

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

Sunday, October 28. 2007

### PSP Development Kit ready to use for Windows Users \*\*\* UPDATE \*\*\*

Hi All,

For windows users who want to develop on their windows PC, little homebrew for the PSP, without spending hours or days trying to install cygwin and compile the toolchain, this package is for you !!

You have first to install VirtualBox that is freely available : <http://www.virtualbox.org/>

\*\* UPDATE: here \*\*

\*\* N'HESITEZ PAS A POSER VOS QUESTIONS ICI \*\*

You have to unrar the rar archive in disk1.vdi (you need at least 4Gb of free space on your hard disk)

Then create a new virtual host, Linux 2.6 with 256 Mb of memory, and use the disk1.vdi as a disk image !

This disk image contains a full install of xubuntu 7.4, where the PSP SDK has been already compiled, and several other software added (such as the famous IDE Kdevelop, gcc, SDL etc ...).

After virtually booting Xubuntu, the login name is psp, and the password is psp.

I've written a small PSP project (hello world) for Kdevelop, ready to use.

The source code of PSPWrite is also given as an example, with a linux version and a PSP version (but with makefile only, without project file for Kdevelop).

Hope that helps,

Zx

Posted by zx-81 in SDK at 22:13

Great to have more possibilities out for the non-cygwin approach for windows users. My approach ([gentoo.pspuae.com](http://gentoo.pspuae.com)) is console-only because I like to code with a Windows IDE (Visual Studio in my case) and a Putty session for compiling  
MK2k on Oct 29 2007, 11:42

It sounds good, you could do the same with virtual box (instead of vmware), or even co-linux, it works fine for a console based distrib.

Thanks for your comment,

Take care,

Zx

zx-81 on Oct 29 2007, 11:58

I was using embedded DSL Linux through QEMU with Toolchain installed, but I guess to everyone each own. Funny how most devs out there do a combo of virtual linux under Windows...

Barts\_706 on Oct 29 2007, 14:37

Is there any chance of having an easy install for Ubuntu users? Running Ubuntu on a Mac via Parallels and would love to be able to try this stuff out...

Simon Belmont on Oct 29 2007, 15:03

I've done it for other coders, but personally i use only fedora core distrib (windows is a toy, so i use it only for games )

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Zx  
zx-81 on Oct 29 2007, 16:19

If you have already a Linux distrib installed, then you just have to install the archive of the SDK available here :  
<http://zx81.zx81.free.fr/serendipity/index.php?/archives/194-PSP-Development-Kit-for-Linuxs-users-Fedora-Core.html>  
Just untar / gzip it on /usr/local/pspdev and then modify your bashrc file to setup the PATH and PSPDEV variable properly :  
export PSPDEV=/usr/local/pspdev  
export PATH=\$PSPDEV/bin:\$PATH

Zx  
zx-81 on Oct 29 2007, 16:23

The server your hosting the files on is getting slaughtered, I set a remote box I have access to, to download the files and there only going at 20KB/s Any chance you could upload them elsewhere?  
Miken on Oct 29 2007, 18:54

"windows is a toy, so i use it only for games"

I hear you, I tried the same approach (Ubuntu instead of Fedor, though), but there is a couple of programs not running under Linux (mainly JustVoip which I use for calling) and some graphics programs. Hence embedded DSL.

But this one is interesting, too, I'll post a note on my blog about it.

A plus,

Bart  
Barts\_706 on Oct 29 2007, 22:03

Hi Zx,

great work, i will try it this weekend. I have a question: Is possible to port scilab to psp??? It would be....

thanks,

Hans  
Hans on Oct 29 2007, 22:38

Hi Hans,

I think scilab need a lot of cpu and ram, so i guess the answer is yes but it won't run fast enough (or it will need to much ram) to be usable.

