

iR Shell 3.60 FAQ

1. Does this new special public release mean that AhMan is back ?

No, this is just what it is: a *special* public release. You shouldn't expect anything from AhMan in the future. Another special public release may or may not come.

2. I love iR Shell - how can I say thanks ?

You are invited to create new skins or plugins for iR Shell and give user feedback in the forums at <http://www.irshell.org>. You can also still donate to AhMan by using his paypal account ahmanhk@hotmail.com. But please donate only because you like what you got so far, no one is going to promise that it will lead to more.

3. Which PSP firmwares does this release support ?

iR Shell supports FW1.5, FW2.71 (via Hen D & DA's SE-C), custom firmware 3.51 M33 Original & 3.51 M33-2 w/wlan patch & 3.52 M33 by Team M33 and all OE custom firmwares by Dark_AleX except 3.30 OE. You can also launch iR Shell under an emulated XMB using DevHook.

4. Can I use same configuration files for FW1.5, 2.71 and 3.xx modes of iR Shell ?

Yes, this is possible. Please refer to chapter 9.1 of the iR Shell manual for more information.

5. Is it possible to run two or more applications at the same time ?

It's not possible to launch two or more applications, since the PSP isn't really designed for it. You can only multi-task between built-in iR Shell functions like the mp3 player and WiFi transfer and another UMD game/homebrew.

6. What are NethostFS and USBhostFS and how do they work ?

These two allow you to have access to your PC's file system via either USB or WiFi. 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 mp3s, movies, photos, etc. on your PSP without physically copying them to the memory stick first. 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.

In order for either of them to work, you need to start their respective "server" applications on your PC. These applications come bundled with iR Shell for Windows and Linux and provide the files to your PSP. For Windows, these are `nethostfs.exe` (for WiFi connections) and `usbhostfs_pc.exe` (for USB connections).

The first time you use USBhostFS on Windows, you will also be asked to install an additional driver, which also comes bundled with iR Shell. If the XP SP2 firewall asks if you want to allow connections for either of these applications, then DO ALLOW them or the whole feature won't work. You can restrict access to your local network for added security.

Nethostfs offers PC files to your PSP via infrastructure (or adhoc) WiFi. In order for this function to work with an infrastructure network you need a properly working WiFi connection already setup in the Sony XMB. The next step is to set the server IP (your PC's local IP) in the iR Shell configurator. If you have multiple network connections set up in Sony's XMB, then please select your desired network connection by name in iR Shell configurator. Now you can connect by either using the Shortcut or clicking on the `nethost0:` device in DIR view.

For info on adhoc nethostfs configuration please refer to the manual and this post in the (old) iR Shell forums: <http://www.phpbb.com/phpbb/viewtopic.php?t=841&mforum=irshell>

USBhostFS offers PC files to your PSP via USB connection. The difference to the regular USB connection is that your PSP will see your PC's files instead of your PC seeing your PSP's files. You still need a USB cable for it, of course. As noted above, you will also need to install a special driver on Windows machines.

Once connected through either server application, you can browse your PC's files via the usbhost0 or nethost0 devices from DIR view. Just tap TRIANGLE to get to the topmost folder and you will see the new devices there. You can then execute PSP homebrew applications, mp3s, pictures, pmp movies, TXT/PDF files and so on from your PC's harddrive on your PSP. The folder where usbhostfs.exe and nethostfs_pc.exe are executed from are regarded by default as the "root" of that device (usbhost0:/ and nethost0:/)

7. What is USBhostFS/NetHostFS redirection ?

Some homebrews are hardcoded to open files located on the ms0: device (the memory stick). To achieve maximum homebrew compatibility with NethostFS and USBhostFS, iR Shell supports device redirection. Once enabled, your usbhost0: or nethost0: will appear as ms0: to 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 the 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.

If you've chosen to launch XMB after enabled redirection, you can even stream MP4 movies from your host harddisk via the standard XMB video player. Under FW1.5 mode of iR Shell only regular MP4 movies are supported. Under FW2.71 mode of iR Shell AVC movies are also supported. Please note that FW3.xx mode of iR Shell does NOT currently support host redirection in the XMB. If you would like to watch any movies you will need to copy them to your memory stick in this firmware or run FW1.5 EBOOT of iR Shell (which does not support AVC MP4's, however).

