

iR Shell 3.8 FAQ

I love iR Shell - how can I say thanks?

You are invited to create new skins or plugins for iR Shell and give user feedback in the forums at <http://www.irshell.org>. You can also still donate to AhMan by using his paypal account ahmanhk@hotmail.com. But please donate only because you like what you got so far, no one is going to promise that it will lead to more.

Why should I use iR Shell?

Well, because it's amazing. To see a list of all it can do, go to [Why iR Shell?](#).

Which PSP firmwares does this release support?

iR Shell supports FW1.5, FW2.71 (via Hen D & DA's SE-C), all Team M33 and all OE custom firmwares by Dark_AleX except 3.30 OE for PSP Phat. You can also launch iR Shell under an emulated XMB using DevHook. iR Shell 3.8 now also supports PSP Slim with CFW 3.60 M33 and 3.71 M33.

Can I use same configuration files for FW1.5, 2.71 and 3.xx modes of iR Shell?

Yes, this is possible. Please refer to chapter 10.1 of the iR Shell manual for more information.

Is it possible to run two or more applications at the same time?

It's not possible to launch two or more applications, since the PSP isn't really designed for it. You can only multi-task between built-in iR Shell functions like the mp3 player and WiFi transfer and another UMD game/homebrew.

What are NethostFS and USBhostFS and how do they work?

These two allow you to have access to your PC's file system via either USB or WiFi. You can remotely browse your PC harddisk, CDROM, DVDROM, etc. just like local files on your Memory Stick. You can open PC files on your PSP via the familiar iR Shell file browser (DIR View). This allows you to play mp3s, movies, photos, etc. on your PSP without physically copying them to the memory stick first. The files you selected are streamed realtime to the PSP for playback. You can even launch PSP homebrews that are installed on your PC harddisk.

In order for either of them to work, you need to start their respective "server" applications on your PC. These applications come bundled with iR Shell for Windows and Linux and provide the files to your PSP. For Windows, these are nethostfs.exe (for WiFi) and usbhostfs_pc.exe (for USB connections).

The first time you use USBhostFS on Windows, you will also be asked to install an additional driver, which also comes bundled with iR Shell. If the XP SP2 firewall asks if you want to allow connections for either of these applications, then DO ALLOW them or the whole feature won't work. You can restrict access to your local network for added security. Users of previous iR Shell versions (older than 3.7) that already had a working USBhostFS setup will still need to update their USBhostFS drivers and use the updated usbhostfs.exe, too.

Nethostfs offers PC files to your PSP via infrastructure (or adhoc) WiFi. In order for this function to work with an infrastructure network you need a properly working WiFi connection already setup in the Sony XMB. The next step is to set the server IP (your PC's local IP) in the iR Shell configurator. If you have multiple network connections set up in Sony's XMB, then please select your desired network connection by name in iR Shell configurator. Now you can connect by either using the Shortcut or clicking on the nethost0: device in DIR view.

For info on adhoc nethostfs configuration please refer to the User Guide for iR Shell 3.8.

USBhostFS offers PC files to your PSP via USB connection. The difference to the regular USB connection is that your PSP will see your PC's files instead of your PC seeing your PSP's files. You still need a USB cable for it, of course. As noted above, you will also need to install a special driver on Windows machines.

Once connected through either server application, you can browse your PC's files via the usbhost0 or nethost0 devices from DIR view. Just tap TRIANGLE to get to the topmost folder and you will see the new devices there. You can then execute PSP homebrew applications, mp3s, pictures, pmp movies, TXT/PDF files and so on from your PC's harddrive on your PSP. The folder where usbhostfs.exe and nethostfs_pc.exe are executed from are regarded by default as the "root" of that device (usbhost0:/ and nethost0:/)

What is USBhostFS/NetHostFS redirection?

Some homebrews are hardcoded to open files located on the ms0: device (the memory stick). To achieve maximum homebrew compatibility with NethostFS and USBhostFS, iR Shell supports device redirection. Once enabled, your usbhost0: or nethost0: will appear as ms0: to your PSP. When your homebrew tries to open files under ms0:, it will be redirected to the host file system.

You can also choose to install PSP homebrew applications on your host under usbhost0:/PSP/GAME or nethost0:/PSP/GAME, similar to the way you install homebrews on ms0:. Afterwards, you can enable the redirection and also enable the "Redirect APP View to Host" in iR Configuration. The homebrews installed on your host harddisk will be presented to you under the regular iR Shell APP View.

You'll also notice the title of the APP View will be changed to "Homebrew Applications [HOST]". The HOST keyword signals you that the homebrew listed are residing in your PC host.

After you've enabled redirection, files on the memory stick can still be chosen via ms1: device. Depending on the particular homebrew application, files on ms1 may or may not be seen by the homebrew.

If you've chosen to launch XMB after enabled redirection, you can even stream MP4 movies from your host harddisk via the standard XMB video player. Under FW1.5 mode of iR Shell only regular MP4 movies are supported. Under FW2.71 mode of iR Shell AVC movies are also supported. Please note that FW3.xx mode of iR Shell does NOT currently support host redirection in the XMB. If you would like to watch any movies you will need to copy them to your memory stick in this firmware or run FW1.5 EBOOT of iR Shell (which does not support AVC MP4's, however).

If you are using any custom firmware then you should make sure that you also have /PSP/GAME150 and /PSP/GAMExxx folders on your harddrive when using host redirection.

