PSPKVM (v0.5.0)

Getting Started Guide

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Run from binary bundle

- 1. Download correct binary bundle:
 - If you have a 1.50 kernel PSP and have installed pspkvm 0.3.2: Download pspkvm-bin-x.x.x-150-upgrade.zip
 - If you want to run pspkvm on 3.xx OE and have installed pspkvm 0.3.2: Download pspkvm-bin-x.x.x-OE-upgrade.zip
 - If you have a 1.50 kernel PSP and haven't installed pspkvm 0.3.2: Download pspkvm-bin-x.x.x-150-allinone.zip
 - If you want to run pspkvm on 3.xx OE and haven't installed pspkvm 0.3.2: Download pspkvm-bin-x.x.x-OE-allinone.zip
- 2. Extract the zip to PSP's /PSP/GAME/ or /PSP/GAME150
- 3. Here we go!

Building from source code

This section is for the ones who are interested in our source code:

trunk svn: https://pspkvm.svn.sourceforge.net/svnroot/pspkvm/trunk version X.Y.Z can be checked out from svn:

https://pspkvm.svn.sourceforge.net/svnroot/pspkvm/tags/pspkvm-vX_Y_Z-yyyymmdd Or from source bundle:

pspkvm-src-X.Y.Z-yyyymmdd.zip

0. You have to prepare the building environment for phoneME at first. Please refer the document from here:

https://phoneme.dev.java.net/content/mr2/buildenv feature.html#win setup

Now assume you have installed the building environment by following the above instruction. In Cygwin:

- 1. Grab the source code from svn to a local directory
- 2. cd \${your source dir}
- 3. export JDK DIR=\${your jdk dir} (example: export JDK DIR=c:/j2sdk1.4.2 16)
- 4. ./build-psp-cldc.sh
- 5. cd psp

Now you should see the success message of phoneME libs building.

- 6. Make the executable:
 - If build for 1.50 kernel:

make kxploit

You should get pspkvm and pspkvm% directories in this directory, just copy them to your PSP's /PSP/GAME or /PSP/GAME150 directory.

- If build for 3.xx OE:

make BUILD_SLIM=true
You should get EBOOT.PBP in this directory, copy it to your PSP's
/PSP/GAME/pspkvm directory

- 7. Copy "lib" and "appdb" directory from \${your_source_dir}/midp/build/javacall_psp/output/into PSP's /PSP/GAME/pspkvm
- 8. unzip midi res.zip to PSP's /PSP/GAME/pspkvm (If you need MIDI support)

Requirement:

SDL_mixer libvorbis libogg freetype

Running tips

- Run MIDlet from memory stick:
 - 1) Select "Find Application" item in AMS (the item on the top)
 - 2) Select "Install from memory stick (ms0:/)"
 - 3) Browse the file system of your memory stick now, and select jad or jar to run
- 4) After selected, the jad/jar will be automatically installed and run. You can choose the installed application from AMS next time you want to run.



```
Please select install location

Install from memory stick (ms0:/)

Install from http

Back

Install
```

Input text:

You can't use Qwerty input method on PSP since it's lack of standard keyboard, but there's still other input methods available. In any text input sence, you can popup the menu by Right Softbutton, and change to another input method. I'd suggest to use "abc" to input alphabetics, just like you've done on your phone, input english characters by $0\sim9$,#,* keypad.

Key map:

By default, the key assignment is blow:

NUM0: Cross NUM1: Square

NUM2: UP

NUM3: Triangle

NUM4: LEFT

NUM5: Shift+Circle

NUM6: RIGHT

NUM7: Shift+Square

NUM8: DOWN

NUM9: Shift+Triangle

*: Shift+SELECT

#: Shift+START

CLEAR: Shift+Cross

SELECT: Circle

Left Soft: SELECT

Right Soft: START

UP/DOWN/LEFT/RIGHT: Analog joy stick

(* "Shift" = holding Left Trigger or Right Trigger)

Left Trigger + Right Trigger + Triangle: Multi-tasking key (Click to return AMS and put MIDlet to background)

Left Trigger + Right Trigger + Cross: Exit current running MIDlet

Multi tasking

In any application, press Left Trigger+Right Trigger+Triangle will put current running MIDlet to background, and AMS screen will be shown. The background running MIDlet is shown in high-lighted, and you can choose another MIDlet to run without stop the previous MIDlet. To bring a background running MIDlet to foreground, just click the MIDlet item from AMS.

Note that currently we only enable 2 MIDlets to run at same time, will allow more in future.

Connect to network

Before a Java MIDlet wants to use network, you need to connect your PSP to network at first. To setup this connection, please select "Network Setup" in AMS(the 2nd item in AMS MIDlets list), then all the wifi connections you've setup in PSP will be listed. Select one and until an alert popup to tell you if it's succeeded. Once it says "Successfully connected by profile xxx", that means your network is setup, and back to AMS and run you MIDlet which uses network.





*Tips for 3.xx OE users: you don't have to setup network in "Network Setup" menu. When the first your MIDlet want to access wifi network, a PSP network setup dialog will popup and prompt you connecting. And also, you can use "L+R+Square" to call up the network setup dialog

at any time.



Select device to emulate

When user select a jad/jar file from memory stick to run, a "Device Select" menu will appear. Choose you preferred device size and model here, and press CIRCLE key to decide. If want to change the preferred device setting, go back to AMS and move the highlight onto the MIDlet whose setting you want to change, then select "Select Device" from menu.



Change default key assignment for specific game

Default key assignment may not fit your game, you can go to AMS and move the highlight onto the MIDlet whose key assignment you want to change, then select "Select Device" from menu. Change the key setting as what you want.

REMEBER: "Shift" means Left Trigger or Right Trigger.



Change default root directories mapping of JSR75 Fileconnection

The default root directories mapping is as following:

```
/root -> ms0:/pspkvm/
/music -> ms0:/PSP/MUSIC/
/photo -> ms0:/PSP/PHOTO/
/video -> ms0:/PSP/VIDEO/
/recordings -> ms0:/pspkvm/
/tones -> ms0:/pspkvm/
/graphics -> ms0:/pspkvm/
/private -> ms0:/pspkvm pri/
```

However, you can change the default mapping in pspkvm.ini. Please open pspkvm.ini in PSPKVM's install directory, change the values in [jsr75] section. If the value is left blank, default value is applied.

Virtual Keyboard and Chinese Input tips:

Confirm key (SHIFT+CIRCLE by default) -> Switch input methods

"*" (SHIFT+SELECT by default) -> Switch input methods (same as above)

2/4/6/8 (UP/LEFT/RIGHT/DOWN by default) -> Move focus on Virtual Keyboard

Direction Keys (Analog stick by default) -> Move cursor

CLEAR (SHIFT+CROSS by default) -> Backspace

0 (CROSS by default) -> Delete Pinyin (in Chinese input method)

Use FreeType2 font files

You can have 3 type of fonts: System, Proportional and Monospace. Copy your .ttf files into ms0:/PSP/GAME/PSPKVM and rename them as below:

System font: sys.ttf Proportional font: pro.ttf Monospace font: mono.ttf

If pro.ttf or mono.ttf is not found, sys.ttf will be used automatically; If no any of three font files are found, internal built-in font will be used.