

# iR Shell 3.6

## User Guide

iR Shell is a multi-tasking shell for the PSP which allows you to launch applications (UMD games, legally owned Backups, PS1 games and Sony demos or homebrews) via a menu driven interface. In addition to the standard shell functionalities, it includes a plethora of advanced features.

Most features can be called upon either via the icon based menu system or a shortcut combo key for fast access. Currently, iR Shell supports firmware 1.5, all revisions of OE except for 3.30 as well as Team M33's newest custom firmwares. iR Shell can also run under fw 1.5 & 2.71 emulation under DevHook.

## Table of Contents

- 1 Feature Highlights
- 2 Installation Instructions
- 3 Main Menu View
  - 3.1 View Choice Icons
    - 3.1.1 Directory View
    - 3.1.2 DIR Shortcut View
    - 3.1.3 MP3 View
    - 3.1.4 Application View
    - 3.1.5 iR Remote View
    - 3.1.6 Game Save View
  - 3.2 Shortcut Launch Icons
    - 3.2.1 Launch UMD
    - 3.2.2 Predefined Homebrew 1 to 5
  - 3.3 USB/WiFi Connection Icons
    - 3.3.1 Toggle USB Mass Storage
    - 3.3.2 Toggle USBHost
    - 3.3.3 Toggle USBHost Redirection
    - 3.3.4 Toggle NetHost
    - 3.3.5 Toggle NetHost Redirection
    - 3.3.6 Initiate Adhoc WiFi Transfer
  - 3.4 Music Player Icons
    - 3.4.1 Play/Pause
    - 3.4.2 Stop
    - 3.4.3 Previous Track
    - 3.4.4 Next Track
    - 3.4.5 MP3 Volume Down
    - 3.4.6 MP3 Volume Up
  - 3.5 Utilities and Tools Icons
    - 3.5.1 File Management
    - 3.5.2 Launch Devhook
    - 3.5.3 Launch XMB
    - 3.5.4 Set Alarm Clock
    - 3.5.5 Toggle CPU Speed
    - 3.5.6 Lock iR Shell
  - 3.6 System Icons
    - 3.6.1 Reset iR Shell
    - 3.6.2 Exit iR Shell
    - 3.6.3 iR Shell Configurator
    - 3.6.4 System Info
    - 3.6.5 Help
    - 3.6.6 Mute Game Audio

- 4 Photo Viewer
- 5 iR Shell Button Configuration
  - 5.1 General iR Shell button configuration
  - 5.2 Menu View
  - 5.3 Directory View
  - 5.4 DIR Shortcut View
  - 5.5 MP3 View
  - 5.6 Application View
  - 5.7 iR Remote View
  - 5.8 Game Save View
- 6 USB and WiFi Host File Systems
  - 6.1 Introduction
  - 6.2 Installation & Configuration
    - 6.2.1 USBhostFS
    - 6.2.2 NetHostFS
    - 6.2.3 Adhoc WiFi PC Configuration
- 7 iR Configurator
  - 7.1 Button Configuration
  - 7.2 iR Configurator Options
- 8 Running Backups and Homebrew
  - 8.1 Running homebrew
  - 8.2 Running official Sony demos
  - 8.3 Running PSP ISO Backups
  - 8.4 Running PS1 games
  - 8.5 Running UMD Video ISO Backups
- 9 iR Shell Directory Structure
  - 9.1 IRSHELL Folder
  - 9.2 SEPLUGINS Folder
  - 9.3 PSP Folder
  - 9.4 3rd Party Files
- 10 DevHook Setup (optional)
  - 10.1 Install DevHook 0.46 and 0.52
  - 10.2 Install modified DevHook files for iR Shell
- 11 Using HTML plugin as Webbrowser (optional)
  - 11.1 Copy Webbrowser EBOOT to Shortcut folder

## 1. Feature Highlights

- A true multi-tasking shell which allows you to multi-task between a UMD game/homebrew/Backup ISO and any of the iR Shell built-in functions.
- Allow listening to any of your favorite mp3s while playing UMD games, Backups or homebrews. You can optionally mute the game specific audio channels while playing mp3s. For example, you may want to play your own mp3s and mute the in-game music, but leave the game sound effects intact.
- A built-in Universal iR Remote supporting over 2000 devices.
- With the built-in file browser, you can browse files on your Memory Stick, UMD Disc, your PC hard disks or DVDROM drives via USB or WiFi. You can even open files directly from these devices by a single click, such as viewing PMP Movies, Atrac3s, PMF movies, Backup ISOs, PS1 games, Text files, PDF files, Bitmap Photos, Jpegs, PNG photos, PBP PSP apps, ZIP & RAR archives.
- You can choose to install your PSP homebrew applications & files on your PC harddisk and access them via USB or WiFi on your PSP. This will eventually give your PSP unlimited storage access. With Infrastructure WiFi, you can access these homebrew apps or files on your home PC via WiFi hotspots through Internet.

- Ability to launch and multi-task with PS1 games which were launched from within iR Shell. PS1 game launching is also possible via USB and WiFi by using a Host File System.
- Backup UMD Video ISO support. You can launch Backup UMD Video ISOs straight from the filebrowser. A complete firmware dump of FW1.5 (including flash1) is required.
- Allow transfer of files between 2 PSPs via adhoc WiFi.
- Adhoc WLAN connection to PC also possible
- Advanced file management functions which can be performed on a complete directory tree.
- Take snapshots/screenshots of any homebrews, UMD games, Backups, PS1 games, MP4 movies or UMD Movies. For MP4 movies or UMD Movies snapshot, you can use the 'Launch XMB' feature.
- Allow redirection of PSP keypad to PC Keyboard or PC Joystick via USB or WiFi. You can, for example, use a Xbox/Xbox360 gamepad with 2 analog sticks to control movement and aim in a FPS, like Syphon Filter. No more awkward control with PSP buttons for aiming.
- Allow the use of 4th brightness settings with homebrews & UMD games.
- CPU clock settings, ranging from 100MHz to 333MHz.
- Full support for firmwares 1.5, 2.71 with HenD, 2.71 SE-C, all 3.xx OE (except 3.30 OE) and M33 custom firmwares (3.51 M33 original, 3.51 M33-2 w/wlan patch & 3.52 M33) as well as support for 1.5/2.71 Emulation under Devhook.

## 2. Installation Instructions

iR Shell supports FW1.5, FW2.71 (SE-C and HenD), all OE custom firmware revisions except 3.30 OE by Dark\_AleX as well as custom firmware 3.51 M33 Original, 3.51 M33-2 w/wlan patch & 3.52 M33 by Team M33. 3.51 M33-3 to 3.51 M33-7 are not supported due to a sceKernelLoadExecVSHMs# bug.

The following installation instructions, however, refer to an iR Shell installation under CFW 3.52 by Team M33 only. For an installation under a different firmware you will need to move the "irshell3x" folder from /PSP/GAME351/ to the appropriate GAME folder for your firmware.

1. Download the full iR Shell archive. This is a complete archive and includes skins.
2. Unzip the iR Shell archive to a directory on your PC.
3. Copy **/IRSHELL**, **/PSP** & **/seplugins** to the root directory of your memory stick.
4. On your PSP, go to GAMES -> MEMORY STICK and then launch "**pspbtcnf patcher**".

### **Please note:**

The patcher will validate your existing *pspbtcnf.bin* file and make sure it's a correct copy before applying the patch. It will also add a small file called "*irspatch.prx*" to your flash. There are some safety measures built in. The patcher will only modify *pspbtcnf.bin* file and add a new prx module. Besides these, other part of the flash are untouched. The patcher shouldn't be able to brick a PSP. However, as with all free software, use it at your own risk. You can delete the patcher after you run it once.