If you are using any custom firmware then you should make sure that you also have /PSP/GAME150 and /PSP/GAMExxx folders on your harddrive when using host redirection.

8. Does iR Shell support multiple network configurations for NethostFS ?

Yes, you can use the NethostFS function even if you have multiple network configurations set up in Sony XMB. Just choose the XMB network entry name you want to use under iR Shell Configurator.

9. How many PSPs can connect to a single NethostFS server ?

By default up to 20 PSPs can share access to one host PC via the nethostfs server. That should suffice for most needs. You can, however, edit this value via a command-line parameter. Please realize that network access will be relatively slow with more than 20 connected PSPs, however. For an explanation of nethostfs.exe parameters please check out the iR Shell manual.

10. How can I stream movies from my PC to the PSP ?

You can stream PMP movies with the built-in PMP plugin in iR Shell. Just use NetHostFS or USBhostFS and browse the PMP files on your PC. Click 'X' on the PMP movie and it'll launch automatically.

Streaming MP4 movies using the Sony XMB movie player (the video player under Sony's Menu) is also possible. In this case, you'll need to build a MP_ROOT directory structure on your PC and use nethost->ms0 or usbhost->ms0 redirection. Then, launch XMB from iR Shell (Left Trigger + UP or "Launch XMB" menu entry) and start the movie in the XMB menu. Only MP4s supported by the firmware mode can be launched: Under FW1.5 mode you can only watch

regular MP4s, under FW2.71(SE) mode of iR Shell you can also watch AVC movies. Please note that FW3.xx mode of iR Shell does NOT currently support host redirection in the XMB. If you would like to watch any movies you will need to copy them to your memory stick in this firmware or run FW1.5 EBOOT of iR Shell (which does not support AVC MP4's, however).

11. Why doesn't Host Redirection work when launching the XMB in FW3.xx EBOOT ?

Sorry, you can't use XMB Video player to view MP4/AVC movies located on your PC via USBhostFS or NetHostFS in FW3.xx EBOOT of iR Shell. This is only possible in FW1.5 and FW2.71 EBOOTS of iR Shell. When using the FW1.5 EBOOT of iR Shell you cannot watch AVC MP4 movies as that firmware doesn't support AVC files yet.

Also, the host redirection of music/photo/games under XMB has never worked. The host redirection of video under XMB worked in fw 2.71 & before, but it's no longer working under 3.xx. Bottomline, don't use host redirection under XMB. Host redirection will now only work within iR Shell features.

12. Why does keypad redirection not work for me ?

If you are absolutely sure that you did everything else correct then try this ... launch nethostfs.exe *manually* from cmd line by typing the command. Do NOT use a BAT/CMD file now. Only then will redirection work for some people. This likely has something to do with the window title but a true solution hasn't been found for these rare cases.

13. Would it be possible to create a psp<->psp USB connection or directly attach any harddrive to USB ?

For this to work, the PSP would need to have a feature called "USB On-The-Go" (OTG), but the PSP's hardware can only support 'slave' mode USB, which is why you can't have it connected to a USB hard drive and the PSP read the data off of it or directly connect it to another PSP. It may be possible, but would require re-programming/hacking of the Sony USB libraries. Instead, use the adhoc WiFi file transfer if you need to transfer files between two PSPs.

14. Why do small files take so long to copy and become so "big" once they are on the memory stick ? (For example the Pronto Hex iR codes package for iR Shell)

This has to do with the block size and filesystem format the memory stick is being formatted with. Sony originally formats the memory stick with the FAT file system, but you can also format your memory stick using FAT32 (which uses a different block size by default) when connecting your PSP to Windows via USB.

FAT32 is better if you have a large MS and a lot of small files. The Pronto Hex IRCODES directory has 23MB actual size and 5MB for overhead. Smaller files also take longer to copy because the more files you need to write, the more entries will need to be written to the MFT which is a bit like an index page of your memory stick's contents. If only one (big) file needs to be written, this simplifies the write process substantially.