What does the error "scewlan_driver missing" while trying to use an Adhoc NetHostFS connection mean?

In order to be able to utilize Adhoc NetHostFS you will need to have the following files from a 1.0 and 1.5 firmware dump. These files need to be decrypted. Also make sure the file names are exactly as shown. To verify you have the correct files and have decrypted them correctly you should check their MD5 sums. If you don't have an MD5 checker for Windows yet then I suggest "HashTab": <http://www.beeblebrox.org/hashtab/>

The program will give extend the right-click -> properties menu in Windows with a new tab.

Decrypted Firmware files from a 1.0 dump that you need for Adhoc PC NetHostFS

IFHANDLE.PRX

MD5: 16BB232AAAE5769864C95FBBAF34A64

File size: 21.3 KB

pspnet.prx

MD5: 3D3F9B66A91EF6EC765684A3427531C1

File size: 58.8 KB

pspnet_apctl.prx

MD5: DC58220539A78907ECD1908A7C7E2757

File size: 44.1 KB

pspnet_inet.prx

MD5: 9AEA56ABD541B891AA67FCB8D6A49E04

File Size: 241 KB

pspnet_resolver.prx

MD5: 8D287E9F634C092006B6CBACF597AB32

File Size: 12.1 KB

Decrypted WLAN.PRX from a 1.5 dump that you need for Adhoc PC NetHostFS:

WLAN.PRX (renamed to WLAN**15**.PRX)

MD5: B3D8A00599AE0B620C25F26850039713

File Size: 192 KB

Please note: AdHoc NethostFS is not possible under FW3.71 M33.

Does iR Shell support multiple network configurations for NethostFS?

Yes, you can use the NethostFS function even if you have multiple network configurations set up in Sony XMB. Just choose the XMB network entry name you want to use under iR Shell Configurator.

How many PSPs can connect to a single NethostFS server?

By default up to 20 PSPs can share access to one host PC via the nethostfs server. That should suffice for most needs. You can, however, edit this value via a command-line parameter. Please realize that network access will be relatively slow with more than 20 connected PSPs, however. For an explanation of nethostfs.exe parameters please check out the iR Shell manual.

How can I stream MP4 movies from my PC to the PSP?

You can stream PMP movies with the built-in PMP plugin in iR Shell. Just use NetHostFS or USBhostFS and browse the PMP files on your PC. Click 'X' on the PMP movie and it'll launch automatically.

Streaming MP4 movies using the Sony XMB movie player (the video player under Sony's Menu) is also possible. In this case, you'll need to build a MP_ROOT directory structure on your PC and use nethost->ms0 or usbhost->ms0 redirection. Then, launch XMB from iR Shell (Left Trigger + UP or "Launch XMB" menu entry) and start the movie in the XMB menu. Only MP4s supported by the firmware mode can be launched: Under FW1.5 mode you can only watch regular MP4s, under FW2.71(SE) mode of iR Shell you can also watch AVC movies. Please note that FW3.xx mode of iR Shell does NOT currently support host redirection in the XMB. If you would like to watch any movies you will need to copy them to your memory stick in this firmware or run FW1.5 EBOOT of iR Shell (which does not support AVC MP4's, however).

Why doesn't Host Redirection work when launching the XMB in FW3.xx EBOOT?

Sorry, you can't use XMB Video player to view MP4/AVC movies located on your PC via USBhostFS or NetHostFS in FW3.xx EBOOT of iR Shell. This is only possible in FW1.5 and FW2.71 EBOOTS of iR Shell. When using the FW1.5 EBOOT of iR Shell you cannot watch AVC MP4 movies as that firmware doesn't support AVC files yet.

Also, the host redirection of music/photo/games under XMB has never worked. The host redirection of video under XMB worked in fw 2.71 & before, but it's no longer working under 3.xx. Bottomline, don't use host redirection under XMB. Host redirection will now only work within iR Shell features.

Why does keypad redirection not work for me?

If you are absolutely sure that you did everything else correct then try this ... launch nethostfs.exe *manually* from cmd line by typing the command. Do NOT use a BAT/CMD file now. Only then will redirection work for some people. This likely has something to do with the window title but a true solution hasn't been found for these rare cases.

Would it be possible to create a psp<->psp USB connection or directly attach any harddrive to USB?

For this to work, the PSP would need to have a feature called "USB On-The-Go" (OTG), but the PSP's hardware can only support 'slave' mode USB, which is why you can't have it connected to a USB hard drive and the PSP read the data off of it or directly connect it to another PSP. It may be possible, but would require re-programming/hacking of the Sony USB libraries. Instead, use the adhoc WiFi file transfer if you need to transfer files between two PSPs.

Why do small files take so long to copy and become so "big" once they are on the memory stick? (For example the Pronto Hex iR codes package for iR Shell)

This has to do with the block size and filesystem format the memory stick is being formatted with. Sony originally formats the memory stick with the FAT file system, but you can also format your memory stick using FAT32 (which uses a different block size by default) when connecting your PSP to Windows via USB.

FAT32 is better if you have a large MS and a lot of small files. The Pronto Hex IRCODES directory has 23MB actual size and 5MB for overhead. Smaller files also take longer to copy because the more files you need to write, the more

entries will need to be written to the MFT which is a bit like an index page of your memory stick's contents. If only one (big) file needs to be written, this simplifies the write process substantially.

Why can't I hear my MP3s when playing PS1 games?