5. Next, completely turn off your PSP and then turn it on again while holding R-Trigger to enter Recovery Menu in order to prepare for enabling iR Shell autoboot. Note, without enabling iR Shell autoboot, your PSP won't be able to switch back & forth between fw 1.5 & fw 3.x via hotkey.

- Choose "Plugins ->"
  - You'll see "irsfw30x.prx (VSH) (Disabled)" listed. Now, choose it to enable this plugin and it will change to (Enabled).
  - Now Exit from Recovery Menu to reboot your PSP.
6. Your PSP will now autostart with iR Shell upon power-on. If you wish you bypass the autostart mechanism at any later point then hold down TRIANGLE when turning on your PSP. You can also hold down CIRCLE to boot straight into 1.5 EBOOT of iR Shell.
- You may need to disable UMD autostart in the XMB for the plugin to work.
7. *Optional:* If you wish to use the infrared feature of iR Shell, you will need to download the Pronto Hex Codes or supply your own RDF files. In order to use the Pronto Hex Codes extract the *prontocodes13.zip* (available separately) archive to the root of your memory stick and all necessary folders will be created for you.
  8. *Optional:* If you wish you use DevHook with iR Shell then please refer to Chapter 10 of this manual.

#### **Please note:**

Should you desire to run iR Shell under a different firmware than CFW 3.52 by Team M33 then please move the "irshell3x" folder from */PSP/GAME352/* to the appropriate */PSP/GAMExxx/* folder for your firmware.

If you would like to install iR Shell on any of the older **OE** firmwares you will also have to manually apply the patch to the PSP's flash memory because the *pspbtcnf patcher* will not work:

Copy */PSP/GAME150/btcnfpatch/irspatch.prx* to *flash0:/kn/irspatch.prx* on your PSPs by using recovery menu or pspfiler.

Edit the *flash0:/kn/pspbtcnf\_game.txt* file and add the *irspatch.prx* to it. The entry needs to be added between "\$/kd/ata.prx" & "\$/kd/umdmn.prx":

```
$/kd/ata.prx
/kd/irspatch.prx
$/kd/umdmn.prx
```

## **3. Main Menu View**

By default, iR Shell will launch in Menu View. This is the View where you see an array of 6x6 icons to control iR Shell. You can change the default View Mode in iR Configurator at any time.

Below is a description of each function listed by icon group in the main Menu View. You can bring up the Menu View at any time in the iR Shell main program by pressing **SELECT**.

For a detailed PSP button assignment list please refer to the chapter called "iR Shell Button Configuration".

### **3.1 View Choice Icons**

These icons control the different view modes of iR Shell apart from Menu View (**SELECT** button). These views are mostly used for file operations of any kind.

#### **3.1.1 Directory View:**

Goes to *ms0:/* directory view to access files under memory stick. Under Directory View, you can open various files directly by pressing '**CROSS**'. Press '**TRIANGLE**' to go to the parent directory.

You can access other media, such as *disc0:*, *nethost0:* or *usbhost0:* by pressing '**TRIANGLE**' while at '*ms0:/*'. Below are the supported file types which allow direct launching with the bundled plugins. Please note that your file extension must match the list below for direct launching.

**PMP:** PMP Movie via PMP Mod 2.01 plugin. Use '**CROSS**' to pause/resume, **TRIANGLE** to exit. This plugin is currently available in fw 1.5 EBOOT of iR Shell only.

**AVC:** PMP AVC Movie via PMP Mod AVC. Use **CROSS** to pause/resume, **TRIANGLE** to exit.

**AT3:** Atrac3 plugin via Atrac3 Plus Player

**PMF:** PMF Movie via PMF plugin (Use **CROSS** to pause/resume, **TRIANGLE** to exit)

**ZIP:** ZIP Unarchiver via AnonymousTipster's ZIP Plugin

**RAR:** RAR Unarchiver via AnonymousTipster's RAR Plugin

**TXT:** Text file via bookr plugin

**PDF:** PDF file via bookr plugin

**LUA:** LUA Player plugin. This plugin is currently available in fw 1.5 EBOOT of iR Shell only.

**HTM/HTML:** HTML Viewer plugin. This plugin is only available in higher firmware except 1.5.

**CBR/CBZ:** PSPComic Reader Plugin. Currently only available in fw 1.5 EBOOT of iR Shell.

### 3.1.2 DIR Shortcut View:

You can pre-define a directory shortcut via iR Shell Configurator, so that this DIR shortcut view will directly jump to your pre-defined directory for faster access.

### 3.1.3 MP3 View:

MP3 view allows you to directly jump to the *ms0:/PSP/MUSIC* directory. You can play any mp3 songs by pressing 'CROSS'. You can also highlight multiple mp3 files by clicking 'CIRCLE'. Then, press 'CROSS' after you've finished chosen your mp3 lists. Please note that you can also highlight directories which can contain unlimited number of mp3 files. In this case, all files in the directory will be played back 1 by 1.

### 3.1.4 Application View:

The Application View will list all your installed homebrew applications under the standard *ms0:/PSP/GAME*. It supports standard firmware 1.5 kxploit naming convention (example: bookr & bookr%) and also the traditional hidden directory naming. The new `__SCE__` naming & 1.0 EBOOT format are also supported. You can edit the folder that homebrew is displayed from using iR Configurator. For example, set it to */PSP/GAME271/* under 2.71 SE-C by Dark\_AleX or */PSP/GAME352/* under 3.52 M33.

### 3.1.5 iR Remote View:

RDF View allows you to access the built-in Universal Infra-Red remote control function. The RDF View will list all remote controls that you've installed. You can download another archive named "Pronto Hex Code v1.3" which included infra codes for over 2000 different devices. If you've an unsupported device, you can visit [www.remotecentral.com](http://www.remotecentral.com) and download the pronto codes for your particular device and place them in the RDF file format.

### 3.1.6 Game Save View:

Save View allows you to see the details of your game saves. This will be useful to find out which save to send to your friends PSP via the Adhoc WiFi Transfer function.

## 3.2 Shortcut Launch Icons

These shortcut icons are used to quicklaunch the UMD and some homebrew applications which you can define in the iR Configurator. More on this in the section about the iR Configurator.

### 3.2.1 Launch UMD:

Launches the inserted UMD Game disc. You can switch between the UMD Game & iR Shell by pressing '**Left Trigger + Select**' and perform various other file operations or other things inside iR Shell at this point. Use the '**Left Trigger + Select**' shortcut again to return to the game.

### **3.2.2 Predefined Homebrew 1 to 5:**

These icons allow you to directly launch 5 pre-defined homebrew applications for fast access without the need to go through the APP View. First, you'll need to install the pre-defined homebrews to any of these directories.

For example, your homebrew is called "Name" & "Name%". You copy your homebrew files from the "Name" folder to "ms0:/IRHELL/HOMEBREW/RIGHT", or other shortcut directories. You don't need the "Name" folder. Then, you rename your EBOOT.PBP from "Name%" folder to EBOOT%.PBP and placed it to "ms0:/IRHELL/HOMEBREW/RIGHT".

You can also optionally change your homebrew name from "Predefined Homebrew" to anything you like under "iR Shell Configurator". Read the FAQ for more info. Available Shortcut folders:

ms0:/IRHELL/HOMEBREW/RIGHT/  
ms0:/IRHELL/HOMEBREW/RLEFT/  
ms0:/IRHELL/HOMEBREW/RUP/  
ms0:/IRHELL/HOMEBREW/RRIGHT/  
ms0:/IRHELL/HOMEBREW/RDOWN/

## **3.3 USB/WiFi Connection Icons**

These icons are used to establish the different kinds of USB and WiFi connections that iR Shell offers. They range from USB Mass Storage to USBhostFS and NetHostFS as well as Adhoc PSP-to-PSP connections for file transfers.