Zx  
zx-81 on Oct 29 2007, 23:08

Mirrored here: <http://stealthcp.ath.cx/files/psp/zx-81/>

Give it till the morning for DNS records to update unless you use OpenDNS  
StealthCP on Oct 30 2007, 01:14

Hi zx-81, I really appreciate your work here but I noticed that you took the files down while I was on part 16! I would hate to download another 700mb so could you please put up <http://zx81.zx81.free.fr/public/psp/virtualbox/disk1.part16.rar> again? Thanks :]  
Chief on Oct 30 2007, 04:35

what programming language should i learn before trying this PSP DeV kit?  
nayr12 on Oct 30 2007, 08:14

Oops sorry, i hope i have kept those files ... btw on lobortis it's going much faster (i can download them at 400kb/s)

Zx  
zx-81 on Oct 30 2007, 08:26

Hi,

c or c++

Zx  
zx-81 on Oct 30 2007, 08:53

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many thanks

Zx  
zx-81 on Oct 30 2007, 09:28

This is great Thanks very much zx....

Do u know if i can get this to work on vmware? Thanks...  
Dodswm on Oct 30 2007, 18:58

VirtualBox is exatcly the same application than vmware, but it's free and opensource .

But this image is not compatible with vmware ...

Zx  
zx-81 on Oct 30 2007, 20:04

Question bete, comment on ajoute une resolution pour le display ?? (mon portable a un ecran 16/10 et les ascenseurs c'est moyen)  
shazz on Oct 30 2007, 20:11

Application -> Settings -> Display Settings et tu changes la resolution

Zx  
zx-81 on Oct 30 2007, 20:19

Nice one zx-81. I assume samba or the like is implemented to allow transfer of files out of the VM disk image?

The real reason for the comment... any tips/guide/direction for understanding how to set up kdevelop properly when installing it into any linux? I spent a few frustrated hours with it the other day and wound up using eclipse instead  
cory1492 on Oct 30 2007, 22:55

Hi,

Using /sbin/mount.vboxsf command you can mount a windows directory to a correspond linux folder (see virtualbox forum / help)

You can also install samba (which is not part of the disk image afaik, but you can do it in a terminal using command such as :

```
sudo apt-get install samba
```

and setup the /etc/samba/smb.conf file properly.

For KDevelop, i really don't know since i don't use any IDE. I've built a simple project for the hello world stuff and that's all. The only parameter i've entered is the PSPDEV and the PATH environnement variable in the Make/Build Project parameters.

Zx  
zx-81 on Oct 30 2007, 23:43

Zx,

Bah non, tu fais ca et ca te propose 3 resolutions 4:3 par default (w:1024, 800 et 640 donc les 2 dernieres inutilisables les fenetres dépassent en bas (genre bouton ok, cancel) et pas moyen de remonter une fenetre)

mais comment en ajouter de nouvelles genre 1280x800 ?????  
shazz on Nov 1 2007, 11:28

Il faut editer le fichier /etc/X11/xorg.conf (fais en une copie avant) et ajouter partout ou tu vois 1280x1024, tu mets un 1280x800 et voila :

```
Modes "1280x1024" "1280x800" ....
```

Zx

PS: tu ouvres un terminal, tu fais :  
sudo mousepad /etc/X11/xorg.conf  
zx-81 on Nov 1 2007, 12:29

which is the root password? Some operations can't be done without it, like mounting a shared directory and so on. Thanks.  
fonzy on Nov 1 2007, 14:19

What is the root password of this thing ??? I also want to know!  
Torch on Nov 1 2007, 19:21

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You are on ubuntu, by default you can't connect as root, but only using sudo . If you want a root console, then you need only to open a terminal using psp account, and enter :

sudo bash

Zx  
zx-81 on Nov 1 2007, 19:40

bof... il se met en failsafe mode .... j'ai du revenir a la config initiale  
shazz on Nov 1 2007, 20:25

The best tool i've never seen before!!  
May the God bless ZX^^  
Fuzzylogic on Nov 2 2007, 08:14

I just wanted to say that I've been following the console scene since gameboy color and making remakes for almost a decade, and this is the BEST tool/package I've ever downloaded.