Sorry, the PS emu uses a low level audio API and completely bypass the standard audio API which is used by the MP3 player. This can't be fixed easily.

Why does switching from one FW1.5 to FW3.xx EBOOT of iR Shell not work?

In order for this to work you should enable the iR Shell autoboot plugin as written in the installation instructions. On FW 3.71 you will also need to have the 1.5 kernel addon installed. Using any fw1.5 features under PSP Slim & Lite also won't work, of course.

Why does the iR Shell Autoboot plugin not work properly?

Make sure you've selected „Skip SCE logo“ in OE/M33 recovery menu. Leave „UMD Auto-Start“ option in XMB ON, as it will allow direct launching of UMD Video from iR Shell.

Why do some very few PSP Game ISO Backups not work properly with iR Shell when others do?

You probably forgot to run the "pspbtcnfnf patcher" utility supplied with the iR Shell installation archive. Check the installation instructions again.

If you still have issues try selecting UMD mode in iR Configurator and inserting a UMD into your drive.

Why can I not launch XMB in 1.5 EBOOT of iR Shell?

You must have a full dump of firmware 1.5 (including flash1) on your memory stick in folder /dh/150/. It will use ms0:/dh/150/flash1 for your PSP system settings. If you get a blue screen while launching XMB, this will mean your ms0:/dh/150/flash1 is corrupted. Make sure you've a clean copy. The 1.5 XMB also won't be available for PSP Slim & Lite users due to the missing 1.5 kernel files.

Why do UMD Video ISOs not work under 1.5 EBOOT?

Using 1.5 EBOOT is the „old“ method of launching UMD Video ISO backups. iR Shell 3.7 now supports the new UMD Video ISO mechanism implemented in all M33 firmwares since 3.52 M33-3. Please refer to chapter 8.5 of the User Guide for more info on the newer way to do this.

If you would still like to use the „old“ method then you must use FW1.5 EBOOT of iR Shell and have a full dump of firmware 1.5 on your memory stick in folder /dh/150/. If you can launch 1.5 XMB, you should already have the firmware dump.

Please note both the 1.5 XMB & UMD Emulator won't use your original flash1, it will use ms0:/dh/150/flash1 for your PSP system settings. If you get a blue screen while launching UMD Video, this will mean your ms0:/dh/150/flash1 is corrupted. Make sure you've a clean copy. Only Video UMD ISOs up to FW1.5 are supported since the mechanism uses (Dark_AleX's reverse-engineered) UMD emulator to run the UMD Video ISOs.

Why do some images not resize in the photo viewer? Why does the scaling not work?

Currently, the scaling options in the photo viewer only work for JPEG images. Please make sure your image is not a PNG or BMP if you try to use scaling. Some files may also be too large for the PSP to display.

I accidentally locked my PSP. What is the password?

If you have never set up a password in iR Shell and accidentally locked it, then simply press START when you are asked for a password. If you did previously enter a password in iR Shell's configurator, please enter that password.

Can I change the alarm clock sound and the default alarm time?

Yes, the default sound is located at "ms0:/IRSHELL/SYSTEM/ALARM.MP3" and can be modified in Configurator along with the alarm defaults.

Can I change the low battery warning settings and sound?

The low battery warning threshold can be set up in iR Shell's configurator. IF you want a different sound simply replace the MP3 located at ms0:/IRSHELL/SYSTEM/BATTERY.MP3".

Why do my MP3s play too fast or slow/why do my MP3s not play at all?

The mp3 player plugin is based on the libmad library and this library only supports the following sampling rates:

- 32 kHz
- 44.1 kHz
- 48 kHz

Please make sure your MP3 files use a supported sampling rate. If you want the mp3 player plugin to support other sampling frequencies, you'll need to download the libmad source from PSPSDK and modify it, then recompile the mp3 player plugin source. You will not need to modify the mp3 player source itself. However, this will be easy.

Most PSP homebrew apps and games use the libmad library for mp3 playback and will show similar behavior.

How do I avoid memory stick data corruption when using USB mass storage?

Incorrect usage of the USB mass storage function may corrupt your MS. This can happen if you leave USB mode enabled under iR Shell. Once you enable USB and have a connection to your desktop PC, your PC will read the FAT table (directory structure, free sectors, etc) into PC memory.

Then, if your PSP creates or updates any files on the MS while USB is on (like taking snapshots for example) this will update the FAT table on the MS only. The PC's FAT table cache doesn't reflect the changes and actually has an outdated copy. If at this moment, you copy some files from your PC to the memory stick, you will corrupt the memory stick. To avoid that, you should always disable USB & re-enable it if you made any changes to files from within iR Shell. Should you ever do have a corrupted memory stick, you will need to reformat it to fix it again or run Window's chkdsk program to fix the corrupted files.

Alternatively, you can use USBhostFS or NethostFS and iR Shell's file manipulation functions to copy files from your PC to your PSP and vice versa in a much more comfortable and safe way.

Is iR Shell open source or will the source code be released?

No, iR Shell is not open source and the source code to the core will not be released, please do not ask for it. The mp3 player plugin, however, is released under the GPL license and has been previously released.

Does iR Shell write to the flash memory?

Yes, you will need to execute a firmware patcher utility once when you install iR Shell. You will not need to run it again unless you've re-installed the firmware or the iR Shell installation instructions explicitly tell you to. The patcher will validate your existing psbtcnf.bin file and make sure it's a correct copy before applying the patch and adding a small file to your flash. There are some safety measure built in. The patcher shouldn't be able to brick a PSP, but as with all free software, use it at your own risk.