### **3.3.1 Toggle USB Mass Storage:**

Toggles USB Mass Storage On or Off. This is the same mechanism you know from the standard Sony XMB.

### **3.3.2 Toggle USBHost:**

Toggles the USBhostFS connection. With USBhostFS, you can browse your PC hard disks or DVDROM drives via USB on your PSP. You'll need to install the usbhostfs driver on the PC and run the nethostfs.exe server application before you can use this feature. More on this in the section about setting up USBhostFS.

### **3.3.3 Toggle USBHost Redirection:**

Toggle usbhost0 to ms0 mapping. With usbhost0 to ms0 mapping on, all access to ms0: device (the memory stick) will be redirected to usbhost0: (your computer). This will make the contents of your PC's USBhostFS root folder appear as if it is actually your memory stick. This will allow your existing homebrew applications to access files on the PC without modifications. Only use this option if absolutely necessary. There has been much confusion over its usage. In most cases you do NOT need this.

### **3.3.4 Toggle NetHost:**

Toggles the NetHostFS connection. With NetHostFS, you can browse your PC hard disks or DVDROM drives via WiFi on your PSP. See the Host File System section for details on setting up nethostfs access.

### **3.3.5 Toggle NetHost Redirection:**

Toggle nethost0 to ms0 mapping. With nethost0 to ms0 mapping on, all access to ms0: device (the memory stick) will be redirected to the nethost0: (your computer). This will make the contents of your PC's NetHostFS root folder appear as if it is actually your memory stick. This will allow your existing homebrew applications to access files on the PC without modifications. There has been much confusion over its usage. In most cases you do NOT need this.

### **3.3.6 Initiate Adhoc WiFi Transfer:**

With adhoc WiFi file transfer, you can send or receive files/directories to or from another PSP without any access point.

## 3.4 Music Player Icons

These icons control the playback of mp3 songs. There shouldn't be any further explanation of them necessary since they are the same as on any other media player.

### 3.4.1 Play/Pause:

Start or pause music playback of a song or playlist in the iR Shell music player.

### 3.4.2 Stop:

Stops iR Shell music player playback.

### 3.4.3 Previous Track:

Plays the previous track in the iR Shell music player playlist.

### 3.4.4 Next Track:

Plays the next track in the iR Shell music player playlist.

### 3.4.5 MP3 Volume Down:

Use this to lower the volume of MP3 output.

### 3.4.6 MP3 Volume Up:

Use this to increase the volume of MP3 output.

## 3.5 Utilities and Tools Icons

### 3.5.1 File Management:

An advanced File Management function including Copy, Paste, Delete, Rename & Create Dir. These functions can work on a single file or a complete directory tree.

### 3.5.2 Launch Devhook:

This icon allows launching devhook directly from within iR Shell. You'll have to install devhook 0.4x and/or 0.5x on your PSP before you can use this feature. You can set the devhook firmware version under iR Shell Configurator. The default firmware for DevHook 0.4x to launch is set to fw 2.71 in iR Configurator where you may customize it to your liking.

### 3.5.3 Launch XMB:

This allows you to launch FW 3.xx or FW 1.5 XMB from within iR Shell. After launching of XMB, you can switch between XMB & iR Shell via the standard hotkey 'Left Trigger + Select'. In order to launch FW 1.5 XMB you need to have a working dump of FW 1.5 for DevHook 0.4x on your memory stick. Together with the use of nethost0 or usbhost0 redirection, you can then use the XMB Video player to playback mp4 movies on your PC harddisks via FW1.5 in DevHook.

### 3.5.4 Set Alarm Clock:

This allows you to setup a one time or recurring alarm. For example, you can setup an alarm to remind you stop playing a game at certain time.

### 3.5.5 Toggle CPU Speed:

Toggle between 100, 222, 266 or 333MHz CPU Clock Speed.

### 3.5.6 Lock iR Shell:

This will lock iR Shell access until you've given a correct password.

## 3.6 System Icons

These icons are used to configure, reset and shutdown iR Shell. They are also useful to provide various information about the PSP such as battery level and muting game audio.



### 3.6.1 Reset iR Shell:

This will restart iR Shell. You will be given a few options like a normal restart, a complete system reset as well as switching to EBOOT of the other firmware (1.5 or OE/M33). Please note that in order to be able to switch to a different kernel EBOOT of iR Shell you will need to enable the supplied autoboot plugin in OE/M33 recovery menu.

### 3.6.2 Exit iR Shell:

Exit iR Shell and return back to XMB.

### 3.6.3 iR Shell Configurator:

This will launch the iR Shell Configurator which allows you to customize iR Shell the way you want it to be. There are over 70 options to customize. Within the Configurator, you can also choose to install various skins.

### 3.6.4 System Info:

Displays various system information such as battery and memory status.

### 3.6.5 Help:

Call up the Help screen describing shortcut key combos for all iR Shell functions for fast & direct access. Most functions can be access via icons or combo keys, except Snapshot (Note/Music button) and the Application Switch hotkey (Left Trigger + Select) which can only be access via key combos.

### 3.6.6 Mute Game Audio:

Allows muting of specific audio channels of UMD/Homebrew games. Depending on the "Mute Game Audio Type" option under iR Shell Configurator the game audio will only be muted while mp3 playback from within iR Shell is active, or always muted even when no mp3 is playing.

## 4. Photo Viewer

Photo viewer is activated when selecting a BMP, PNG or JPG file under Directory View. There can be a maximum of 350 photos in a directory. This is the button assignment:

**Square:** Toggle Slide Show (Slide show interval is changeable in iR Configurator)

**Right:** Next Picture

**Left:** Previous Picture

**Cross or Triangle:** Exit Photo Viewer

**Circle:** Change JPEG photo scaling option (Note: Scaling option only works on JPEG files and has no effect on others)

**Left Trigger + Select:** Switch to the background app

## 5. iR Shell Button Configuration

This section will explain the button configuration in the different view modes of iR Shell. Learning the basics of these will help you get the most out of iR Shell and in some cases you will be completely lost without them.

The most important button combination to remember right now is: **L Trigger + SELECT**. This combo enables "multi-tasking" between a homebrew, PSP/PS1 game or whatever else that you launched from iR Shell and iR Shell itself.

### 5.1 General iR Shell button configuration:

**Analog pad left:** Launch UMD

**Analog pad right, R+Analog Pad** (any direction): Launch predefined homebrew from the shortcut folder located at: /IRHELL/HOMEBREW/<Direction>/EBOOT.PBP, ... (5 Homebrew shortcuts in all)



**Analog pad up:** USB mass storage On/Off toggle  
**Analog pad down:** Quit iR Shell  
**Left Trigger + Up Arrow:** Launch XMB  
**Left Trigger + Down Arrow:** Alarm Clock / Stop alarm  
**Left Trigger + Left Arrow:** Launch Devhook  
**Left Trigger + AUP:** Toggle USB HostFS (usbhost0:)  
**Left Trigger + ALEFT:** Toggle USB HostFS to ms0 redirection (usbhost0: -> ms0:, ms0: -> ms1:)  
**Left Trigger + ADOWN:** Toggle NetHostFS (nethost0:)  
**Left Trigger + ARIGHT:** Toggle NetHostFS to ms0 redirection (nethost0: -> ms0:, ms0: -> ms1:)  
**Left Trigger + Right Trigger:** Restart/Reset iR Shell  
**Left Trigger + Select:** Switch Task between the launched app and iR Shell  
**Left Trigger + Start:** CPU speed toggle between 100, 222, 266 & 333  
**Note button:** Take snapshot (photos are placed under ms0:/PSP/PHOTO/SNAPSHOT)  
**Left Trigger + Cross:** Adhoc WiFi File Transfer  
**Left Trigger + Square:** File Manipulation on selected file(s) in Directory View  
**Left Trigger + Circle:** Lock iR Shell. You'll need to enter a correct password to regain access. Default password is null (nothing).  
**Left Trigger + Triangle:** Directory Shortcut View (directory selectable in iR Configurator)  
**Left Trigger + Brightness:** Enable maximum brightness, 4<sup>th</sup> level (Press Brightness button alone to return to normal setting).  
**Right Trigger + Triangle:** Shortcut to browse /PSP/MUSIC directory  
**Right Trigger + Start:** Run Configurator.  
**Right Trigger + Select:** System Information  
**Start button:** Help messages. Press Start again to see the next help screen. Press any other button to close the help messages.

