Friday, August 3. 2007

PSPSSH : SSH2 Client for PSP v1.0.8

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server
and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

 Change log :

What's new in version 1.0.8 :

- Add splash screen on startup
- Add Clear key in Danzeff keyboard
  (useful to clear a field in the login menu)
- IR keyboard enhancement with new short keys inside menus
- Support Sprint PDA keyboard (thanks to Craig)
- Use new SDK wifi functions
- Update help / README files
- Bug fix & Code cleaning

 Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard.

How to use it ? Everything is in the README.txt file.

 Download :

A binary version for firmware 1.5 is available here :
pspssh-v1.0.8-fw15.zip

A binary version for firmware 3.x-OE is available here :
pspssh-v1.0.8-fw3x.zip

Sources are here :
pspssh-v1.0.8-src.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard,
thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

Enjoy,

Zx

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in SSH Client at 01:34

Good Job .
Festero on Aug 3 2007, 02:43

Thanks

Cheers,   zx
zx-81 on Aug 3 2007, 08:56

excellent job
Jordan on Aug 3 2007, 16:39

Thanks,

Zx
zx-81 on Aug 3 2007, 17:28

i like this!!!!!!!!!

salut, invoque frio & lluvia!

thanks!
siette on Aug 21 2007, 10:53

Thanks for your comment

Cheers,   Zx
zx-81 on Aug 21 2007, 18:13

I realized that pspssh is not able to connect to a SSH server hosted on Internet. However, there are no difficulties connecting to a host
in my own local area network. MY PSP firmware version is 3.52 M33-4. What do you think about this?
I use the binary version for firmware 3.x-OE.
I checked my router but the firewall is not blocking this kind of traffic.
Thanks!
siette on Aug 23 2007, 12:30

It should come from your network / configuration. I succeed to connect to my servers from anywhere .

Cheers,   Zx
zx-81 on Aug 23 2007, 18:55

mmm, the problem is only when I connect from a static IP connection to a internet sshd

The pspost program has the same problem: (from psposte.org) :
Note that only the "Automatic" (DHCP) connections work with the 2.x version. Tested on 3.03 OE-A.

Cheers, 7
siette on Aug 26 2007, 01:42

Hi,

Ok, so you are already using a custom firmware . Static IP connection doesn't work with 3.x versions ... If you want to use a static IP, then you have to use the fw 1.5 version (and put it in game150 folder). It's a known issue for all homebrews running in 3.x-oe mode. Up to now, Nobody has been able to figure out why it doesn't work.

Thanks for your comment,

   Cheers,   Zx
   zx-81 on Aug 26 2007, 12:43