Is it dangerous to "overclock" the CPU to 333MHz? Will I "brick" my PSP?

No, the PSP is designed to be run at 333MHz. That is, system bus, CPU, etc. all cater for the CPU to run at 333MHz. Before the actual PSP launch in Japan, Sony was having problems to provide a reasonable battery life when compared to its rival, Nintendo.

Thus, Sony decided to underclock the CPU to 222MHz (bus speed of course will also be lowered) to make the battery last longer. So, setting your CPU speed to 333MHz will only drain your battery faster. The PS1 emulator (POPS) runs all games at 333Mhz natively, anyway.

However, a word of warning: The PSP's WiFi chip is only clocked for a maximum of 300MHz so it could potentially get damaged if you continuously run WiFi at 333MHz.

Why do some apps (FileAssistant++) return to the Sony shell (XMB) instead of iR Shell when I exit them?

This is because those apps acts like a shell themselves and take over control of the PSP. iR Shell will be exited in those cases. There is no technical workaround to this issue.

I want to create an iR Shell skin but I don't know how to create an Alpha channel for the icon transparency?

There is an excellent tutorial written by suloku in the Submit Skins/Plugins section of the old forums.

You can find it here: <http://irshell.org/showthread.php?tid=2>

Please note this tutorial doesn't cover the new blinking cursor yet. Here's some info on that:

- # - Set cursor color to -1,-1,-1 for a transparent cursor.
- # - Set one of the 3 RGB values to -2 for a flashing cursor.

Example, -2, 128, 128 will cause the Red element to flash (cycle through color value
from 0 to 255); while the Blue & Green elements remain the same. You can only
set 1 of the 3 color elements to flash.
- Other values for solid color cursor.
MNU_CURSOR_COLOR = -2,0,0

Can I listen to MP3s while running the XMB?

Yes, you can multi-task between the XMB and iR Shell if you launched it via iR Shell's "Launch XMB" function and play music that way. However this is only possible under fw 2x/3x. iR Shell mp3 playback is unavailable when launching XMB under fw 1.5. MP3 playback is also disabled under fw2x/3x when launching UMV Video.

Can I partially turn off PSP Game Music when playing my own MP3s via iR Shell?

Yes, you can turn off selected audio channels using iR Shell's "Mute Game Audio" function. By default this function will only work if you play an MP3 via iR Shell but you can edit this setting in iR Configurator so that Game Audio will always be muted. "Mute Game Audio" will then bring an Audio Channel Menu which allows you to mute each individual channel.

There are a total 8 audio channels on the PSP (0 - 7). Games normally use a few channels to output music, voice & various sound effects. The Audio Channel Menu will tell you what channels the game currently use and you can mute each channel manually. You may need to test muting different channels a few time to find out which specific channel you want to mute.

Example, you may want to mute the in-game music and leave the sound effect. Please also note the iR Shell MP3 Player is indicated as "MP3 Player" in the menu and can't be muted. Also, the muting of game audio will only take effect if the mp3 song is currently playing or paused unless you set it up to always mute game audio in iR Configurator. If the playback of your mp3 has completed, the muting of game audio will be cancelled. MP3 playback while running PS1 games is not possible.

How do the \$folder\$ subfolders work?

You can create subfolders inside /PSP/GAME, /PSP/GAME150/ etc. to organize your homebrew into subfolders like \$emulators\$, \$tools\$ and so on. You can associate an icon image to each sub-folder under APP view. Name your icon image as "icon.png" and place it inside your sub-folder. Example, /PSP/GAME/\$Emulators\$/icon.png.

Can you add the feature to 'learn' iR codes from a remote control?

No, currently that is not technically possible (well, nothing's impossible).

However, if you have a Pronto compatible device, such as a Pocket PC or Palm, you can use it to learn Pronto codes for your device with right software. You can find some programs in this old forum thread:

<http://www.phpbb.com/phpbb/viewtopic.php?t=169&mforum=irshell>

Is there a way to increase the range of the IR signal from the PSP?

No, the IR signal strength is fixed on the PSP. The range will depend on the sensitivity of the IR receiver of the device which you want to control. Some will only work within very close range and some will work from across a hallway.

Where can I get more iR codes?

Most people don't know that there are already codes for more than 2000 devices available for iR Shell. The package you need to download is called Pronto Hex Codes (prontocodes13.zip). Extract the contents to the root of your memory stick and all necessary folders will be created for you.

In order to see the Pronto Hex codes subfolders in /IRSHELL/IRCODES within iR Shell, you need to set the "Hide RDF Sub-directory" setting to "OFF" in the iR Shell configuration screen (R Trigger + START). If a code for your device is not included in that package, you can search for it at RemoteCentral (<http://www.remotecentral.com/>). iR Shell supports standard "Pronto" codes. You need to download Component Configuration Files (ccf) and extract the codes.