## 5.2 Menu View:

**Arrow Keys (Digital Pad):** Menu navigation  
**Cross:** Execute the iR Shell function we selected with arrow keys  
**Select:** Toggle Menu View and last used other view  
**Triangle:** Switch to last used other view (to go back to Menu View again press SELECT)  
**Analog pad left:** Launch UMD  
**Analog pad right, R+Analog Pad** (any direction): Launch predefined homebrew from the shortcut folder located at: /IRHELL/HOMEBREW/<Direction>/EBOOT.PBP, ... (5 Homebrew shortcuts in all)  
**Analog pad up:** USB mass storage On/Off toggle  
**Analog pad down:** Quit iR Shell  
**Left Trigger + Up Arrow:** Launch XMB  
**Left Trigger + Down Arrow:** Alarm Clock / Stop alarm  
**Left Trigger + Left Arrow:** Launch Devhook  
**Left Trigger + AUP:** Toggle USB HostFS (usbhost0:)  
**Left Trigger + ALEFT:** Toggle USB HostFS to ms0 redirection (usbhost0: -> ms0:, ms0: -> ms1:)  
**Left Trigger + ADOWN:** Toggle NetHostFS (nethost0:)  
**Left Trigger + ARIGHT:** Toggle NetHostFS to ms0 redirection (nethost0: -> ms0:, ms0: -> ms1:)  
**Left Trigger + Right Trigger:** Restart/Reset iR Shell  
**Left Trigger + Select:** Switch Task between the launched app and iR Shell  
**Left Trigger + Start:** CPU speed toggle between 100, 222, 266 & 333  
**Note button:** Take snapshot (photos are placed under ms0:/PSP/PHOTO/SNAPSHOT)  
**Left Trigger + Cross:** Adhoc WiFi File Transfer  
**Left Trigger + Square:** File Manipulation on selected file(s) in Directory View  
**Left Trigger + Circle:** Lock iR Shell. You'll need to enter a correct password to regain access. Default password is null (nothing).  
**Left Trigger + Triangle:** Directory Shortcut View (directory selectable in iR Configurator)  
**Left Trigger + Brightness:** Enable maximum brightness, 4<sup>th</sup> level (Press Brightness button alone to return to normal setting).

**Right Trigger + Triangle:** Shortcut to browse /PSP/MUSIC directory

**Right Trigger + Start:** Run Configurator.

**Right Trigger + Select:** System Information

**Start button:** Help messages. Press Start again to see the next help screen. Press any other button to close the help messages.

## 5.3 Directory View:

This is the button assignment additionally to the shortcut combos when in Directory View:

**Arrow Keys (Digital Pad):** File browser navigation

**Triangle:** Go to parent directory under Directory View / Return to Directory View under Menu

**Square:** View toggle. Allows you to toggle between application view, RDF view, directory view or Game save view. Does not work in menu view (switch to any other view first). Use SELECT to open Menu View.

**Cross:** Item selection

**Circle:** Highlight items or Display / Hide Icon (for APP/SAV Views). Also used to add items to the mp3 player playlist.

## 5.4 DIR Shortcut View:

This is essentially just a "favorite" shortcut folder you can set up in iR Configurator. It gets displayed in Directory View.

The same button assignment applies as well. You can use this shortcut to have quick access to /PSP/PHOTO/ or /ISO/ for example.

## 5.5 MP3 View:

This is just another shortcut to /PSP/MUSIC directory on your memory stick. Essentially the same as pressing "R Trigger + Triangle". Again, the same full button configuration as for Directory View applies here. These are the most important ones for MP3 playback:

**Arrow Keys (Digital Pad):** File browser navigation

**Circle:** Mark item for Playback List (max playback list size: 30)

**Square:** View toggle. Allows you to toggle between application view, RDF view, directory view or Game save view. Does not work in menu view (switch to any other view first). Use SELECT to open Menu View.

**Triangle:** Move up one folder

**Cross:** Instant Playback (for single tracks only)

**Right Trigger + Square:** Stop playback

**Right Trigger + Cross:** Start Playlist / Playback Pause / Playback Resume

**Right Trigger + Circle:** Mute Game Audio Channels

**Right Trigger + Right Arrow:** Next MP3 Track

**Right Trigger + Left Arrow:** Previous MP3 Track

**Right Trigger + Up Arrow:** Volume Up (volume control for MP3 player only)

**Right Trigger + Down Arrow:** Volume Down

## 5.6 Application View:

This view lists the homebrew applications, PS1 games, and Sony demo's stored in the path you defined in iR Configurator (/PSP/GAME/ by default). From here you can easily launch your homebrew, rename it and so on. Most other system-wide shortcuts also still work.

**Arrow Keys (Digital Pad):** File browser navigation

**Cross:** Launch selected application

**Square:** View toggle. Allows you to toggle between application view, RDF view, directory view or Game save view. Does not work in menu view (switch to any other view first). Use SELECT to open Menu View

**Circle:** Toggle application icon

## 5.7 iR Remote View:

If you haven't installed the Pronto Hex Codes before you'll need to download the archive, unzip *prontocodes13.zip*, and place the files on your PSP under *'/IRSHELL/IRCODES/'*. Once installed you can select any RDF remote control file in iR Remote View and launch it with Cross.

**Arrow Keys (Digital Pad):** Select remote control file

**Cross:** Launch selected remote control file

**Square:** View toggle. Allows you to toggle between application view, RDF view, directory view or Game save view. Does not work in menu view (switch to any other view first). Use SELECT to open Menu View

**Start:** Switch to another remote control file directly (if shortcut list is defined)

Once the remote control is launched all buttons have new mappings which will be displayed on-screen.

## 5.8 Game Save View:

**Arrow Keys (Digital Pad):** Select game save

**Cross:** Show details of selected game save

**Square:** View toggle. Allows you to toggle between application view, RDF view, directory view or Game save view. Does not work in menu view (switch to any other view first). Use SELECT to open Menu View

**Circle:** Toggle Game Save icon

Other general iR Shell button combinations also continue to work here. For example, "Left Trigger + Square" which will let you copy or delete a game save.

# 6. USB and WiFi Host File Systems

The Host File Systems (NetHostFS and USBhostFS) are two of the most powerful features of iR Shell that truly unleash the full power of the PSP.

## 6.1 Introduction

Using USB or WiFi connections, you can remotely browse your PC harddisk, CDROM, DVDROM, etc. just like local files on your Memory Stick. You can open PC files on your PSP via the familiar iR Shell file browser (DIR View). This allows you to play host mp3s, movies, photos, etc. on your PSP without physically copy them to the MS. The files you selected are streamed realtime to the PSP for playback. You can even launch PSP homebrews that are installed on your PC harddisk. This will eventually turn your PC storage as your PSP local storage and open up all kinds of possibilities.