15. Why can't I change CPU speed while running a PS1 game ?

Sorry, you must set the desired CPU speed before launching the PS1 game from iR Shell, there are technical restrictions prohibiting a later switch.

16. Why can't I hear my MP3s when playing PS1 games ?

Sorry, the PS emu uses a low level audio API and completely bypass the standard audio API which is used by the MP3 player. This can't be fixed easily.

17. Why does switching from one FW1.5 to FW3.xx EBOOT of iR Shell not work ?

In order for this to work you should enable the iR Shell autoboot plugin as written in the installation instructions.

18. Why does the iR Shell Autoboot plugin not work properly ?

Make sure you've turned off "UMD Auto-Start" under XMB System Settings. To skip loading iR Shell, press & hold TRIANGLE button upon power-up.

19. Why do PSP Game ISO Backups not work properly with iR Shell ?

You probably forgot to run the "pspbntcnf patcher" utility supplied with the iR Shell installation archive. Check the installation instructions again.

20. Why can I not launch XMB in 1.5 EBOOT of iR Shell ?

You must have a full dump of firmware 1.5 (including flash1) on your memory stick in folder /dh/150/. It will use ms0:/dh/150/flash1 for your PSP system settings. If you get a blue screen while launching XMB, this will mean your ms0:/dh/150/flash1 is corrupted. Make sure you've a clean copy.

21. Why do UMD Video ISOs not work ?

You must use FW1.5 EBOOT of iR Shell and have a full dump of firmware 1.5 on your memory stick in folder /dh/150/. If you can launch 1.5 XMB, you should already have the firmware dump.

Please note both the 1.5 XMB & UMD Emulator won't use your original flash1, it will use ms0:/dh/150/flash1 for your PSP system settings. If you get a blue screen while launching UMD Video, this will mean your ms0:/dh/150/flash1 is corrupted. Make sure you've a clean copy. Only Video UMD ISOs up to FW1.5 are supported since the mechanism uses (Dark_Alex's reverse-engineered) UMD emulator to run the UMD Video ISOs.

22. Why do some images not resize in the photo viewer ? Why does the scaling not work ?

Currently, the scaling options in the photo viewer only work for JPEG images. Please make sure your image is not a PNG or BMP if you try to use scaling. Some JPEG files still won't scale properly, though. It's a known issue and related to the actual jpeg library, so there's not much that can be done about it for the time being.

23. I accidentally locked my PSP. What is the password ?

If you have never set up a password in iR Shell and accidentally locked it, then simply press START when you are asked for a password. If you did previously enter a password in iR Shell's configurator, please enter that password.

24. Can I change the alarm clock sound and the default alarm time ?

Yes, the default sound is located at "ms0:/IRSHELL/SYSTEM/ALARM.MP3" and can be modified in Configurator along with the alarm defaults.

25. Can I change the low battery warning settings and sound ?

The low battery warning threshold can be set up in iR Shell's configurator. IF you want a different sound simply replace the MP3 located at ms0:/IRSHELL/SYSTEM/BATTERY.MP3".

26. Why do my MP3s play too fast or slow/why do my MP3s not play at all ?

The mp3 player plugin is based on the libmad library and this library only supports the following sampling rates:

- 32 kHz
- 44.1 kHz
- 48 kHz

Please make sure your MP3 files use a supported sampling rate. If you want the mp3 player plugin to support other sampling frequencies, you'll need to download the libmad source from PSPSDK and modify it, then recompile the mp3 player plugin source. You will not need to modify the mp3 player source itself. However, this will be be easy.

Most PSP homebrew apps and games use the libmad library for mp3 playback and will show similar behavior.

27. Can iR Shell not use NP9660 or M33 No-UMD driver ? Why do some backup games not work ?

If some ISO backup games don't work for you try selecting UMD mode in iR Configurator and inserting a UMD into your drive. iR Shell cannot use the M33 and NP9660 No-UMD drivers, unfortunately. Only DA's "old" No-UMD driver is supported and can be selected in iR Configurator. It is less compatible, however. For maximum compatibility use UMD mode and leave a UMD in the drive.