The actual CCF files can be found here: <http://www.remotecentral.com/cgi-bin/files/rcfiles.cgi?area=pronto&db=devices>

However, converting all functions from a remote can be a very tedious process and can only be recommended for advanced users. If you still want to try it out, follow these steps to get you started:

Once you have downloaded the CCF file(s) you need from the link above, please also download and install Philips ProntoEdit:

<http://www.remotecentral.com/cgi-bin/files/rcfiles.cgi?area=pronto&db=other&br=programs&dv=oldersoftware&md=philipsprontoeditv405&kw=pronto+edit&st=&ar=&dt=&so=&pg=2&file=software/ProntoEdit4.zip>

Here's the manual for that program:

<http://www.remotecentral.com/cgi-bin/files/rcfiles.cgi?area=pronto&db=other&br=programs&dv=philipsprontoseries&md=philipsprontoeditv40manual&kw=pronto+edit&st=&ar=&dt=&so=&pg=3&file=manuals/ProntoEditv4.pdf>

Extract the codes like this:

1. From ProntoEdit main menu, choose File->Open to open the ccf file you downloaded. Click on "yes" in the window that pops up asking you if you would like to convert the CCF to "TS-1000" format.

2. The left hand side of the window has a list of HOME, DEVICES & MACRO GROUPS. Click the Plus(+) sign on DEVICES and another list of sub devices will be listed. Look for the one that looks like to be the device you want. Example, "TV" or "TV Codes" and click it. A graphical device layout window will popup.
3. Look for the key that you want to copy the code from. Double click the key.
4. Another popup window appears. Double click "Learned".
5. Another window appears. Click "View IR" and you'll see the code.

Next, create a new TXT document and also open the "Panasonic TV.rdf" file with notepad so you can use it as a template for your own RDF file. You will need to create an entry for every button you would like to use and then copy and paste the code from ProntoEdit next to it.

Refer to your template on how to do that. When you are done, rename the document to .RDF and put it in somewhere in the /IRHELL/IRCODES folder. It's generally best to add the button definitions to your RDF file one by one and to continuously test everything.

Can I use LIRC codes (or any other codes than Pronto Hex) for the iR remote control function?

Sorry, no. There is currently no conversion tool for the LIRC format. However, I believe you can use another homebrew, PSP Universal Remote that supports LIRC format. You can download it from PSPUpdates: <http://pspupdates.qj.net/>

What is the keypad redirection and how does it work?

You can use your PC keyboard and/or one or even two PC/XBOX controller(s) to control your PSP and PS1 games. For this to work you must turn on Keypad Redirection in the iR Configurator under "Redirect Keypad to Host". You can choose to allow this for USBhost and/or NetHostFS. Devhook 2.71 fw emulation is also supported.

USBhostFS will run with Keypad Redirection enabled by default unless you specify the option „-k" which will disable keypad redirection. To enable Keypad Redirection for NetHostFS you will need to pass it the option „-s" option. If you would only like to redirect joystick movement and not the keyboard then use the „-k" option.

For PS1 games you may use two PC controllers or let one player play on the PSP and the other on the PC with either a controller or the keyboard. To determine the required iR Configurator settings please refer to chapter 6.2.5 of the iR Shell User Guide.

You will also need to (a) create configuration file(s) for your own PC controller(s) using the joymap.exe program that comes with the latest

USBhostFS. If you run out of buttons to assign just press any other button and remove the entry manually later using notepad. Next, copy the MAP files to the same folder as USBhostFS.exe and NetHostFS.exe and start them as per the examples given in the User Guide in chapter 6.2.5 again.

Mapping the keyboard with a custom map is currently not possible unless you recompile usbhostfs.exe from source code. However, here's the current keyboard layout:

PC Keyboard Mappings:

UP	W	
DOWN	Z	
LEFT	A	
RIGHT	S	
Analog U	ARROW UP	
Analog DOWN	ARROW DOWN	
Analog LEFT	ARROW LEFT	
Analog RIGHT	ARROW RIGHT	
CROSS	END	
CIRCLE	PAGE DOWN	
SQUARE	DELETE	
TRIANGLE	HOME	
L-TRIGGER	Q	
R-TRIGGER	PAGE UP	
START	ENTER	
SELECT	RIGHT SHIFT	
HOME	H	This key will only be interpreted by homebrew, not PSP System. That is, it won't bring up HOME Exit screen for games. It will only work if a homebrew is programmed to detect this key. Example, after you've launched XMB, you can use this key to exit back to iR Shell.
<"Quick Exit">	ESC	This isn't a PSP key, but it's added for convenience.

What are plugins and which ones are available for iR Shell?

Plugins are homebrew applications that have been edited so they will automatically open with the file you selected in iR Shell's DIR view (example: If you open a PDF file in DIR view then Bookr will automatically open with the correct PDF already loaded).

How do I use the 4th brightness level setting?

iR Shell allows you to activate the 4th brightness anytime by pressing "Left Trigger + Brightness". To return to normal brightness, press "Brightness" button again. If you're using OE/M33 firmware, you don't need this feature as it's already built-in under these CFW.

Why do some Backup ISOs crash or refuse to work when launched from iR Shell?

Verify that you ran the pspbtncnf patcher utility when you first installed iR Shell. You can safely run it again and check the status. If you are on older OE custom firmwares then you will need to apply the patch manually. Refer to the notes in the installation instructions for more information.

If you still encounter problems while launching games then please make sure that you disable any additional plugins in your recovery menu. The more plugins you enable the less compatible iR Shell will be with games and homebrew. When using NetHostFS try to use maximum compatibility mode via iR Configurator (WPA not supported). If you do use WPA encryption then make sure you have Compatibility Mode set to 'Normal', however.

Can I use NP9660 or M33 No-UMD Driver?