Some homebrews are hardcoded to open files located on ms0: device (Memory Stick). To achieve maximum homebrew compatibility, iR Shell supports device redirection. Once enabled, your usbhost0: or nethost0: will appear as ms0: on your PSP. When your homebrew tries to open files under ms0:, it will be redirected to the host file system. You can also choose to install PSP homebrew applications on your host under usbhost0:/PSP/GAME or nethost0:/PSP/GAME, similar to the way you install homebrews on ms0:. Afterwards, you can enable the redirection and also enable the "Redirect APP View to Host" in iR Configuration. The homebrews installed on your host harddisk will be presented to you under the regular iR Shell APP View. You'll also notice the title of the APP View will be changed to "Homebrew Applications [HOST]". The HOST keyword signals you that the homebrew listed are residing in your PC host.

After you've enabled redirection, files on memory stick can still be chosen via ms1: device. Depending on the particular homebrew application, files on ms1 may or may not be seen by the homebrew.

## 6.2 Installation & Configuration

This section of the manuals details how to set up USBhostFS and NetHostFS in order to allow access to files stored on your PC via your PSP.

### 6.2.1 USBhostFS:

For USBhostFS support, you'll need to first download the USB drivers on your PC (both Windows & Linux are supported). Then start usbhostfs.exe on your PC and select "Toggle USBHost" in iR Shell to enable USBhostFS support. The first time you do this on Windows you will be asked to specify the location of the drivers. Point the driver installation to the folder where you previously placed the USB drivers.

USBhostFS can also be used for PSP keypad redirection to PC keyboard & Joystick. You'll need to enable the option "Redirect Keypad to Host" under iR Shell Configurator for this to work.

**Usage:** *usbhostfs.exe [options] rootdir*

**rootdir:** The defined dir will be used as root dir for PSP. Use /cygdrive if you want the PSP to see all drives in your PC.

**Options:**

**-k** Disable PC keyboard redirection. PC Joystick redirection will still be active. Also, the original usbhostfs command will be active.

**Example:**

*usbhostfs /cygdrive*

This will allow you to access all drives on your PC.

### 6.2.2 NetHostFS:

For NetHostFS support, it's a bit more complicated as it involves a working internet connection already present on your PSP. In order to proceed you should first set up a working internet connection in the PSP's XMB and then go on.

Once you unzip the nethostfs archive to your PC (both Windows & Linux are supported), you can launch it as follows. Unlike usbhostfs, however, you'll need to explicitly enable PSP keypad redirection with -s option. You'll also need to enable the option "Redirect Keypad to Host" under iR Shell Configurator when using keypad redirection.

**Please note:** If your PC firewall asks if you want to allow nethostfs.exe access to the internet then you will need to allow this at least for your local network (LAN). If you want to be able to browse your PC files from a remote location via the internet then you will need to allow nethostfs.exe to have access to the whole internet, of course.

**Usage:** *nethostfs.exe [options] rootdir*

**rootdir:** The defined dir will be used as root dir for PSP. Use /cygdrive if you want the PSP to see all drives in your PC.

**Options:**

**-p** *port* TCP port number

**-l** *login\_password* Password for client PSP to login

**-c** *max\_clients* Maximum number of client PSPs, valid range 4-1000, default 20

**-r** Restrict to Read-Only access

**-s** Tells the nethostfs to enable keypad redirection. Please note if you connect more than 1 PSP to the same nethostfs server with the '-s' option enabled, the keypad redirection will be forwarded to all PSPs. You can have more than 1 nethostfs server running with each one listening to a different port & serving different PSP.

**-k** disables keyboard redirection and only joypad will be redirected. This is similar to the "-k" option for usbhostfs.

**-h** Print this help messages

### Note on -r option:

This option is useful when you open your PC for public access via the Internet without worrying about files being modified or deleted. You can also install various homebrews on the server to allow others to run them from your PC without having the need to install them on their PSPs (use the nethost redirection & enable Redirect APP View to Host). Some homebrews may need to create files while they're running, such as updating high score files for games. In order to achieve maximum compatibility all file update commands, issued by the PSP, will be simulated without applying the updates on the file system. This means all update commands will return successfully, so as not to cause any errors in homebrews.

### Example

```
nethostfs -p 7513 -l mypass -r /cygdrive
```

This will allow your PSP to access all drives in your PC in read-only mode (-r), which means you can't modify or delete any files. You'll also need to configure the following under iR Configurator.

### 6.2.3 Adhoc WiFi PC Configuration:

The PSP firmware 1.5 and 3.xx do not allow your PSP to connect directly to a PC without a router via Adhoc WiFi. The Adhoc WiFi connection only supports PSP to PSP communication. To connect your PSP to your PC, you'll normally need an Infrastructure Access Point. However, iR Shell utilizes a little trick by using the network drivers from firmware 1.0 and 1.5 to allow you to connect your PSP to your PC via Adhoc WiFi.

#### To use adhoc PC connection, follow the procedures below:

**1.** Place the following PRX modules from a 1.0 firmware dump. These files are not included with iR Shell distribution for legal reasons. These files will need to be decrypted.

```
ms0:/IRHELL/SYSTEM/ifhandlde.prx  
ms0:/IRHELL/SYSTEM/pspnet.prx  
ms0:/IRHELL/SYSTEM/pspnet_apctl.prx  
ms0:/IRHELL/SYSTEM/pspnet_inet.prx  
ms0:/IRHELL/SYSTEM/pspnet_resolver.prx
```

**2.** Place the following PRX module from a 1.5 firmware dump. This file is also not included with iR Shell for legal reasons. This file will also need to be decrypted:

```
ms0:/IRHELL/SYSTEM/wlan.prx
```

**3.** From your XMB, go to Network Settings->Infrastructure Mode.

- Enter a connection name with "adhoc" as prefix (case insensitive). Example, "Adhoc PC1". The adhoc prefix tells iR Shell this is an adhoc entry. Without adhoc prefix, iR Shell will treat it as a regular Infrastructure settings for Access Point only.

- Enter the SSID name for your adhoc network. Don't use Scan as it won't allow you to scan adhoc networks.

- Use WEP encryption to your preference. Any other encryption does not work !

- Choose Custom under "Address Settings", then choose "Manual IP Address Settings". Enter IP address manually, example "192.168.100.2". For "Default Router" entry, type your PC's IP Address, example "192.168.100.1". Enter an arbitrary DNS address.

- For Proxy Server, choose "Do Not Use". Then save settings and skip test connection.

**3.** Goto iR Configurator, select the appropriate XMB Network Config entry. Then, enter your PC IP Address under "NetHost IP (Adhoc)" entry. This PC IP Address is used for adhoc connections. For infrastructure connections, iR Shell uses the IP Address/Name defined under "Nethost IP/Name (AP)". The reason for having 2 different entries is to avoid making changes to your configurator when switching from AP to Adhoc.

4. Done. You can now use nethost0 via Adhoc mode under iR Shell. If you enable to option "Allow Adhoc PC Connection for Homebrew" under iR Configurator, this will even allow your existing Infrastructure WiFi homebrew applications to use Adhoc WiFi to a PC.

## 7. iR Configurator

The iR Configurator is the main configuration program for iR Shell's default settings. You can launch the configurator from inside iR Shell with the button combination "R Trigger + START" or by selecting its icon from Menu View.

### 7.1 Button Configuration:

Inside the iR Configurator, this button configuration is being used:

**Up & Down (Digital Pad):** Choose setting to edit

**Left & Right (Digital Pad):** For settings with multiple defaults you can use Left and Right on the digital pad to choose other defaults or change values

**Cross:** Edit a setting if it requires entering text or choosing a directory

**Circle:** Save changes and exit iR Configurator

**Triangle:** Exit iR Configurator without applying changes

**Start:** Switch to another remote control file directly (if shortcut list is defined)

When using DIR view to set paths for iR configurator options, please note the slightly different button assignments: **Circle** enters a path, **Cross** selects the path in iR Configurator.

### 7.2 iR Configurator Options:

The following is a list of all iR Configurator settings and options with a short explanation of what each does where necessary:

**Devhook Launcher Ver:** 0.4x, 0.5x - sets the version of DevHook to be used for the "Launch DevHook" shortcut in Menu View and via button shortcut.

