

PS3 CFW / HFW USE

Custom and Hybrid Firmware

Please keep in mind that the only main difference for anyone using these consoles as a normal gaming and entertainment console, is that on an HFW console

- you need to enable HEN every time you turn on the system. This will launch the exploit and make the system “jailbroken”
- Unlike a CFW system, HFW systems cannot launch compatible PS2 ISO's straight off the internal drive (the file version of an entire PS2 discs contents)

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First some pointers:

There is ***never*** a reason to choose a package file game (i.e. the version of a game purchasable and downloadable from the PSN store) over a game released physically on a disc at a store shelf – it's more work for the same result – that result being: Playing the game! You can choose the PKG version if you wish, being a PKG game **it must be installed on the INTERNAL hard drive!** PS3 and PS1 games that are not in the PKG format can be launched directly off an external hard drive via the USB ports! You can however choose to move your PS1/PS3 disc images across the internal hard drive.

I would suggest only getting package file PSN games that are ***exclusive*** to PSN – that is – unavailable on a physical release that you could grab from a brick-and-mortar shop or have posted to you from a purchase made online.

The most important thing to remember with PKG file games is that **they go hand-in-hand with RAP files**. For HFW users – your PS2 games need to be downloaded as package files or downloaded as ISO files and converted to package files with the tools shown in the Vajskids YouTube tutorial videos. The video also contains links to compatibility websites and further information.

PREPISO must be launched EVERYTIME a change is made to an external hard drive, or internal hard drive to refresh your games in the webman folder.

Compatible PS2 games MUST be launched from the internal hard drive – there is no way to launch a PS2 game from an external drive including a PS2 disc – these have to be ripped across to the hard drive with Multiman. For HFW users they need to be converted from ISO to PKG, then installed, so I'd suggest ripping them on your computer using IMGBURN. For HFW users: **PS2 games converted from ISO use a “universal RAP file” for activation covered shortly...**

refer to the video tutorials for further information

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Package file games can be found at:

<https://nopystation.com>

Along with their respective RAP files for activation

FAT32 folder format PS3 games and BIN/CUE file PS1 games can be found at:

<https://vimm.net/>

PS1 games are also found at the-eye:

These have been removed

PS2 game ISO's can also be found at:

<https://archive.org/download/RedumpSonyPS2NTSCU>

<https://archive.org/download/RedumpSonyPS2NTSCUPart2>

PS1 games with multiple BIN files (instead a single bin file) won't launch on PS3 and there isn't 100% compatibility either way – you can convert them to single bin file games but it's not covered here. CFW users could also burn the game using IMGBURN as CFW systems launch burnt PS1 discs.

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PACKAGE FILE GAME INSTALLATION

- 1: Install package file game (via flash drive or external hard drive)
- 2: Activate the game (once per game only) with respective RAP file

Respective RAP files need to be in a folder called **exdata** on the root of a USB flash drive, I'd suggest placing this in the right hand side USB port (port 2) as the enabler defaults to looking here for them.

Once the game is installed you simply launch PSNPatch with the flash drive in place and the rap file in the folder mentioned above, you will see on the bottom right hand side of the screen a button to push for rap file activation (R1).

For HFW users using this section for PS2 games, there's a universal RAP file in the link on the YouTube video – you only need an individual RAP file PER GAME for PS3 PKG games.

PSNPatch only works if you've logged into PSN at least once on your account – for complete offline activation you need to use PSNReact – put the rap files in the same place as above, but with this process you need to create a user account on the console called "aa" then run PSNReact, the console will restart and the "aa" account will be renamed according to how many rap files were installed in the process – your games are now activated

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PS3 Game Installation (non PKG) and conversion for NTFS

This section is applicable to Both CFW and HFW consoles

The PS3 games available for download are generally in a folder format structure and these are basically ISO games that have being converted for older FAT32 file structure hard drives. The FAT32 file structure has a file size limitation of 4gb per file and PS3 games are known to be 30GB+.

