Monday, November 10. 2008

PSPSSH : SSH2 Client for PSP v1.2.0

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server
and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then
enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi
connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files,
edit configuration files, restart services etc ...

 Change log :

What's new in version 1.2.0 :

- Multi-session support !
 (No need to restart pspssh to connect to another server)
- Add a built-in editor to edit commands & words list
  (command.txt and word.txt files)
- Add eboot music from NeXuS
  (see http://www.jamendo.com/en/artist/nexus)
- Finally fix issue with "Home -> Exit" !
- Tested on firmware 5.0 M33
- Bug fix in battery level display

 Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

How to use it ? Everything is in the README.txt file.

 Download :

pspssh-v1.2.0-fw5x.zip

pspssh-v1.2.0-fw15.zip

pspssh-v1.2.0-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 SSH Client at 22:15

Just awewsome!) ssh on psp!!)) what's next? ability of vpn connections?)

I have some trouble with that, indeed. (
I haven't localised problem yet, but it says "Connecting to wifi Failed Retrying.." when I trying to connect to WPA-PSK(TKIP) networks.
I've tried 2 different spots, one with DHCP another with static ip. (

WEP connection works fine!

Any suggestions?)

Anyway, thank you for good job!)
    MooNBEAST on Nov 20 2008, 15:15

BTW, I've used pspssh-v1.2.0-fw15.zip on 4.01 M33-2 fw..
Standart sony internet browser/pspkvm(for example) works fine with my access points...
    MooNBEAST on Nov 20 2008, 15:24

Hi,

WPA is not supported by 1.5 firmware, so i suggest you to try the fw5x version and put it in game4XX folder,

Cheers,   Zx
    zx-81 on Nov 20 2008, 16:55

ok, I got it, thanks for explanation!)

But now I came up with another problem.. I was trying to access to 23 port of my DSL modem with BusyBox on it. (no ssh there, but telnet should work, I suppose)

It's connected fine. then it was just blinking cursor mark at the upper left corner of screen. It is possible to exit to graphical screen, but couple of minutes later it hangs, and restarts psp. it was 'root' login for it.

...And link to ssh2 qj's forums says, - "Not Found".

Once again, I am sorry to distrub you from making more awesome ports for psp!)
    MooNBEAST on Nov 21 2008, 07:16

You should install dropbear server on your busybox

http://matt.ucc.asn.au/dropbear/dropbear.html
http://www.busybox.net/lists/busybox/2005-May/014528.html

Zx
    zx-81 on Nov 21 2008, 23:45

Please would someone help me cuz i'm new to this stuff
what's the host : what should i write in it ????
    khaled on Nov 30 2008, 21:44

I get "connected successfully" and then the program exits. O_o
    Bananas on Jan 8 2009, 02:05

Have a look to the /var/log/ files on your sshd server to see what happens. Most of the time it's due to a bad login/password or just because your sshd server is not compatible with pspssh,

Cheers,   Zx
    zx-81 on Jan 8 2009, 08:55

Hi, I'm using 5.00 m33-6 cfw and when I launch pspssh, the psp logo appears, then it proceeds to read the memory card for a few seconds with a black screen. It then returns to the XMB. My wireless connection is just fine as I can use it in the web browser. Is there something I am missing? Are there any special settings that need to be enabled in recovery mode? Thanks.
   LastHylian on Feb 14 2009, 04:54

You have to unzip the fw5x archive in your psp/game5XX folder. It runs just fine on my psp using 5.0-m33 v6.

Btw, you can disable all plugins and see if it works better ?

Zx
   zx-81 on Feb 14 2009, 10:03

I'm sorry, but neither of those worked. I'm using a slim PSP if that has anything to do with it. There wasn't a folder called GAME5XX, so I made one, but no luck. I disabled all plugins, no luck. I also tried one of your other apps (the text editor) and it gave me an error (8001001c). After google'ing, the answer was the memory card wasn't formatted right, so I used a spare memory stick, formatted it through the PSP. This time there WAS a folder called GAME5XX, however, the app still didn't work. Is there a debug mode for this at all?! Thanks guys.
   LastHylian on Feb 14 2009, 13:12

Has there been any progress yet? Any way I can help? With your permission, I would like to include this app in my senor project for Networking. Thanks.
   Anonymous on Feb 17 2009, 04:06

!!!UPDATE!!!
Problem solved. Somehow the permissions on the usb drive were incorrect. I use Linux and the permissions only allowed root access. Weird , huh? Make sure all of the permissions are correct! Thank you soo much!
   LastHylian on Feb 19 2009, 04:21

I have a problem that seems to be a old problem from past versions.