**DevHook FW Dir for 0.4x:** ms0:/dh/271/ - sets the firmware folder to be used when running DevHook 0.4x

**UMD Mode:** UMD Required, OE No UMD Mode - set to whether to use No-UMD mode or not for ISO launching

**POP CPU Speed Override:** Default (333Mhz), Same as iR Shell - sets the default CPU speed when running PS1 games from within iR Shell

**Default CPU Speed:** 222, 266, 333, 100 - sets the default bootup CPU speed in general

**Date Format:** Month/Day, Day/Month, Month.Day, Day.Month - sets the way you would like the date to be displayed in iR Shell

**Startup Splash:** Bitmap Image, PMF Movie, No Splash - sets the type of startup splash, be it none, an image or a PMF Movie

**Initial View:** Menu View, DIR MP3 View, DIR Shortcut View, SAV View, DIR View, RDF View, APP View - sets the initial View Mode to be used when iR Shell launches

**Hide Save View:** Yes, No - allows you to hide Save View if you don't use it

**Hide RDF View:** Yes, No - allows you to hide RDF View (infrared remote control view) if you don't use it

**Hide RDF Sub-directory:** Yes, No - allows you to hide any subfolders in RDF view (infrared remote control view) if you have no use for them.

**Slide Show Interval in Seconds (1-60):** 5 - sets the interval between loading a new image when running a slide show. Enter any number representing seconds.

**Initial JPG Viewer Scaling:** Original, Scale to fit, Fit to Width, Fill Screen - sets how to scale JPG images if they don't fully fit the screen

**PMF Movie Scaling:** Enable, Disable - sets, whether PMF movies should be scaled when played

**PSP Headphone Remote:** Disable, Always Enable, Enable Only Under iR Shell - allows you to set if and when you would like the PSP's remote control to work

**Default Mute Game Audio:** Enable, Disable - sets if Mute Game Audio should be enabled by default



**Mute Game Audio Type:** Mute while MP3 Active, Mute Always – sets when Mute Game Audio actually mutes game audio, for example only if an MP3 is played in iR Shell's mp3 player.

**Eboot 1.0 Format Support for fw1.5:** Disable, Enable – enables support for 1.0 style EBOOTS in iR Shell so kxloit is not needed (applies to FW 1.5 EBOOT of iR Shell)

**Enable Music Button for Screen Capture:** Enable, Disable – allows you disable the "Music" button for taking screenshots with iR Shell. This can be useful if a game needs the "Music" button, for example.

**\_\_SCE\_\_ Naming Support:** Disable, Enable – enables support for FW1.5 homebrew named with the SCE naming convention to hide corrupted icons

**Skip Help Files Installation:** Yes, No – when installing a skin, this option will allow you to skip installing the skin's help files i(maybe because you use translated help images, for example).

**Non-MS Media Access:** Disable, Enable – this setting basically enables or disables the Host File Systems (USBhostFS and NetHostFS). Set this to enabled if you would like to use either.

**Redirect APP View to Host:** Enable, Disable – enable this setting if you would like to have homebrew which is stored on your PC directly appear in iR Shell's Application View when using host redirection. Please note that you will need to have a cloned memory stick folder layout in your host file system's shared root folder for this to work.

**Redirect Keypad to Host:** Enable, Disable – enables or disables keypad redirection to the host PC. You cannot use your PC gamepad to control any PSP games via host file system if you disable this setting in iR Configurator. For details on keypad redirection usage, please refer to these 2 forum threads:

<http://www.phpbb.com/phpbb/viewtopic.php?t=729&mforum=irshell>

<http://www.phpbb.com/phpbb/viewtopic.php?t=789&mforum=irshell>

**XMB Network for NetHost:** <your XMB WiFi connections> - use Left and Right on the digital pad to choose which XMB WiFi connection you would like to use for NetHostFS.

**NetHost IP/Name (AP):** <your PC address IP or host name> - enter here the IP address or host name of your PC when using infrastructure NetHostFS.

**NetHost IP (Adhoc):** <PC IP address when using Adhoc> - enter here the IP address of your PC when using adhoc NetHostFS with your PC. Most people will NOT need this !

**NetHost Port:** 7513 – you can set a different port to be used for NetHostFS here. Do not change this if you don't know what you are doing.

**NetHost Password:** <type in password here> - you can set a password to be used for NetHostFS communication between your PC and your PSP here to make it a little more safe.

**NetHost/UMD Compatibility:** Normal, Maximum – allows you choose a compatibility mode for launching ISOs via NetHostFS. Maximum mode provides best compatibility but does not allow you to play MP3 in background, use Mute Game Audio functions and also does not support WPA encryption. Switch to WEP instead, if you would like to use Maximum Compatibility mode with NetHostFS.

**Allow Adhoc PC Connection for Homebrew:** Enable, Disable – allows homebrew apps to access iR Shell's own adhoc PC connection as if the PSP were connected to an access point.

**Homebrew Path:** ms0:/PSP/GAME – folder you store your homebrew in. APP view will show the application stored in this path. Please make sure that you run 1.5 homebrew only from within the 1.5 EBOOT of iR Shell and vice versa.

**DIR Shortcut (L Trigger + Triangle):** ms0:/PSP/PHOTO/ - defines the folder to be directly opened in Directory View when someone uses the "L Trigger + Triangle" shortcut. Set this to any folder you like.

**Homebrew#1 (Analog Right):** - here you can browse to an EBOOT which will be launched when you move your analog stick to the right.

**Homebrew#2 (R Trigger + Analog Left):** - here you can browse to an EBOOT which will be launched when you use the mentioned button combo.

**Homebrew#3 (R Trigger + Analog Up):** - here you can browse to an EBOOT which will be launched when you use the mentioned button combo.

**Homebrew#4 (R Trigger + Analog Right):** - here you can browse to an EBOOT which will be launched when you use the mentioned button combo.



**Homebrew#5 (R Trigger + Analog Down):** - here you can browse to an EBOOT which will be launched when you use the mentioned button combo.

**Default Alarm State:** Off, On – sets if the alarm state will be on or off by default when you launch iR Shell

**Default Alarm Clock (HHMM):** 0000 – sets the default alarm time when arming the alarm clock.

**Alarm Repeat:** Enable, Disable – enables or disables repeating of the alarm.

**Alarm under Sleep Mode:** Alarm when Wakeup, Cancel Alarm – the alarm does not work in sleep mode, so you can set what to do once the PSP comes back from it's sleep here.

**Alarm MP3 File:** ms0:/IRSHELL/SYSTEM/ALARM.MP3 – sets the MP3 file to be used for the alarm. Turning off the alarm is the same as stopping any other MP3.

**Low Battery Warning Alarm:** Off, 3%, 5%, 10%, 15%, 20%, 25%, 30%, 35%, 40% - sets the battery level threshold at which point you will get a battery warning

**Low Battery Warning Repeat:** Enable, Disable – you can set if the battery warning should be continuously repeated here. Turning off the alarm MP3 is the same as stopping any other MP3.

**Launching App Confirmation:** Yes, No – sets if you will need to confirm launching any homebrew applications from within iR Shell

**Launching UMD Confirmation:** Yes, No – sets if you will need to confirm launching any UMDs from within iR Shell

**Launching ISO Confirmation:** Yes, No - sets if you will need to confirm launching any ISOs from within iR Shell

**Launching Shortcut Homebrew Confirmations:** Yes, No – sets if you will need to confirm launching any homebrew that you started via a shortcut.

**APP/Save Icon Position:** Defined by Skin, Override by Configurator – sets if the Application and Save icon positions will be defined by the skin settings or the following settings in iR Configurator.