The Sony ISO driver utilizes another pspbtncnf.txt file (located within pspbtncnf.bin) which is similar to POPs (the PS1 emulator) - meaning that it loads a very restricted set of PRXs. However, iR Shell 3.8 now adds full support for the NP9660 and M33 driver thanks to help from Dark_AleX. You can launch games via memory stick or USB/NetHostFS with these drivers and still enjoy MP3 playback.

Why can I not have MP3 playback when playing PS1/PSX games?

PS1 games bypass the PSP multi-channel audio layer and access the audio hardware directly for maximum performance, meaning that the audio hardware is now used exclusively for PS1 game. There is no way to fix this unless someone bothers to implement another abstract layer to replace the one used by the PS1 games to allow a new multi-channel audio layer. However, this would surely degrade the performance and may even result in making PS1 games completely unplayable. The only reason why Sony even removed the multi-channel audio is to boost performance to begin with.

What are the Eboot 1-5 icons in the menu / How do I use the homebrew shortcuts?

These icons represent your predefined homebrew, or shortcut apps. You can set up five applications which you can quickly launch via these icons or alternative button combinations.

Setup for FW1.5 homebrew: Let's say your favourite FW1.5 homebrew comes with two folders: SomeApp and SomeApp%. You now copy everything in the SomeApp (without the %) folder to: ms0:/IRSHELL/HOMEBREW15/RDOWN

Now, go into the SomeApp% folder and rename that EBOOT.PBP to EBOOT%.PBP (Note the %) and also copy it to:

ms0:/IRSHELL/HOMEBREW15/RDOWN

Now you can quicklaunch that homebrew app by using the shortcut R Trigger + Analog DOWN or selecting "Eboot 5" from the iR Shell menu.

For FW2.xx and FW3.xx homebrew you should create a dummy EBOOT.PBP that just contains the desired icon and a PARAM.SFO using PBPunpacker and then rename it to EBOOT%.PBP and put it in the same folder as the 2.xx/3.xx EBOOT.PBP.

The entries in the iR Configurator are just so you can name your apps. The entry Homebrew -> could for example say Some App v1. That way it will be displayed in the status bar of the iR Shell menu when you highlight that particular Eboot 1-5 shortcut.

Here's the order when comparing the IRSHELL directory structure to the iR Shell menu:

ms0:/IRSHELL/HOMEBREWxx/RIGHT - Eboot 1 in menu (or just Analog Right)
ms0:/IRSHELL/HOMEBREWxx/RLEFT - Eboot 2 in menu (or just R Trigger + Analog Left)
ms0:/IRSHELL/HOMEBREWxx/RUP - Eboot 3 in menu (or just R Trigger + Analog Up)
ms0:/IRSHELL/HOMEBREWxx/RRIGHT - Eboot 4 in menu (or just Analog Right)
ms0:/IRSHELL/HOMEBREWxx/RDOWN - Eboot 5 in menu (or just R Trigger + Analog Down)

(xx refers to the iR Shell EBOOT you are currently running. Each EBOOT and firmware has its own predefined homebrew folders: HOMEBREW15, HOMEBREW2X, HOMEBREW3X)

Why does infrared not work for me ? I get an error about „sceSIRCS_IrDA_Driver“

You are probably on firmware 3.71 M33. Sony removed the infrared functions from this firmware. In order to restore them you will need to get a decrypted sircs.prx from a 3.52 firmware dump and place it in /IRSHELL/SYSTEM/.

Here are some instructions by **Hatter** from the Unofficial iR Shell forums:

- step 1:** Download PSARdumper M33 from here:
<http://irshell.org/showthread.php?tid=371>
(follow the readme to install it)
- step 2:** Download the official Sony 3.52 firmware update Eboot.
If you don't have it, google it.
- step 3:** Put the Sony 3.52 firmware EBOOT.PBP in the root of your memory stick.
- step 4:** Start up the PSARdumper once. In the program you will have a few options. Choose SQUARE.
- step 5:** After you finish, you will boot back to the XMB. Now either use USB or iR Shell's directory view to go to the ms0:/F0 folder which will get created in the root of your memory stick. Look inside the ms0:/F0/KD subfolder for *sircs.prx*
- step 6:** Now copy the *sircs.prx* to the ms0:/IRSHELL/SYSTEM folder and your infrared remote codes should work.

Infrared also isn't available on the PSP Slim & Lite due to the missing infrared hardware.

How can I get a more refined better button configuration with RemoteJoy4iRS ?

*If joymap.exe doesn't quite do what you expected, then this tutorial submitted by **beelzebub0660** from the Unofficial iR Shell forums may be of help:*

I see several threads now and then about configuring their PC gamepad to work with RemoteJoy4iRS so I figured I would do a small walkthru of how to configure your controller for use with RemoteJoy4iRS. First off you are going to want a certain program called joytokey, this allows you to map keyboard keys to your pc gamepad.

You can find it here:

<http://www.electracode.com/4/joy2key/JoyToKey%20English%20Version.htm>

Next you are going to execute the **joymap.exe** that comes with usbhostfs1.7 which can be found in the iRShell 3.8 release thread (supposedly the one that comes with RemoteJoy4iRS is an incorrect version or something). You must execute **joymap.exe** through a command line, also make sure to designate which controller you're configuring and what the name of the map file is going to be. ex.(C:\usbhostfs_PC_Win_1.7\joymap.exe 0 PS2.map) [the 0 is to designate the first controller and PS2.map will be the name of the map file, joymap.exe doesn't actually add the file extension on when done configuring so that is why you must name it "whatever".map.

