

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

Saturday, October 18, 2008

PSP Development Kit for Linux's users (Fedora Core)

Hi all,

Here is a tar ball of PSP Software Development Kit i've compiled on my Linux Fedora core 9 Destkop, and that i use for my latest hombrews :

PSP SDK gcc-4.3.1

Hope that helps,

Zx.

**** PS: No need to copy this news to any other places, it's nothing more than the SDK checkout from ps2dev and compiled under my linux box ... ****

Posted by zx-81 in SDK at 00:31

Thanks ZX-81! I'll try this out right now! =D

Compiling PSPWrite here I come!
Angelo on Oct 18 2008, 20:38

Glad to see you find it helpful,

Zx
zx-81 on Oct 18 2008, 21:20

Much thanks for the Linux-compiled versions, Was a nuisance that there wasn't anything before.
Akoj Meexx on Oct 21 2008, 20:17

Bet this still gets front paged on many a website like qj.net
Korlithiel on Oct 22 2008, 22:19

i bet no ...

Zx
zx-81 on Oct 22 2008, 22:41

Hi! I really like your work.
I've downloaded a virtualbox image. How can i update SDL and the pspsdk?

Thanks, sorry for posting here!
Batcha on Jan 21 2009, 18:38

hi. i'm the guy that posted comment on your pspgchess article, and i was sincerely glad to see your reply.

but even after installing your compiled version of pspsdk on a fedora machine, i cannot compile pspgchess.

i modified some of your codes like #include "SDL.h" to #include to solve the SDL problem, but it fails at creating pspgchess.elf file saying collect2: ld returned 1 exit status.

i've been trying really hard(and wasting my time) to compile it, but still i've got no answers.

i feel really sorry to be requesting so much, but maybe you could give me a hint of setting up the same environment as yours?

or if you are developing on a virtual machine environment, it would be for the simplest(for me) to share the virtual disk file with me..

this would be my last hope and struggle to build your homebrew, and i've been thinking a lot whether i should post this comment or not, because i am so sorry to ask a lot. jimbird

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jimbird on Oct 11 2009, 09:38

Hi,

i guess you haven't properly set your environnement variables :

```
# PSPDEV Env
export PSPDEV=/usr/local/pspdev
export PATH=${PATH}:${PSPDEV}/bin:${PSPDEV}/psp/bin
export PSPSDK=${PSPDEV}/psp/sdk
```

It works fine for me and it's the SDK i use here at home under fedora core. There is no need to use a virtual machine, nor to modify my source code (#include stuff etc ... should work properly if you have set properly your environnement)

Cheers, Zx
zx-81 on Oct 11 2009, 11:56