**APP Icon State:** On Top/Initial On, On Top/Initial Hidden, Overlay with Text/Initial On, Overlay with Text/Initial Hidden – sets if and how to display the application's icon in iR Shell's Application view.

**APP Icon X Position (0-336):** - sets the X Position of the application icon if "APP/Save Icon Position" is set to "Override by Configurator"

**APP Icon Y Position (0-192):** - sets the Y Position of the application icon if "APP/Save Icon Position" is set to "Override by Configurator"

**Save Icon State:** On Top/Initial On, On Top/Initial Hidden, Overlay with Text/Initial On, Overlay with Text/Initial Hidden - sets if and how to display game save icon in iR Shell's Game Save view.

**Save Icon X Position (0-336):** - sets the X Position of the game save icon if "APP/Save Icon Position" is set to "Override by Configurator"

**Save Icon Y Position (0-192):** - sets the Y Position of the game save icon if "APP/Save Icon Position" is set to "Override by Configurator"

**External Plugin Suffix:** PMF      **APP#:** 1

**External Plugin Suffix:** AVC      **APP#:** 2

(...)

This is the plugin setup. The supported file extensions are listed under "External Plugin Suffix" for each iR Shell EBOOT version respectively. Each iR Shell EBOOT (there's one for FW1.5 and 1.5 mode of SE/OE/M33, another for FW2.71 and yet another for FW3.xx) has it's own plugins, too. These can be found in **/IRSHELL/EXTAPP15/** for FW1.5 plugins, **/IRSHELL/EXTAPP2X/** for FW2.71 plugins and **/IRSHELL/EXTAPP3X/** for FW3.xx plugins.

Each of these folders has subfolder such as **APP1**, **APP2** etc. which contain the actual plugins for that firmware's EBOOT. The "APP" setting in iR Configurator from above controls which of these APP folders will be used for the plugin integration. So, the PMF plugin for FW3.xx EBOOT of iR Shell can be found it **/IRSHELL/EXTAPP3X/APP3/**.

**Password Mode:** Off, iR Shell Startup – sets if iR Shell startup should be protected by a password.

**File Manipulation:** No Password, Password protected – allows you to also protect any file manipulation with a password

**Configurator:** No Password, Password protected – allows you to protect iR Configurator with a password to protect iR Shell from any unwanted changes made by others.

**Change Password** <enter new password> - use this to enter a new password.

**Skin Browser** – choose this option to run the iR Configurator. It has it's own on-screen help.

**Save Changes & Return to iR Shell** – use this to save your changes and exit iR Configurator

**Cancel Changes & Return to iR Shell** – use this to cancel your changes and exit iR Configurator.

## 8. Running Demos, Backups and Homebrew

Launching Sony demos, homebrew applications and backups of any kind (PSP ISOs, UMD Video ISOs, PS1 games) is very easy with iR Shell. You can either select them in APP view (for homebrew and Sony demos) or you can run them from Directory View.

Launching any application should work regardless of where it is stored – be it the PSP's memory stick or your PC's harddrive via USBhostFS or NetHostFS. You can multi-task between iR Shell and the launched Demo/Backup/homebrew by using the system-wide hotkey "L Trigger + Select". That way you can use other iR Shell functions like the file browser or Mute Game Audio after you have already launched the application.

### 8.1 Running homebrew:

Running homebrew is very simple. Either select it in APP view or launch the EBOOT.PBP from Directory View. Homebrew may either be on your memory stick or available via Host File System such as USBhostFS or NetHostFS. Homebrew may also be launched from the XMB after using "Launch XMB".

Please also note that you can only launch homebrew coded for FW1.5 in the FW1.5 EBOOT of iR Shell. For the same reason you can only launch official Sony demos from within the FW3.xx EBOOT of iR Shell. Please set your homebrew path accordingly for each iR Shell EBOOT version in it's respective iR Configurator. A recommendation would be to set the Homebrew path to /PSP/GAME150/ for the FW1.5 EBOOT of iR Shell in iR Configurator.

If you have problems with some homebrew then try enabling host redirection for those problem cases. However, try to avoid host redirection where possible.

### 8.2 Running official Sony demos:

Running official Sony demos is very similar to launching homebrew. You must make sure, however, that the Sony demo resides in /PSP/GAME/ and that you have GAME set to use 3.xx kernel. Furthermore, you can only launch Sony demos from the 3.xx EBOOT of iR Shell.

### 8.3 Running PSP ISO Backups:

To launch a PSP ISO simply select the desired ISO or CSO file in Directory View and launch it. The ISO/CSO files may either be on your memory stick or available via Host File System such as USBhostFS or NetHostFS. PSP ISO Backups may also be launched from the XMB after using "Launch XMB". The ISO Backup capability is based on OE/M33 firmwares.

Please note that when launching an ISO from inside the 1.5 EBOOT of iR Shell, you will only be able to launch ISOs that do not require a higher firmware. Switch to the 3.xx EBOOT of iR Shell for newer ISO. Also, do not use redirection when running ISO/CSO files via Host File System.

## 8.4 Running PS1 games:

PS1 games may be run from Application View and Directory view in the 3.xx EBOOT of iR Shell. PS1 games won't work when launched from 1.5. PS1 games may either be on your memory stick or available via Host File System such as USBhostFS or NetHostFS. PS1 games may also be launched from the XMB after using "Launch XMB". Ability to launch PS1 games are based on OE/M33 firmwares.

## 8.5 Running UMD Video ISO Backups:

In order to run UMD Video ISOs, you will need a full FW1.50 dump for DevHook (including flash1) on your memory stick in /DH/150/ folder. Next, rename your UMD Video .ISO to .UMV and put it on your memory stick, too. You can then launch the UMD Video ISO Backup by selecting the .UMV in Directory View. Exit the emulated XMB by pressing HOME+SQUARE. Playing UMD Video ISO backups is based on Dark\_AleX's version of UMD Emulator.

# 9. iR Shell Directory Structure

This section of the manual will explain the iR Shell folders on your memory stick to you, so you always know what you are working on.

## 9.1 IRSHELL Folder:

**/IRHELL/BIN** contains all iR Shell binary program modules.

**/IRHELL/SYSTEM** system files and some special tools from 3rd party.

**/IRHELL/IRCODES** Infra-Red Universal Remote Code database.

Needs to be installed from a separate archive *protocodes13.zip*, or you can move your code database over from your old installation.

**/IRHELL/SKINS** skins directory.

**/IRHELL/EXTAPP15** plugin modules for firmware 1.5

**/IRHELL/EXTAPP2X** plugin modules for firmware 2.71

**/IRHELL/EXTAPP3X** plugin modules for firmware 3.xx

Each **EXTAPP** folder contains **APP** folders numbered from 1-20. These refer to the plugin number you can set under "**APP#**" in iR Configurator for the respective file extension.

**/IRHELL/HOMEBREW15** shortcut apps for firmware 1.5

**/IRHELL/HOMEBREW2X** shortcut apps for firmware 2.71

**/IRHELL/HOMEBREW3X** shortcut apps for firmware 3.xx

Each **HOMEBREW** folder contains the folders **RDOWN**, **RIGHT**, **RLEFT**, **RRIGHT** and **RUP**.

These refer to the shortcut apps available in iR Shell. Any file you place in the **RIGHT** folder will be launched as soon as you move the analog stick to the **RIGHT**. The remaining shortcut folders with an additional "R" in the front of the folder name refer to the shortcut apps available via **RIGHT TRIGGER + ANALOG PAD** (in all four directions). Refer to chapter 5 for a list of the button configuration in iR Shell including the shortcut apps.

**/IRHELL/CFG15** contains iR Shell configuration files for fw 1.5.

**/IRHELL/CFG2X** contains iR Shell configuration files for fw 2.71.

**/IRHELL/CFG3X** contains iR Shell configuration files for fw 3.xx.

Since iR Shell can now run under fw 1.5, 2.71 and 3.xx PSPs, you can choose to have a common configuration for all firmware versions or use different configuration for fw 1.5 and 2.71 and 3.xx respectively.