Then joymap should ask you to configure the D-pad, skip that and map the PSP's analog to the left analog on the PC controller. then map all of the other psp buttons to their corresponding buttons on the PC gamepad, except I wouldn't map Exit to the game pad because if you press that in-game it will exit to irshell. When it's done you should have a map file with the name PS2 or whatever you named it. Now copy that file into the same directory you have RemoteJoy4iRS in.

Now you're going to be using joytokey for the rest of the configuration. Open joytokey and go to file and make a new configuration, now click on the tab on the right that says "others" it will take you to a screen which has some check-boxes, make sure the "use axes other than X and Y" and "use POV switches" boxes are checked. Also make sure the threshold is turned up to at least 60.

Now click on the joystick tab and configure the settings like so.

Axis3(<0) - Delete
Axis3(>0) - PageDown
Axis6(<0) - Home
Axis6(>0) - End
POV1: UP - W
POV1: RIGHT - S

POV1: DOWN - Z
POV1: LEFT - A

This will map the PSP's D-pad to the PC controllers D-pad and also map the PSP's face buttons to the right analog of the PC controller (so you can have the dual-analog setup in First Person Shooters and such.)

The configuration should be complete. You have to make sure that joytokey is running while you use RemoteJoy4iRS or else the buttons you mapped won't work.

Now, when you execute RemoteJoy4iRS you're going to have to point it to the previously created map file. Right-click the "Enable 2nd joypad" button and click "select map file for joypad 1" then just go to the directory you copied the map file to and select it, remotejoy should basically reset itself and you should be ready to go with a perfect controller configuration for any psp game (other than Me and My Katamari, you'll have to map the D-pad to the PC controllers left analog through joymap.exe to use dual-analogs correctly in that game.)

This has been tested with a PS2 controller and an XBOX controller on my PC and they both work perfectly. I just use a little \$10 usb device caled the "Gamemon Universal USB Converter" from walmart that has PS2, XBOX, and NGC ports + two usb ports (for just \$10!!).

Is there a simple tutorial to set up NetHostFS for use with my WiFi router ?

Yes, beelzebub0660 has submitted this nice tutorial to the unofficial iR Shell forums:

I've been putting off re-setting up nethost on my psp because I am just borrowing my buddy's router and I didn't know how long I would have it for. Well apparently I'll have it for a while so I decided to write a little tutorial on how to setup nethost for iRShell on a PSP with 3.71 M33-2 w/1.5 kernel v2 firmware...here we go.

This setup is without WEP enabled, because I don't really care enough to use it.

Firstly make sure all cords are plugged into your PC and wireless router and that your PC can connect to your router, either wirelessly or by ethernet cable.

Now, boot the PSP to the XMB and go to network settings. Go to "Infrastructure Mode", go to "new connection" and click "scan". Your wireless router's name should come up, if not check your connections and try again. Press X on the access point (your router, mine is just called "linksys"). Now keep pressing right on the D-pad until it asks you to save settings, now press X to save. Then it will ask you to test so you should press X to test the connection out. It should say aquiring IP Address and a screen should come up

with connection name, signal strength, etc. Now press O to go back to the main XMB and start the 3.XX EBOOT of iRShell (the one with the Palm leaf).

Once iRShell 3.XX is booted put the PSP down for a 'sec and turn to your PC. Go down to START and click run and type CMD in the space and press enter. A command prompt should appear type ipconfig /all and press enter. You should see some info about your PC's IP settings, we only need one thing, your PC's IP address. My PC's is 192.168.1.102 for this FAQ, now remember that IP address because we're going to be entering it into iRShell.

So pick up your PSP, iRShell should already be booted into 3.XX kernel by now, so go down to configurator and press X and X to confirm. Now go down to "Non-MS media Access" and enable it, go down to "XMB Network for Nethost" and press right on the D-pad until the access point's name appears(mine being "linksys"). Last, go down to "Nethost IP/Name (AP)" and press X, now type in the IP address I told you to remember earlier and press start, now press O to save setting in configurator. Now off to the last step.

If you haven't already download Nethost 1.7 from iRShell 3.8's release thread. Extract it to its own folder, now in the root of the folder make replicas of all the folders on your PSP's MS(ISO,GAME PSP,etc...) put your homebrews, isos, whatever into said folders and double-click nethost.exe. If your (Windows) firewall pops up be sure to allow all traffic for this application !

A command line should come up and say "Listening for incoming connections..." click on "toggle nethost" on iRShell and it should connect and say "Accepting new connection from IP whatever. Now go to iRShell's "directory view" hit triangle a couple of times then go to nethost0:/ and press X and you should be looking at the nethost folder on your PC. If it fails on first attempt simply try again.

I hope this Tutorial has helped some of you who have been having problems configuring Nethost.

Is there a tutorial for the 'new' method of streaming UMD Video ?

Yes, xdlee from the Unofficial iR Shell forums has shared this nice tutorial with us (slightly edited and shortened):

Prerequisites:

1. A PSP with either CFW 3.52 M33-3, CFW 3.52 M33-4, CFW 3.60 (Slim only) or CFW 3.71 M33-2/3 (incl. 1.50 kernel addon v2 on PSP Phat).

