Hi Everyone.

Just want to say a few things, clear something up and then onto business.

Firstly, the predominantly positive reception from the community about LiteMenu has been amazing. Thank you for everyone who got in touch, posted about it etc. it really means a lot. I was indecisive in what to do back when Matt first got in touch and it confirmed to me that I really was doing the right thing with my work.

About PSIO.. I have always fancied buying one, but due to what I see from Matt, and that they take ages to ship just never sat well with me. His first posts on Assemblergames as Haunted, him screwing over Gemini, him then morphing into Shadow and then Matt etc. Also he seems (seemed?) to think he was the centre of the universe in respect to PS1 dev – his attitude around the PSX Dev discord server reinforced this further. With him being a bit unstable in that way made buying one seem off limits to me. So yeah, given I had no other option I got one from AliExpress.

In some of the coverage of LiteMenu, I have noticed a lot of talk about clones, and supporting them. Few moral arguments about them, and counter arguments citing that Matt used Sony Library code in the product. No offence, its kind of irrelevant when talking about LiteMenu.. I will try explain best I can..

PSIO, when it boots looks for a file called MENU.SYS. Its just an ISO. So if you rename any ISO MENU.SYS, PSIO will boot it. It is controlled by utilising an otherwise unused range of commands for the CD Controller (0x1FH to 0x4FH), and also utilising the noca$h unlock commands for firmware updates (0x50-0x58). Commands handle stuff like mounting an ISO, disabling PSIO etc.

Then you have audio, which is piped in via the external I2S input. Here, we have a kernel patch on vsync which takes the volume parameters from the emulated cd controller and writes them to the SPU external input. Done.

That, in a nutshell is pretty much how it works from a menu perspective.

Now talking about clones, Matts menu I assume has an inbuilt shitlist of serial numbers he has banned including those sold on AliExpress. Litemenu does not implement a blacklist. If you want to take that as supporting clones, then we can agree to disagree.

My reasons for starting on LiteMenu were so we had some very simple development functions that were otherwise missing from PSIO. Also, I'm an amateur who does this purely for fun. Coding is not my profession but something I do for kicks – nothing else. Taking things apart and seeing what makes them tick is how I get my kicks.

Dealing with getting shitty emails and drama really isn't my thing, but the way Matt is being over PSIO in general and this just made me want to make a stand on this. There are so many people out there that are unaware of the person they will be dealing with and the history of PSIO, it doesn't feel right just to bend over and take it.

However, its been a funny four weeks. Up until a few days ago I was tidying source and getting some docs ready to release and then PS-IOwned piped up.. they are making a menu!

That has made me re-evaluate my position. If you read the responses from Matt I really don't trust him to play fair, or even legal. I have got far too much good shit going on, and so little time I really do feel that it best to bow out and let ps-iowned sort it for you all.

I really did hope that Matt would have done the right thing and just made some simple tweaks that would have really helped you all with your carts, even MCpro/SD2PSX support.. but no.

So apologies, no release on Litemenu as it stands. I have to think of myself at this time and what is important to me. However, if someone of a suitable legal background with experience in EU/UK IP law feels equally as passionate could assist, I may re-evaluate that stance.

All the best

danhans42