28. How do I avoid memory stick data corruption when using USB mass storage ?

Incorrect usage of the USB mass storage function may corrupt your MS. This can happen if you leave USB mode enabled under iR Shell. Once you enable USB and have a connection to your desktop PC, your PC will read the FAT table (directory structure, free sectors, etc) into PC memory.

Then, if your PSP creates or updates any files on the MS while USB is on (like taking snapshots for example) this will update the FAT table on the MS only. The PC's FAT table cache doesn't reflect the changes and actually has an outdated copy. If at this moment, you copy some files from your PC to the memory stick, you will corrupt the memory stick. To avoid that, you should always disable USB & re-enable it if you made any changes to files from within iR Shell. Should you ever do have a corrupted memory stick, you will need to reformat it to fix it again or run Window's chkdsk program to fix the corrupted files.

Alternatively, you can use USBhostFS or NethostFS and iR Shell's file manipulation functions to copy files from your PC to your PSP and vice versa in a much more comfortable and safe way.

29. Is iR Shell open source or will the source code be released ?

No, iR Shell is not open source and the source code to the core will not be released, please do not ask for it. The mp3 player plugin, however, is released under the GPL license and has been previously released.

30. Does iR Shell write to the flash memory ?

Yes, you will need to execute the "pspbtcnf patcher" utility once when you install iR Shell. You will not need to run it again unless you've re-installed the firmware. 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 measure built in. The patcher shouldn't be able to brick a PSP, but as with all free software, use it at your own risk.

31. Is it dangerous to "overclock" the CPU to 333MHz ? Will I "brick" my PSP ?

No, the PSP is designed to be run at 333MHz. That is, system bus, CPU, etc. all cater for the CPU to run at 333MHz. Before the actual PSP launch in Japan, Sony was having problems to provide a reasonable battery life when compared to its rival, Nintendo.

Thus, Sony decided to underclock the CPU to 222MHz (bus speed of course will also be lowered) to make the battery last longer. So, setting your CPU speed to 333MHz will only drain your battery faster. The PS1 emulator (POPS) runs all games at 333Mhz natively, anyway.

32. Why do some apps (FileAssistant++) return to the Sony shell (XMB) instead of iR Shell when I exit them ?

This is because those apps acts like a shell themselves and take over control of the PSP. iR Shell will be exited in those cases. There is no technical workaround to this issue.

33. I want to create an iR Shell skin but I don't know how to create an Alpha channel for the icon transparency ?

There is an excellent tutorial written by suloku in the Submit Skins/Plugins section of the old forums.

You can find it here:

<http://www.phpbb.com/phpbb/viewtopic.php?t=743&mforum=irshell>

Please note this tutorial doesn't cover the new blinking cursor yet. Here's some info on that:

- Set cursor color to -1,-1,-1 for a transparent cursor.
- Set one of the 3 RGB values to -2 for a flashing cursor.
Example, -2, 128, 128 will cause the Red element to flash (cycle through color value from 0 to 255); while the Blue & Green elements remain the same. You can only set 1 of the 3 color elements to flash.
- Other values for solid color cursor.
MNU_CURSOR_COLOR = -2,0,0

34. Can I listen to MP3s while running the XMB ?

Yes, you can multi-task between the XMB and iR Shell if you launched it via iR Shell's "Launch XMB" function and play music that way.

35. Can I partially turn off Game Music when playing my own MP3s via iR Shell ?

Yes, you can turn off selected audio channels using iR Shell's "Mute Game Audio" function. By default this function will only work if you play an MP3 via iR Shell but you can edit this setting in iR Configurator so that Game Audio will always be muted. "Mute Game Audio" will then bring an Audio Channel Menu which allows you to mute each individual channel.

There are a total 8 audio channels on the PSP (0 - 7). Games normally use a few channels to output music, voice & various sound effects. The Audio Channel Menu will tell you what channels the game currently use and you can mute each channel manually. You may need to test muting different channels a few time to find out which specific channel you want to mute.

Example, you may want to mute the in-game music and leave the sound effect. Please also note the iR Shell MP3 Player is indicated as "MP3 Player" in the menu and can't be muted. Also, the muting of game audio will only take effect if the mp3 song is currently playing or paused unless you set it up to always mute game audio in iR Configurator. If the playback of your mp3 has completed, the muting of game audio will be cancelled. MP3 playback while running PS1 games is not possible.

