Wednesday, October 1. 2008

PSP-FTPD: A FTP Server on your PSP v0.5.0

Hi All,

For those who haven't seen previous versions, PSP-FTPD is a simple FTP server for the PSP.
It permits to send and retrieve files or complete directories to and from
your PSP without any cables, using your Wireless connection (WIFI), with a FTP
client on your PC such as Filezilla (http://filezilla.sourceforge.net/).

So what's new then in this version :

- Improve speed transfert
  (tested at home with 500k for download, 250k for upload)
- Tested on PSP slim with fw4x-m33
- New graphics for EBOOT & background
- Add music for EBOOT
- Bug fix in battery status display

It has been tested using gFtp on Linux, with both PSP Slim and FAT with cfw 4.01-m33-2

pspftpd-v0.5.0-fw4x.zip

pspftpd-v0.5.0-src.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 FTP Server at 23:28

I just dloaded and installed it. Works on my 4.01 M33-2 Slim.

Attempted to compile the source on both cygwin and linux (ubuntu)
and got the same failure. Which version of the SDK was this built on? The SDK for linux is 3 days old and windows one was built
today (cygwin).

psp-gcc -I. -I/usr/local/pspdev/psp/sdk/include -O2 -Wall -DPSPFW30X -funroll-loops -ffast-math -fomit-frame-pointer
-fno-strength-reduce -finline-functions -fsingle-precision-constant -D_PSP_FW_VERSION=303   -c -o psp_init.o psp_init.c
psp_init.c: In function 'psp_init_stuff':
psp_init.c:153: error: too many arguments to function 'sceUmdCheckMedium'
make: *** [psp_init.o] Error 1
   patch on Oct 2 2008, 12:50

Line 153:   check_umd = sceUmdCheckMedium();
patched it compile works now

I looks like the function has been modified and does not require arguments anymore prob changed from int to void or somthing.

Cheers thx for the example source
   patch on Oct 2 2008, 12:57

PSP-FTPD is awesome, I have been using your last version for quite a while now, and i must say, good stuff it is. I'll never go back to the cable to load brew/media. I'd say the only thing i miss in the new is the old background, the world with the psp looks fresh even though my psp is next to my computer. YOU MAKE "THE BOMB" STUFF!! Your 7800 emulator and other programs rock. Keep up the good work.
   Lex on Oct 3 2008, 20:24

Thanks

Zx
   zx-81 on Oct 3 2008, 21:24

I just tried this app in 5.00 m33-6 It seemed to work at first but when I checked the files that I transferred over to the PSP, they were all corrupted. Any chance for an update? Awesome work by the way. Big fan of your homebrew apps!

- Shadow
   Shadow on Apr 22 2009, 00:32

It keeps killing my PSP after trying to connect to my wirless router. Killing as it it clicks and then turns off. No damage done, but it doesn't work.

I know it was made for 4.01, but I have 5.50 GEN-D2
Any chance for an update to support this CFW?
   Valentine on Dec 24 2009, 13:25

hi,

It should work on this fw. I've tested on my psp with 5.50-gen d2 + wpa wireless router and it works fine. You just have to put ftpd homebrew in psp/game5XX folder and to have a wireless access point properly configured in your psp network setup.

Cheers,   Zx
   zx-81 on Dec 24 2009, 18:12

Ok, my router has no encryption what so ever.

What are the recommended Network settings?
   Valentinez on Dec 24 2009, 19:43

Wait I got it.

Thanks a lot, this is a really neat app!

Do you know if the other way is possible?

An app that can access files from a computer server, edit delete copy transfer, [with permissions] all that fun stuff from your PSP?
   Valentinez on Dec 24 2009, 19:54

Hi,

Afaik there is no such app on psp. The FTP client is a kind of command line client so not really usable on a psp,

Cheers,   Zx
   zx-81 on Dec 25 2009, 14:01

Hi,
I see you have done a great work with ftp server.
I am in a quest for controlling an ar.drone from the psp. I spent lots of days looking at source examples and libraries (like oslib) and I can't find an answer for my question. In your experience, do you think that is possible to make PSP join a certain ad-hoc network and then send some UDP packets to a fixed IP address? Sorry to use your comments, didn't want to disturb your mail.
Thank you.
   CTaddey on Dec 14 2010, 03:58

Hi,

You can use my email, it's more convenient . For sure it's possible to use the PSP to send UDP packets in adhoc more.

You may try to look at wifi example and apps, i haven't any adhoc homebrew so i can't help on adhoc mode (but it should not be too different from connected mode),

Cheers,   Zx
  zx-81 on Dec 14 2010, 09:11

Hey Zx, is it possible to compile this into a plugin??? I try to, but I just can't figure out where to start...

Help please....
  PataPlayer on May 5 2011, 03:02