2007
0.9.6:	1 March 2009

Additional thanks and credits

Duke of NAPALM: For the 3d stars demo. The first demo that worked in pcsx2 :)
Tony Saveski (dreamtime): For his great ps2tutorials!!
F|res: Author of dolphin, a big thanks from shadow..
Now3d: The guy that helped shadow at his first steps..
Keith: Who believed in us..
Bobbi & Thorgal: For hosting us, for the old page design and so many other things
Sjeep: Help and info
BGnome: Help testing stuff
Dixon: Design of the old pcsx2 page, and the pcsx2.net domain
Bositman: PCSX2 beta tester :) (gia sou bositman pare ta credits sou)
No-Recess: Nice guy and great demo coder :)
NSX2 team: For their help with VU ;)
Razorblade: For the old PCSX2 logo & icon.
Snake: He knows what for :P
Ector: Awesome emu :)
Zezu: A good guy. Good luck with your emu :P
Hiryu & Sjeep: For their libcdvd (iso parsing and filesystem driver code)
Sjeep: For the SjDATA filesystem driver
F|res: For the original DECI2 implementation
libmpeg2: For the mpeg2 decoding routines
Aumatt: For applying fixes to pcsx2
Microsoft: For VC.Net 2003 (and now 2005) (really faster than vc6) :P
NASM team: For nasm
CKemu: Logos/design

and probably to a few more..

Special Shadow's thanks go to...

My friends: Dimitris, James, Thodoris, Thanasis and probably to a few more..and of course to a lady somewhere out there....

Created for v0.9.6 by bositman.

The PCSX2 Coding and Beta testing team