

Monday, June 30. 2008

## **AFKIM: Instant Messenger for PSP v3.3.5**

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !  
(see <http://localhost.geek.nz/>)

This version fix graphical glitches under xfw 4.01-m33 on PSP SLIM  
(If you have cfw < 4.01 or a PSP FAT, then no need to install this new version).

afkim-v3.3.5-2-fw4x.zip

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 Messenger at 23:10

still NOT working... is the same bug ... are u sure this works in 4.01 m33-2?... it says fw3x... it must be fw4x :s i think... so please fix it  
B0B on Jul 1 2008, 01:20

listen... this version works fine... but sometimes the bug "returns" ... i think there is a problem with this update of AFKIM... Zx-81 can you check this problem?

I have a PSP Slim with CF 4.01 M33-2... IDK if this is the cause of the trouble.

bye...  
Anonymous on Jul 1 2008, 03:17

It is working fine for me ... i will try to reproduce your bug,

Zx  
zx-81 on Jul 1 2008, 09:13

I will investigate ...

Zx  
zx-81 on Jul 1 2008, 09:30

hello,  
thx for updating afkim  
i hope you can integrate a History Log,  
maybe it is possible to enable disabel it, but it would be really nice to save it in a log with timestamps  
Flopper on Jul 1 2008, 18:05

same error i've gotten in every version ever released. type in username and password then i get "connect error". what's the problem?  
Foolmonkey on Jul 1 2008, 21:33

can you use the keyboard for pspkvm?  
berkos on Jul 4 2008, 20:38

i have the same bug as with v3.3.4

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

running 4.01 m33-2

feels like this only fixes it for 4.01 m33?

text is printing ontop itself so u cant read a thing  
Anonymous on Jul 5 2008, 00:19

hey, i found the cause i think

when i disabled the FuSa plugin i had, the bug seemed to go away

so i believe it's all fusa's fault

sorry for blaming your program i guess...

however it would be nice if you could look into the fusa problem (it's a plugin to let you view stuff with the slim that was only supposed to work with a hdtv but enables it on av cable instead)

anyway while i'm at it i'd like to report another bug:

it will not connect at all if you use static ip settings on your psp network settings, only works with dhcp

it does:

connecting (in white text, hard to read on that background)  
connection state 2 of 4  
connection state 4 of 4

but skips step 3 because it's probably where it recieves the ip from the dhcp server, which is ofcourse not needed with static ip settings.

later it says failed to resolve and retries 4 times then turns off the psp.

would really appreciate if you could do anything about it  
Anonymous on Jul 5 2008, 01:50

err... looks like it was nothing to do with you after all...

the file hosted here is not the same as on some other site(s) where i first got the file from

it says it's 3.3.5 on that site and also that it fixes the problems with text on psp slim, so i guess it was all the other site's fault.

actually they dont provide the afkim-v3.3.5-2-fw4x.zip  
but a file called 17274\_afkimv3.3.5fw3x.zip

anyway the static ip bug still seems to be there, and if you press + and - to bring up the FuSa menu then press disable plugin it left me with a black screen

well thanks for your effort with the update anyway  
Anonymous on Jul 5 2008, 13:50

Hi,

The first version (afkimv3.3.5fw3x.zip) fixed the text issue on my psp but not on all psp slim ... So i've build another version afkim-v3.3.5-2-fw4x.zip that should work with all PSP,

About the connection issue, many of you encountered this problem, but since i can't reproduce it, i can't fix it

Zx  
zx-81 on Jul 5 2008, 14:16

This is really unrelated, and I apologize for that, but is there any chance you could update that FTP client you worked on back in 2006? That's about the closest thing we have to a workable FTP client at this point, and it's 1.5 kernel only (obviously meaning no WPA).

Hell, you've got a working SSH client going-- why not make a combined FTP/SFTP/SCP client?  
Zylyx on Jul 6 2008, 00:39

Hi Dude,

It could be cool to have a ftp/sftp/scp client but why not using the web browser of the psp to do it ?

About the old ftp client, i can re-compile it for fw3x if you want, but as far as i remember the user interface was pretty "basic", so not really usable ?

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Zx  
zx-81 on Jul 6 2008, 19:29

The PSP browser doesn't seem to support ftp:// addresses. I get DNS errors on any one I try. Also, even if the PSP browser supported it, wouldn't it be restricted on where it can save to? That's really the big issue there-- if I want to connect to my home network and dump a rom image into an emulator folder, you can't do it via the web browser. Sure, you can use PSPFiler, but if the image gets too big you run into problems since no apps out there support file move in a non-copy/delete way.