Ive been perusing the posts but haven't found a valid fix.

Problem: When launching PSPSSH the program finds and connects to the wifi, once at the main screen the option to connect is selected and the yellow text say "Connection Succeeded" - the screen then comes to a screen with a flashing cursor for 15 seconds and then the PSP Reboots back into the Default OS.

System: PSP-FAT
Firmware: 5.00 m33-6 cfw
PSPSSH Version: PSP v1.2.0
MemCard: Sandisk - MS Duo (Magic Gate) 128 Megs
   Peter Dragon on Feb 20 2009, 17:40

Hi,

I've just tried using the same config (5.0-m33 v6 and fat psp) and it works just fine. I suggest you to have a look to sshd server log file to see what's going wrong (bad password ? bad protocol / ssh version ?)

Zx
   zx-81 on Feb 20 2009, 19:48

I did a nano -w /var/log/messages and A nano -w /var/log/dropbear (I made a second log file to be sure

My log never shows a connection - Nor does my routers firewall show a tunnel hitting the public IP at the time that i attempt the connection.

Using PuTTy with the same port, ip and username and password puTTy connects with no issue so i know the IP port and tunnel are good.

As far as i can tell the PSP Isnt even hitting my IP even though i point it using the IP/PORT. to me that says the app is failing before its even making a tunnel to my nix. (Though i could be wrong)

Linux Distro: 2.6.25-gentoo-r7 (SMP)
SSH Server: net-misc/dropbear-0.51

Thoughts?

PS Ive been trying Versions pspssh 1.07 - 1.2 on 3.5 mm33 - 5.00 m33-6 which is the current version im on.
   Peter Dragon on Feb 20 2009, 21:58

Hi,
great app!!

But I have one little problem. When I try to use Midnight Commander or rtorrent on my linux box, my D-pad do not work like standard arrows, but like some other keys (can't tell now like which one). Is it a bug or something with my setting? I use default setting, I didn't change anything.
But when I'm in my console D-pad works just fine (up/down).
   JeDaj on May 9 2009, 20:03

Great app, thanks!

By the way, is there any way to make the homebrew support UTF-8 encoding? My linux runs in the unicode environment, and under some unicode filenames are not displayed properly. It would be great pleasure to make this possible.
   sntc06 on Jun 10 2009, 07:47

Great App!!! Thank you very much!

i had asimilar case, it has something to do with /etc/ssh/sshd_config settings.

just add or uncomment:

TCPKeepAlive yes

i found out by comparing the two ssh servers. one was linux, which am able to connect successfully and the other was freebsd which it failed.

Got hint by reading this thread. Thanks again for this Great app.

Cheers,
 fur
   fur on Nov 15 2009, 16:18

Hi,

First, thanks for this wonderful tool, it really rox !
I never understood why sony did not develop a keyboard and an "androidstore" like for the PSP with those kind of apps ...

I exactly have the same issue using mocp, very disturbing.
By the way, is there any other way to simulate UP/DOWN arrows using Virtual keyboard ????
Is there any way to force those arrows on D-pad modifiying settings ?

Thanks again
Regards
   chnapsy on May 11 2010, 17:58

Hi Dude,

Arrows should just work fine if you set term to vt100 on your linux shell.

Cheers,   Zx
   zx-81 on May 11 2010, 20:03

Hello and thanks for your reply.

I tried to set my term to vt100 (TERM=vt100 ; export TERM)
it worked but does not fix the dpad arrow issue.
I am trying to use my psp to manage a console music player (moc) under ubuntu 10.4.
Everything is working very good except than very ennoying issue.
If you have any other idea ...

thx
chnapsy
   chnapsy on May 13 2010, 22:37

You can try to use pspvnc instead of pspssh, it will work much better

Take care,   Zx
   zx-81 on May 13 2010, 23:23

Lol, I do not think this is the best way to reach my goal here
Is there any way to force keys attribution, as I can create a custom keymapping for my very own use ?
   chnapsy on May 14 2010, 10:42

Hi,

There is no way to modify the default mapping or to add custom keys. The key UP, Down, left right are mapped to vt100 escape sequences (ESC[A etc ...).

If you want to modify this default mapping you need to modify and re-compile pspssh, or i have to add a new feature to change the default mapping,
Cheers,

Zx
zx-81 on May 14 2010, 13:02