Because NTFS compatibility has being added in jailbroken systems, we can tidy these folder format games into nice single ISO files for direct launching off external drives -please refer to the NTFS PS3 guide on the VajskiDs YouTube channel.

As mentioned in the tutorial the PS3 ISO's **MUST** be placed in a folder called **PS3ISO** on the root of the drive.

Alternatively, you can just use real PS3 discs and rip them to the internal hard drive using multiman. They will end up in a folder with the same name on the internal drive "PS3ISO"

Should you want to use FAT32, you will have to do some research on formatting a large drive as FAT32

The maximum size for an internal hard drive in a PS3 is currently 1tb, this may never change. If you want to put a larger one in, they have to be 9.5mm or under and you'll only be able to access 1tb – EXTERNAL hard drives via USB however can be up to 2tb – you can even use old laptop drives in a shell that converts them to external! The shells are about \$9 free post on ebay.

PS1 games

A simplified version of above as no games are over 4gb. As mentioned earlier you can't launch multi BIN games, but they can be converted. We only need to dump the games in a folder called **PSXISO** on the root of the external drive or in the root of the internal drive.

Multiman has a file manager if you want to move them from external to internal.

PS2 Game Installation (non PKG) CFW systems only

HFW users need to refer to package file game installation and the respective tutorial on youtube

As with the PS1 games, we do not have any NTFS stuff to worry about.

There is a small list of games that are on DVD-DL (dual layer, so over 4GB) – you'll have to look into that yourself. If any are compatible with the PS3's PS2 EMU, I would suggest first trying to rip them with multiman.

This entire section is covered in a tutorial on YouTube but here is a brief run down.

Just like the the PS3ISO and PSXISO folder we need a PS2ISO folder if we are copying the game across from an external drive using the normal sony operating system. Run Prepiso, select the game, walk away. Copying will take a while and if you interrupt it, you will have a freezing game. You will get notification when it is copied and ready for launch. Once copied, remove the external device, and run prepiso again so the game is added to the webman folder ready for future use.

If you would prefer to use Multiman file browser to copy the game, it must go in the respective PS2ISO folder on the root of the **internal** hard drive and would not need to be placed in the PS2ISO folder on the external drive prior to copying.

If you have a physical copy of a PS2 game, just insert the disc and open multiman – do not try and launch the disc in the Sony OS or in Multiman or your system will freeze!

In multiman go to the disc and hover over the game, then triangle – this brings up options – go to rip disc to iso.

PKG Game Installation (4GB+)

- Place the package file in an NTFS (or exFAT) formatted external drive in a folder called "PKG" and run PrepISO
- The package will turn up in the webman Bluray/ DVD folder – this will either launch directly or become available in the usual PKG /install from root location

**REMEMBER – ALWAYS RUN PREPISO AFTER MOVING GAMES
AROUND/ INSTALLING GAMES ETC.**

Final notes: The consoles are pre-packaged with apps that I have tried and tested and prefer – there are more out there. Managunz can be used in place of Webman but is not as efficient and takes more steps. Do not be scared to look around on the internet and see what other custom apps exist! PS3 uses a proprietary file system similar to “exFat” and has no 4gb file size limit. You can rip games in multiman in either folder format (square over game) or ISO format (triangle over game). I’d suggest ISO format, then prepiso to add to the webman PS3 folder in the XMB.

Warning

PSN “digital download” games that were not purchased legitimately from the PSN store can have you banned from PSN altogether if the trophies you earn in-game are uploaded to PSN, the reason being they have no record of the purchase happening. You can login once to activate your account if you absolutely need to use that method instead of PSNreact / PSNenable but after that log back out.

CFW systems will have fake accounts spoofed to the system and pre-activated using CFW tools.

Revisions:

V1: Initial document

V1.5: Added information about PSNreact and how it differs from PSNpatch

V1.6: Added information on installing PKG files over 4gb and adjusted the information about universal package files for PS2 games (that rap file only applies to ISO converted ones)/ added PS2 repository

1.7: Added warning and CFW fake ID “activation” information