36. How do the \$folders\$ subfolders work ?

You can create subfolders inside /PSP/GAME, /PSP/GAME150/ etc. to organize your homebrew into subfolders like \$emulators\$, \$tools\$ and so on. You can associate an icon image to each sub-folder under APP view. Name your icon image as "icon.png" and place it inside your sub-folder. Example, /PSP/GAME/\$Emulators\$/icon.png.

37. Can you add the feature to 'learn' iR codes from a remote control ?

No, currently that is not technically possible (well, nothing's impossible). However, if you have a Pronto compatible device, such as a Pocket PC or Palm, you can use it to learn Pronto codes for your device with right software. You can find some programs in this old forum thread:
<http://www.phpbb.com/phpbb/viewtopic.php?t=169&mforum=irshell>

38. Is there a way to increase the range of the IR signal from the PSP ?

No, the IR signal strength is fixed on the PSP. The range will depend on the sensitivity of the IR receiver of the device which you want to control. Some will only work within very close range and some will work from across a hallway.

39. Where can I get more iR codes ?

Most people don't know that there are already codes for more than 2000 devices available for iR Shell. The package you need to download is called Pronto Hex Codes (prontocodes13.zip). Extract the contents to the root of your memory stick and all necessary folders will be created for you.

In order to see the Pronto Hex codes subfolders in /IRSHELL/IRCODES within iR Shell, you need to set the "Hide RDF Sub-directory" setting to "OFF" in the iR Shell configuration screen (R Trigger + START). If a code for your device is not included in that package, you can search for it at RemoteCentral (<http://www.remotecentral.com/>). iR Shell supports standard "Pronto" codes. You need to download Component Configuration Files (ccf) and extract the codes.

The actual CCF files can be found here:

<http://www.remotecentral.com/cgi-bin/files/rcfiles.cgi?area=pronto&db=devices&br=&fc=>

However, converting all functions from a remote can be a very tedious process and can only be recommended for advanced users. If you still want to try it out, follow these steps to get you started:

Once you have downloaded the CCF file(s) you need from the link above, please also download and install Philips ProntoEdit:

<http://www.remotecentral.com/cgi-bin/files/rcfiles.cgi?area=pronto&db=other&br=programs&d v=philipsprontoseries&fc=>

Extract the codes like this:

a) From ProntoEdit main menu, choose File->Open to open the ccf file you downloaded. Click on "yes" in the window that pops up asking you if you would like to convert the CCF to "TS-1000" format.

b) The left hand side of the window has a list of HOME, DEVICES & MACRO GROUPS. Click the Plus(+) sign on DEVICES and another list of sub devices will be listed. Look for the one that looks like to be the device you want. Example, "TV" or "TV Codes" and click it. A graphical device layout window will popup.

c) Look for the key that you want to copy the code from. Double click the key.

d) Another popup window appears. Double click "Learned".

e) Another window appears. Click "View IR" and you'll see the code.

Next, create a new TXT document and also open the "Panasonic TV.rdf" file with notepad so you can use it as a template for your own RDF file. You will need to create an entry for every button you would like to use and then copy and paste the code from ProntoEdit next to it.

Refer to your template on how to do that. When you are done, rename the document to .RDF and put it in somewhere in the /IRSHELL/IRCODES folder. It's

generally best to add the button definitions to your RDF file one by one and to continuously test everything.

40. Can I use LIRC codes (or any other codes than Pronto Hex) for the iR remote control function ?

Sorry, no. There is currently no conversion tool for the LIRC format. However, I believe you can use another homebrew, PSP Universal Remote that supports LIRC format. You can download it from PSPUpdates: <http://pspupdates.qj.net/>

41. What is the keypad redirection and how does it work ?

You can use your PC keyboard or a PC/XBOX controller to control your PSP games. For this to work you must turn it on in the iR Configurator under "Redirect Keypad to Host". You can choose to allow this for USBhost and/or NetHostFS. Devhook 2.71 fw emulation is also supported which means you can use a PC Joystick for Socom or Syphon Filter, for example.