Zylyx on Jul 6 2008, 20:57

hi again, thanks for clearing up the mess about the different fixes for the text issues

about the connection issue, you should be able to reproduce it by setting your network settings manually. for example if your router gives you ip 192.168.0.105 you can just set it to that manually.

netmask 255.255.255.0 and gateway ip in this case would be 192.168.0.1 etc

dns servers should be able to be seen if you have a computer on the same router, in windows you can see the dns servers it uses under connection status for your network card.

at least i can say i managed to produce the connection bug on both my slim and my friends fat psp by setting the ip manually, while using auto settings works fine

thanks for your effort Zx!  
Anonymous on Jul 7 2008, 04:19

oh yeah forgot to add that you can get all that info directly from your psp when you do a connection test. just write down on a paper whatever it says when you do a connection test with auto ip settings, then make a new connection to the same access point but with manual settings and copy from paper

sorry for the spam / multi posts...  
Anonymous on Jul 7 2008, 04:22

Hi Dude,

Thanks for all your feedback. But when i said i can't reproduce it, i didn't mean that i couldn't set my router with DHCP stuff etc ... i meant that with my wifi/router all is working fine whatever the configuration i used (static or DHCP) etc ...

This issue seems to be due to timeout / delay difference from psp to router between your network installation and mine ...

Zx  
zx-81 on Jul 7 2008, 09:16

oh ok. we'll ill try it on my other routers and see if i can find any difference  
Anonymous on Jul 7 2008, 17:08

I'm running 4.1-2 m33 and when opening the app the screen just goes black. Sometimes it even restarts the PSP. Help?  
lonesomefolly on Jul 8 2008, 02:34

Hi,  
Put it in game4xx folder,

Zx  
zx-81 on Jul 8 2008, 09:36

nope, still the same result  
lonesomefolly on Jul 10 2008, 01:36

I've never encountered such issue, may be your memory stick is corrupted or you didn't unzip properly the afkim archive ? You may try to format your MS, and install it again ?

Zx  
zx-81 on Jul 10 2008, 08:42

ok so i got this working no problems but when i log into msn my name tagg on my friends machine is displayed as some spam h\*\*p://www.\*\*\*\*.com, please oh please how do i change it to something more sutible so otheres know who i is  
Sammy on Jul 15 2008, 12:40

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

Sorry but i don't know how to help you ...

Zx  
zx-81 on Jul 15 2008, 13:46

I can't get it to work at all,  
keeps saying that my nick is already registered,  
it worked the first time I did it, now I can't get back in?  
Chris on Aug 5 2008, 02:14

Its the first time DL'ing this client, which folders/settings do you use to use it? I can't seem to find instructions abotu it. Any help?  
Sida on Aug 25 2008, 20:27

Hi,  
As all other homebrew, you have to put it in psp/game4xx folder if you have a 4x custom firmware installed,  
Have a look to dcemu.co.uk or pspupdates.qj.net, there are many threads dealing with homebrew installation,

Zx  
zx-81 on Aug 25 2008, 21:12

I dun have game4xx folder. Thats why i'm lost on it.  
Sida on Aug 25 2008, 21:16

how do i fix the resolving timeout prob it worked before and when i tried adding my aim and yahoo cuz my aim whenever i entered it in it didn't have the password i thought it wuz because my yahoo which wuz accepted had the same password so i tried to fix it with sum commands and well now it wont stop shutting off after it says resolve failed i tried installing older versions and every one didn'r work and if i create a game4xx folder is it with "x" or is it the number i have like game4.01  
unholybizkit on Aug 30 2008, 22:20

Hi,  
About the timeout issue on name resolution, sorry i can't figure out what is going on. You may try version :  
<http://zx81.zx81.free.fr/public/psp/afkim/afkim-v3.3.5-3-fw4x.zip>  
and modify the timeout value in the config file.

About the game4xx, you have to create a folder game4xx (with 'x' and not any other numbers)

Zx  
zx-81 on Aug 30 2008, 23:05

how to install kim v3.3.7 into my psp slim after i download it as zip file. can you give me a clear instructions step by step thnk you.  
more power.....

marc torres  
marc torres on Oct 28 2008, 19:04

you need to have a custom firmware installed on your psp ..  
then put the content of the fw3x zip archive in psp/game folder ...

Zx  
zx-81 on Oct 28 2008, 22:42