Capcom vs SNK 2 online play guide

You want to play CvS 2 online with your PC friends? This guide will hopefully help you out.

1. First go [here](#) to download the PCSX2 emulator build with online play.
2. Next, find the bios pack for the emulator if you don't already have. I can't link it here because legal reasons, but it's the the first link in google at the isozone.
3. Download CvS2 and put it in a folder where you can find it.
4. Go to Config>Emulation Settings>Game fixes and uncheck the "Skip MPEG hack" box. If you have this unchecked the whoever you play with does not, you won't be able to connect so just have everyone uncheck it.
5. Open the port that you want to use for online play. The default is 7500, but if you already have one open from another online game like Yatagarasu or Melty Blood, you can just use those opened ports. You can open the port in your router settings or download [this](#) if you don't know how to get to our router settings.
6. Next you need to set up the bios. If your bios isn't the same then you won't be able connect either. I use USA 2.20, but make sure whatever bios you both use matches.

7. Make sure your pad/stick is set up before play and you should be good to go.

In theory this should work with most ps2 fighting games, but I have yet to test other 2d fighters with this as of yet. If I missed anything please let me know in the chat.

Troubleshooting

1. If you aren't connecting, the player who isn't hosting should eject their memory card in the emulator settings and connect again. If it doesn't work, both players should eject the memory card.

2. It's also best to keep "read memory card only" checked when hosting. It's less likely to not connect if that setting is on.
3. For lag, be sure to turn the delay up to at least 5. This won't affect your inputs as much as you'd think and it prevents a lot of frame drops during online play.
4. It is VERY important that you make the host and local port are the same in the connect menu whether you are hosting or connecting. You won't be able to connect if those port numbers aren't the same.