If you don't have an XBOX controller you will need to create a configuration file for your PC controller using the joy.exe program that comes with the latest USBhostFS. If you run out of buttons to assign and don't want to create any macros you can just keep pressing ESC to finish the configuration. Next, copy the CFG files to the same folder as USBhostFS.exe and NetHostFS.exe and start either. Done.

42. What are plugins and which ones are available for iR Shell ?

Plugins are homebrew applications that have been edited so they will automatically open with the file you selected in iR Shell's DIR view (example: If you open a PDF file in DIR view then Bookr will automatically open with the correct PDF already loaded).

43. How do I use the 4th brightness level setting ?

iR Shell allows you to activate the 4th brightness anytime by pressing "Left Trigger + Brightness". To return to normal brightness, press "Brightness" button again. If you're using OE/M33 firmware, you don't need this feature as it's already built-in under these CFW.

44. Why do some Backup ISOs crash or refuse to work when launched from iR Shell ?

Verify that you ran the pspbtncnf patcher utility when you first installed iR Shell. You can safely run it again and check the status. If you are on older OE custom firmwares then you will need to apply the patch manually. Refer to the notes in the installation instructions for more information.

If you still encounter problems while launching games then please make sure that you disable any additional plugins in your recovery menu. The more plugins you enable the less compatible iR Shell will be with games and homebrew. When using NetHostFS try to use maximum compatibility mode via iR Configurator (WPA not supported).

45. What are the *Eboot 1-5* icons in the menu / How do I use the homebrew shortcuts ?

These icons represent your predefined homebrew, or shortcut apps. You can set up five applications which you can quickly launch via these icons or alternative button combinations.

Setup for FW1.5 homebrew: Let's say your favourite FW1.5 homebrew comes with two folders: *SomeApp* and *SomeApp%*. You now copy everything in the *SomeApp* (without the %) folder to: ms0:/IRSHELL/HOMEBREW15/RDOWN

Now, go into the *SomeApp%* folder and rename that *EBOOT.PBP* to *EBOOT%.PBP* (Note the %) and also copy it to: ms0:/IRSHELL/HOMEBREW15/RDOWN

Now you can quicklaunch that homebrew app by using the shortcut *R Trigger + Analog DOWN* or selecting "Eboot 5" from the iR Shell menu.

For FW2.xx and FW3.xx homebrew you should create a dummy EBOOT.PBP that just contains the desired icon and a PARAM.SFO using PBPunpacker and then rename it to *EBOOT%.PBP* and put it in the same folder as the 2.xx/3.xx EBOOT.PBP.

The entries in the iR Configurator are just so you can name your apps. The entry *Homebrew* -> could for example say *Some App v1*. That way it will be displayed in the status bar of the iR Shell menu when you highlight that particular *Eboot 1-5* shortcut.

Here's the order when comparing the IRSHELL directory structure to the iR Shell menu:
ms0:/IRSHELL/HOMEBREWxx/RIGHT - *Eboot 1* in menu (or just *Analog Right*)
ms0:/IRSHELL/HOMEBREWxx/RLEFT - *Eboot 2* in menu (or just *R Trigger + Analog Left*)
ms0:/IRSHELL/HOMEBREWxx/RUP - *Eboot 3* in menu (or just *R Trigger + Analog Up*)
ms0:/IRSHELL/HOMEBREWxx/RRIGHT - *Eboot 4* in menu (or just *Analog Right*)
ms0:/IRSHELL/HOMEBREWxx/RDOWN - *Eboot 5* in menu (or just *R Trigger + Analog Down*)

(xx refers to the iR Shell EBOOT you are currently running. Each EBOOT and firmware has its own predefined homebrew folders: HOMEBREW15, HOMEBREW2X, HOMEBREW3X)

46. Where can I get more help ?

If you've read the User Manual and FAQ and still have issues or questions then you are welcome to discuss iR Shell in various forums on the web.

Unofficial Support Forums (support provided by iR Shell members):

<http://www.irshell.org> (General Support)

<http://gueux-forum.net/index.php?showforum=113> (French Support)

NEVER FORGET:

If you enjoy using this special public release and want to show your appreciation, you can make a paypal donation to ahmanhk@hotmail.com