Download, install, start coding. Simply perfect.  
Even his nickname is great  
Kak on Nov 2 2007, 11:07

Thanks for your kind comment, Glad to see that it might help,

Zx  
zx-81 on Nov 2 2007, 15:10

Thanks FuzzyLogic

Zx  
zx-81 on Nov 2 2007, 15:59

Been in the Homebrew scene on the PSP for awhile and kept meaning to get into learning C or C++ too.  
I've enjoyed alot of the Homebrew apps etc out there and always wanted to have a go myself...

many thanks for bringing this out... time for me to learn C or C++

VampMan05  
VampMan05 on Nov 5 2007, 22:34

thanks for your kind comment, and glad to see that helps,

Zx  
zx-81 on Nov 5 2007, 23:29

so does anyone know where i can get a tut on basically what to do with this program? i know nothing about coding but want to get into that scene. theres no coders in my part of ct.....  
Que on Nov 6 2007, 00:26

this is what ive found by reading different PSP sites... it has a lessons... jump to lesson 2 which teaches you how to make a program

<http://www.psp-programming.com/>  
VampMan05 on Nov 6 2007, 07:04

also more tutorials etc in their forum

<http://www.psp-programming.com/forums/index.php?action=globalAnnouncements;id=1>  
VampMan05 on Nov 6 2007, 07:07

You will also find many usefull informations on ps2dev.org,

Zx  
zx-81 on Nov 6 2007, 08:41

Thanks Zx  
cory1492 on Nov 14 2007, 12:57

thanks for your comment

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Zx  
zx-81 on Nov 14 2007, 18:32

Very nice, thanks a lot, this will save me some time. But could you tell how to compile your hello world sample in kdevelop for the 3.x FW?  
Darklandz on Nov 18 2007, 18:15

Launch KDevelop, then open the portfw3x project (this project should be already open when running KDevelop for the first time).

Then Build -> Build Project ... after few seconds you will see that your eboot has been built properly (in ~/dev/portfw3x folder).

Using technics described previously to share a directory between virtual box and your windows OS, you will then be able to copy this EBOOT to the shared folder and then back to windows, copy it to your PSP.

Zx  
zx-81 on Nov 18 2007, 19:05

tnx Zx, works like a charm got the hello world application running on a psp slim 3.71 M33-3  
Darklandz on Nov 18 2007, 23:22

Why is im getting the error 29 ?!  
Niklas on Nov 19 2007, 16:09

Hi Niklas,

Can you give me some more details ? which tool is showing you this error ?

Zx  
zx-81 on Nov 23 2007, 07:40

thanks

Zx  
zx-81 on Nov 23 2007, 13:39

Another request Zx, i'm making an ubuntu install on Vmware (virtuabox is a pain in networking) could you please tell what packages to install.  
Darklandz on Nov 27 2007, 14:56

All packages needed for development, i.e subversion, automake, autoconf, gcc, g++, SDL etc ... And after than you can take the SDK i've packaged for fedora / linux users.

Btw, i plan to upload soon a SDK package for linux but with latest version of the SDK (i.e gcc-4.10 etc ...)

Zx  
zx-81 on Nov 27 2007, 16:48

Hi Everyone,

I just wanted to ask if there are any live CDs with the SDK already on them, if not could someone point me in the right direction about how to make my own?  
Will on Nov 27 2007, 22:36

Hi Will,

<http://www.devsgen.com/psp/index.php?topic=433.0>

Zx  
zx-81 on Nov 27 2007, 23:19

Hi Zx,

Thanks for the link I really appreciate it I'll try it out while im on my lunch tomorrow but right now im off to bed  
Will on Nov 28 2007, 00:42

Welcome, hope that helps,

Zx  
zx-81 on Nov 28 2007, 16:02

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What Image utility should I use if I wanted to burn this to a DVD to install as a standalone OS? I have searched and for the .vdi file extension, some places suggest MagicISO and UltraISO and neither recognize this disc format.  
hazardousracex on Dec 1 2007, 19:22

Hi,

This image can't be used on a DVD/CD as a liveCD. It's not a CD image !!