To use a common configuration for both fw 1.5 & 2.71, define a directory **"/IRHELL/CFG"**:

**/IRHELL/CFG** contains your iR Shell configuration files.

If **"/IRHELL/CFG"** is not present, iR Shell will assume you would want to have 2 different configurations for fw 1.5 and 2.71.

**NOTE:**

Make sure you only use one of the configuration options. If you've *CFG*, *CFG15*, *CFG2X* & *CFG3X* together, iR Shell will only use *CFG*. The included archive provides default configuration for *CFG15*, *CFG2X* & *CFG3X*. If you want to have a common configuration, delete *CFG2X* and *CFG3X* and rename *CFG15* to *CFG*.

## 9.2 SEPLUGINS Folder:

Copy this folder to the root of your memory stick and enable the plugin in recovery mode:

**/seplugins/irsfw30x.prx** Autoboot PRX for iR Shell. Also necessary in order to quickly switch between 3.xx EBOOT and 1.5 EBOOT of iR Shell.

**/seplugins/vsh.txt** Necessary VSH.TXT file in order to be able to enable the Autoboot PRX plugin to be enabled in recovery menu.

## 9.3 PSP Folder:

Please note that your iR Shell installation archive came with a *PSP* folder that contains three folders: **GAME150**, **GAME271** and **GAME352**. The **GAME150** folder contains the iR Shell EBOOT for FW1.5, the **GAME271** folder contains the FW2.x EBOOT (for DevHook emulation and HenD users) and the **GAME351** folder contains the iR Shell EBOOT for FW3.xx kernel (and previous SE/OE firmwares).

**/PSP/GAME150/irshell150** contains the FW 1.5 EBOOT of iR Shell

**/PSP/GAME150/irshell150%** also contains the FW1.5 EBOOT of iR Shell

**/PSP/GAME271/irshell271** contains the FW2.71 EBOOT of iR Shell (for DevHook and HenD)

**/PSP/GAME352/irshell3x** contains the FW3.x EBOOT of iR Shell for custom firmwares OE and M33 (except 3.30 OE)

## 9.4 DEVHOOK folder (optional):

This folder contains the necessary modification to make DevHook work with iR Shell. Please refer to chapter 10 for more info about this. No further file details are given.

**/dh/05/kd/usbhostfs.prx**

**/dh/05/kd/vshex.prx**

**/dh/271/flash0/kd/pspbtcnf.txt**

**/dh/271/flash0/kd/pspbtcnf\_game.txt**

**/dh/303/CFG/pspbtcnf\_dh.txt**

**/dh/303/CFG/pspbtcnf\_game\_dh.txt**

**/dh/kd/devhook.prx**

**/dh/kd/msreboot.bin**

**/dh/kd/systemctrl\_dh.prx**

**/dh/kd/umdciso.prx**

**/dh/kd/usbhostfs.prx**

**/dh/kd/vshex.prx**

## 9.5 3rd Party Files:

These are files that are not included with the iR Shell distribution archive. You will need to obtain these files from other places and put them in the correct folders for yourself.

All of these files are optional and most iR Shell functionality will work. Some functions, however, require you to have these files. Refer to the various feature descriptions to see if you need these files.

**/IRSHELL/SYSTEM/ifhanlde.prx**

**/IRSHELL/SYSTEM/pspnet.prx**

**/IRSHELL/SYSTEM/pspnet\_apctl.prx**

**/IRSHELL/SYSTEM/pspnet\_inet.prx**

**/IRSHELL/SYSTEM/pspnet\_resolver.prx**

Firmware 1.0 Network Modules required for adhoc PC connection. These files are Sony copyright materials and are not included in this distribution, they need to be decrypted in order to be used with iR Shell. You don't need these files if you only use Infrastructure NetHostFS PC connection like most people do.

#### **/IRHELL/SYSTEM/wlan.prx**

Firmware 1.5 Network Module required for adhoc PC connection under FW3.xx. This file is also by Sony and not included in this distribution. You will need to decrypt this file in order to be used with iR Shell. You don't need this file if you only use Infrastructure NetHostFS PC connection like most people do.

#### **/dh/150/**

To be able to launch FW1.5 XMB and use the Video UMD ISO playback function, you'll need to have a complete firmware 1.5 dump for DevHook 0.4x under ms0:/dh/150 directory. This is because SE/OE/M33 only has a subset of 1.5 firmware files. the firmware files for launching XMB are not present.

#### **DevHook 0.46 and DevHook 0.52 including firmware dumps**

DevHook is purely optional. If you wish to use it then you must first install it with some firmware dumps. Refer to the next section on how to set up DevHook for use with iR Shell.

## **10. DevHook Setup (optional)**

If you would still like to use DevHook firmware emulation for whatever reason, then please follow the following procedure. Afterwards, when using "Launch DevHook" from iR Shell, you can choose to start a UMD with iR Shell in the background. You may also launch any ISO from Application view and you will be given a chance to load it with DevHook, too. You can specify the DevHook version to use (0.46 or 0.52) in iR Configurator.

The included archive contains modded versions of devhook 0.46 and 0.52 which have the game exit key changed from Right-Trigger+Left-Trigger to Left-Trigger only.

Please note that you do NOT need to completely set up DevHook in order to use the Video UMD ISO playback or "Launch XMB" in 1.5 EBOOT functions. You simply need a full FW1.5 dump (including flash1) present but not the actual DevHook installation.

### **10.1 Install DevHook 0.46 and 0.52:**

It is out of the scope of this manual to explain how to install DevHook and the necessary firmware files in order to use this function in iR Shell. Simply follow some installation instructions which can be found in all the various PSP forums. In order to use 1.5 firmware files you will need DevHook 0.46 and for the last supported firmware (3.03) you will need DevHook 0.52.0100. It is recommended that you install both and also create the necessary firmware dumps for FW1.5 and FW3.03. If you have problems emulating FW1.5 then try replacing the vshex.prx with the one from Dark\_Alex's 1.5 POC custom firmware.

### **10.2 Install modified DevHook files for iR Shell:**

Copy the contents of /devhook/ to the root of your memory stick, effectively replacing some files in the ms0:/dh/ folder. The archive contains the modded files for both DevHook 0.46 and DevHook 0.52. You should now be able to use DevHook from within iR Shell provided you did everything correctly.

## **11. Using HTML plugin as Webbrowser (optional)**

iR Shell's FW2.71 and FW3.xx EBOOTS come with a HTM/HTML plugin by Dark\_Alex which uses Sony's XMB browser. You can also use this plugin as a shortcut app and have instant access to a webbrowser that way. The webbrowser will establish the network connection for you. Please

note that you cannot run NetHostFS and the Webbrowser at the same time. To exit the web browser press HOME+SQUARE. You can also multi-task with the webbrowser while listening to music in iR Shell in the background this way.

## 11.1 Copy Webbrowser EBOOT to Shortcut folder

In order to use Dark\_AleX's HTML plugin as a webbrowser you will need to copy it to a shortcut folder for iR Shell.

In order to do this copy the **EBOOT.PBP** from **/IRSHELL/EXTAPP3X/APP6/** to **/IRSHELL/HOMEBREW3X/RIGHT/**. This will set up the browser to be launched as soon as you move the analog stick to the right when running FW3.xx iR Shell.

If you would like to use a different shortcut combo such as "Right Trigger + Analog Up" then please refer to chapter 9 for more information.

This special iR Shell release already comes with preconfigured Webbrowser mapped to Analog Right on your PSP. It will load the unofficial support forums located at [ww.irshell.org](http://ww.irshell.org) for your convenience.