(There is a bug in M33 3.71 which may brick your PSP when modifying system settings. To be on the safe side, everyone should upgrade to 3.71 M33-3 to avoid possible bricking.)

You also require an UMD inserted because NO-UMD does not work for this.

2. iR Shell 3.8 installed on your PSP
3. PC with USBHostFS and USB type B drivers installed or NetHostFS files
4. A Video UMD ISO.

Please remember that your ISOs shouldn't be more than 54 chars. For example, *Final_Fantasy_VII_Advent_Children[J]260.ISO* (38 chracters < 54 characters, Working OK).

Same as when using the "old" method with 1.5 EBOOT, you'll need to name your video iso with the file extension **".umv"**, not **".iso"**. For example, *Final_Fantasy_VII_Advent_Children[J]260.umv*

You can place the .UMV UMD Video ISOs anywhere you like:

.../ms0/your UMD Video ISO Backups.umv
.../ms0/ISO/your UMD Video ISO Backups.umv
.../ms0/ISO/Video/your UMD Video ISO Backups.umv
.../ms0/yourtaste/your UMD Video ISO Backups.umv

How to Stream UMD Video ISO Backup:

1. Enable "Skip Sony Logo" in recovery mode in order to disable auto UMD start upon PSP poweron.
[M33 Recovery Menu > Configuration > Skip Sony Logo (Currently: Enabled)]

Then, set "UMD Auto-Start" under XMB System Settings to "On" to allow UMD Video autostart from 2.xx/3.xx iR Shell file browser.
[System Settings > UMD Auto-Start On].

Of course, if you want to manually start UMD Video, you may skip this step.

2. Now, connect the psp to the pc with the USB cable - or - enable the WLAN on both your PC and PSP

3. On your PC, start USBHostFS (or NetHostFS).

4. On your PSP, launch 2.xx/3.xx EBOOT of iR Shell and select "Toggle USBHost (or NetHost)" in iR Shell to enable USBHostFS/NetHostFS support. Then, select "Directory View" in iR Shell and navigate to "Your UMD Video ISO Backups.UMV" in *usbhostfs0:/...*(or *nethostfs0:/...*).

Select "Your UMD Video ISO Backups.UMV" (Press X), in the screen that pops up and asks „Launch UMD Video via XMB“ you press X again and the UMD video autostarts. (If you chose manual start then launch the UMD Video yourself under Video in the XMB)

Note:

If you want to **return** to iR Shell from XMB, press **HOME + SQUARE**. You can also multi-task with iR Shell by the use of **L-Trigger + SELECT**.

How to backup UMD disc in M33 CFW since 3.52 M33-3

1. Enable the *VshMenu* in recovery mode
2. Put your UMD disc in UMD drive

3. Connect the PSP to the PC with the USB cable
4. Press "Select"("Home") key in the XMB to get the *VshMenu* up
5. Choose "*UMD Disc*" as "*USB DEVICE*" in the *VshMenu* and exit the *VshMenu*
6. Choose "*USB Connection*" in the XMB
7. Copy the *UMD9660.iso* file to PC
8. Restore previous setting again.

How to check a UMD Video ISO dump from Dany25

(<http://forums.maxconsole.net/showpost.php...stcount=24>)

1. Open your UMD video iso with the latest UMDGEN v4.00
2. Check the size of the image that is displayed in the lower right of the program window.

If the displayed size is the same (or close) as the iso size on the disk then you have a full dump. If the size of the iso (under windows) is like 1.67 GB but the size displayed in UMDGEN is like ~50-70 MB then you don't have a clean/full dump. It's likely that the video files are missing in the umd video folder (inside the stream folder).

How to update to the USBhostFS driver needed for iR Shell 3.7 and iR Shell 3.8 ?

For the newer iR Shells 3.7 and 3.8, you will need to install an updated USBhostFS driver. If you had previously installed an older iR Shell release such as iR Shell 3.6 together with USBhostFS then please follow these steps to update your driver:

- Download the "*Update_USBhostFS.cmd*" you can find in this thread and run it by double-clicking on it (extract it first):
<http://irshell.org/showthread.php?tid=451>

To create this file yourself make an empty TXT file and paste this into it:
SET DEVMGR_SHOW_NONPRESENT_DEVICES=1
START DEVMGMT.MSC

Then, rename this file to '*Update_USBhostFS.cmd*' and run it.

- This will open device manager in a special mode
- In the device manager menu click on "*View*" and then choose "*Show hidden devices*"
- Find the device group called "*LibUSB-Win32 Devices*" and expand it
- Right-click on every "*PSP Type B*" device listed there and choose "*update driver*"
- When asked if Windows should search the internet for the driver answer "*no, not this time*".
- In the next step choose to install the driver manually ("*advanced*").
- In the following dialog choose to search for the driver in a particular folder.

Specify the "*driver*" subfolder from the usbhostfs.exe package.

- If you are asked to specify the location of "*libusb0.dll*" or "*libusb0.sys*" then please specify the same folder again.
- Done

Where can I get more help?

If you've read the User Manual and FAQ and still have issues or questions then you are welcome to discuss iR Shell in various forums on the web.

Unofficial Support Forums (support provided by iR Shell members):

<http://www.irshell.org> (General Support)

<http://gueux-forum.net/index.php?showforum=209> (French Support)

NEVER FORGET:

If you enjoy using this special public release and want to show your appreciation, you can make a paypal donation to ahmanhk@hotmail.com