

## Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

Monday, October 1. 2007

### Want to port your homebrew to Fw-3X / PSP SLIM ?

For those who wonder how to port their homebrews to Fw-3x and PSP-SLIM, you will find here a very simple "hello world" homebrew, that can be compiled both for fw-15 and fw-3x,

here it is

Have a look to the README file for details.

This is a very simple example part of the SDK, it's only for coders, so no need to publish this stuff on your forums !!!

Hope that helps,

Zx

Posted by zx-81 in SDK at 20:40

Im SURE that it will help . You are the best ZX . I will tell you if that coder can port the game to kernel 3.xx

THANKS!

Unicorn on Oct 1 2007, 22:21

Thanks for your kind comment,

Take care, Zx  
zx-81 on Oct 1 2007, 22:59

Hi ZX81,  
can you compile the latest psp dosbox from CrazyC to fw3.xx, please?  
aTomlC on Oct 2 2007, 13:29

Hi Atomic,

The best is may be to ask him directly

Take care, Zx  
zx-81 on Oct 2 2007, 19:41

Hi Zx,

I would like to develop some homebrew, and I'm looking for help. I tried LUA, and it works fine. But I'd like to work directly with the psp. So, can you help me?

How do I compile this hello world example?. I'm an electrical engineer, so I new a few things about programming, but need the basics to get started, and where to find the information,

Thanks you so much,

Hans  
Hans on Oct 7 2007, 23:54

Hi Hans,

Most of all informations are there : <http://ps2dev.org/>  
If you need any tutorials you may try there : <http://www.devsgen.com/psp/index.php?board=15.0>

(it's a french/english web site, providing info about c/c++ programming on PSP).

Take care, Zx  
zx-81 on Oct 8 2007, 09:52

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there is a strong need for  
psftp v1.0 to be  
ported to 3.xx..  
d.blacksull on Apr 3 2008, 21:30