You should better go <http://www.devsgen.com/psp/index.php?topic=433.0>  
there is a LiveCD image that can be burnt on a CD and used as a standalone OS (but very slow).

hope that helps,

Zx  
zx-81 on Dec 2 2007, 10:49

thanks for the reply, but I have been looking at what is done differently on this version vs the version of ubuntu that I am running and I think I can finally get mine up and running properly now. Thanks for the help.  
hazardousracex on Dec 2 2007, 19:13

Welcome ... If you only look for a tar ball of the SDK :

<http://zx81.zx81.free.fr/public/psp/pspsdk/pspdev.tar.bz2>

Zx  
zx-81 on Dec 2 2007, 23:51

I have the easy way already downloaded, but I want to do it the hard way for the experience. I cant say i fully setup my dev environment if I download it pre-compiled. Thanks for the tools and the help. I have learned alot about what I was doing wrong the past couple of days.  
hazardousracex on Dec 3 2007, 14:26

I do understand

Zx  
zx-81 on Dec 3 2007, 23:30

im having a problem when i try to get this to run on my windowsxp when it starts to load up Ubuntu i get a soft cpu lock up and it wont boot up can you tell me how i can get this working on my windows xp  
joeyj on Dec 8 2007, 02:32

This is a bug in the kernel of linux ... i really don't know how to overcome this issue ...

Zx  
zx-81 on Dec 13 2007, 20:15

so you mean there is no way to fix it  
joeyj on Dec 16 2007, 07:56

I mean i don't know . There is may be a solution, the best is to check on virtual box web site or ubuntu forums,

Zx  
zx-81 on Dec 24 2007, 21:38

sry for noob question, but how do i send files from my vbox ubuntu to my host machine(my actual OS), i set up a sharing folder but i cant seem to find it in the linux.

other than this, great, im loving it, so much easier than cygwin.  
N3X on Dec 26 2007, 19:15

Hi,

You have to mount it as vbox fs (see virtual box web site for details),

Zx  
zx-81 on Jan 17 2008, 13:42

wtf happened with lobortis? :S  
I can't access any of the mirrors. Help please  
CGen on Feb 8 2008, 17:07

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I will upload a new version soon ...

Zx  
zx-81 on Feb 8 2008, 22:41

A new version, cool i'm waiting in patience :p

Btw it would be really cool if you could release a vmware version to ...  
darklandz on Feb 8 2008, 23:28

But you can install Virtual box :

<http://zx81.zx81.free.fr/public/psp/virtualbox/>

Then install official xunbutu distribution under virtualbox, and then install :  
<http://zx81.zx81.free.fr/public/psp/pspsdk/pspdev-gcc410.tar.bz2>

And it would be nearly the same

Zx  
zx-81 on Feb 9 2008, 00:51

wow i wish i could start trying to dev some homebrew, but i cant evn get the environment set up right i cant get the tool chain to install with cygwin so im gonna try Ubuntu but OMG HOW Big IS THIS FILE????? SHEESH! 8 more hours to download on my broadband internet maybe i should just give up  
Bluwetball on Apr 29 2008, 06:22

Hi,

You can download it using accelerator (such as freshdownload) and it might go a bit faster,

Zx  
zx-81 on Apr 29 2008, 08:30

lol thanks i was just so frustrated i didnt realize i had already downloaded the virtualbox & the file that came with Xbuntu AND all the pspdk files lol my super noob abilities got it all to work lmao. So I have written my first C program but i dont know how to convert it to a gameboot?? i hit compile and it works right but do i need to do something else as well? THANKS A BUNCH FOR THE HELP!!!!!!  
Bluwetball on Apr 30 2008, 01:55

ALL links are dead. Any chance of grabbing the release somewhere else?

Anyone still got it?  
nitr8 on Mar 19 2014, 15:25