

Tutorial: Como usar el Kxploit User's Guide: How to use Kxploit

This Exploit or Bug (Kxploit) is the answer to all your questions; to quit the swap MS problem and to load more than one program or emulator.

Método A The A solution

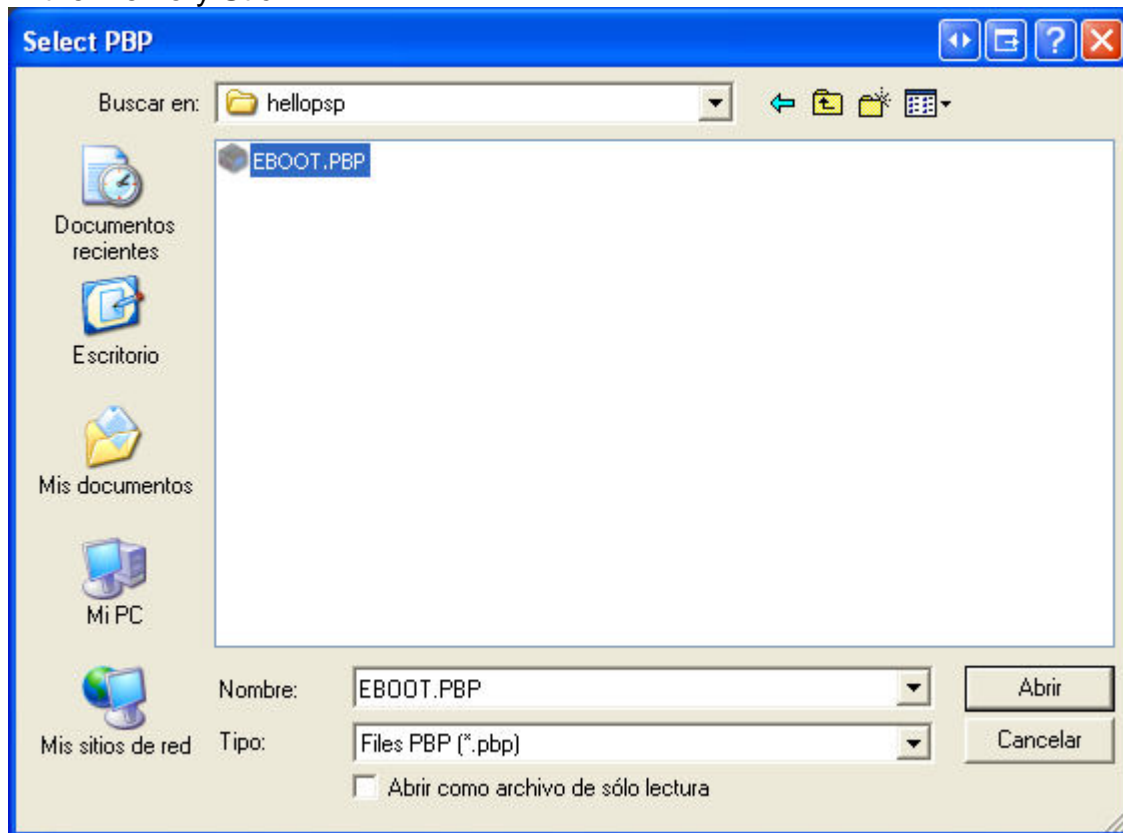
Instalamos el programa KXploitTool y lo arrancamos
Install the KXploitTool application. Run It.

In the program interface, complete the 3 parameters

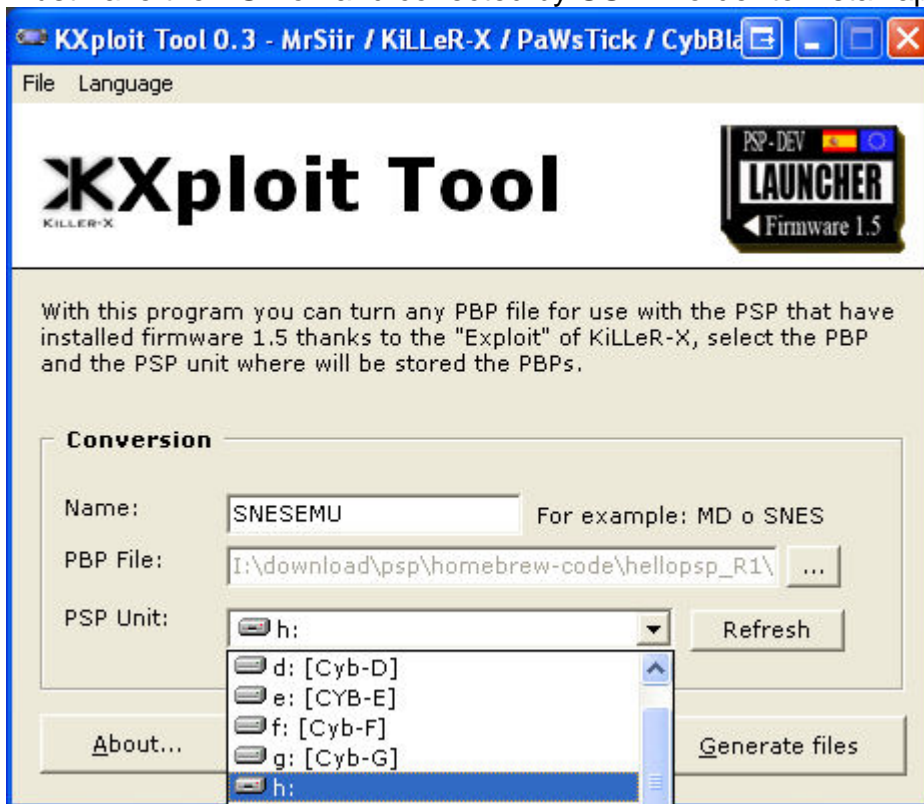


In the "Name" option, write an descriptive name of the homebrew you want to run.

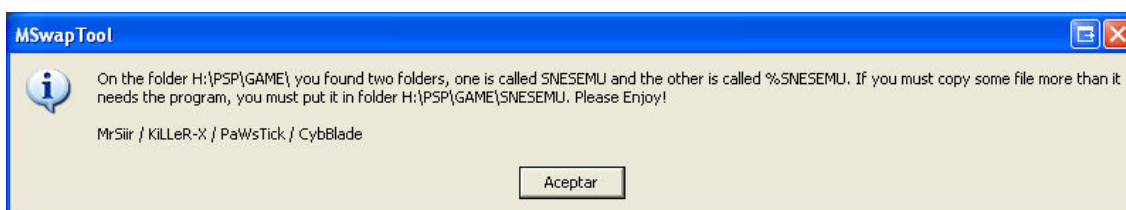
In "PBP FILE" option, select the homebrew (in format PBP) that you want to install in the Memory Stick



In the "PSP UNIT", select the name unit of your PSP in your operative system. You must have the PSP on and connected by USB in order to install applications.



Press the "Generate Files" button and the program will install the files in the Memory Stick. If you need to install roms or another file to the main program installed, you must do it in the **NO % Folder**

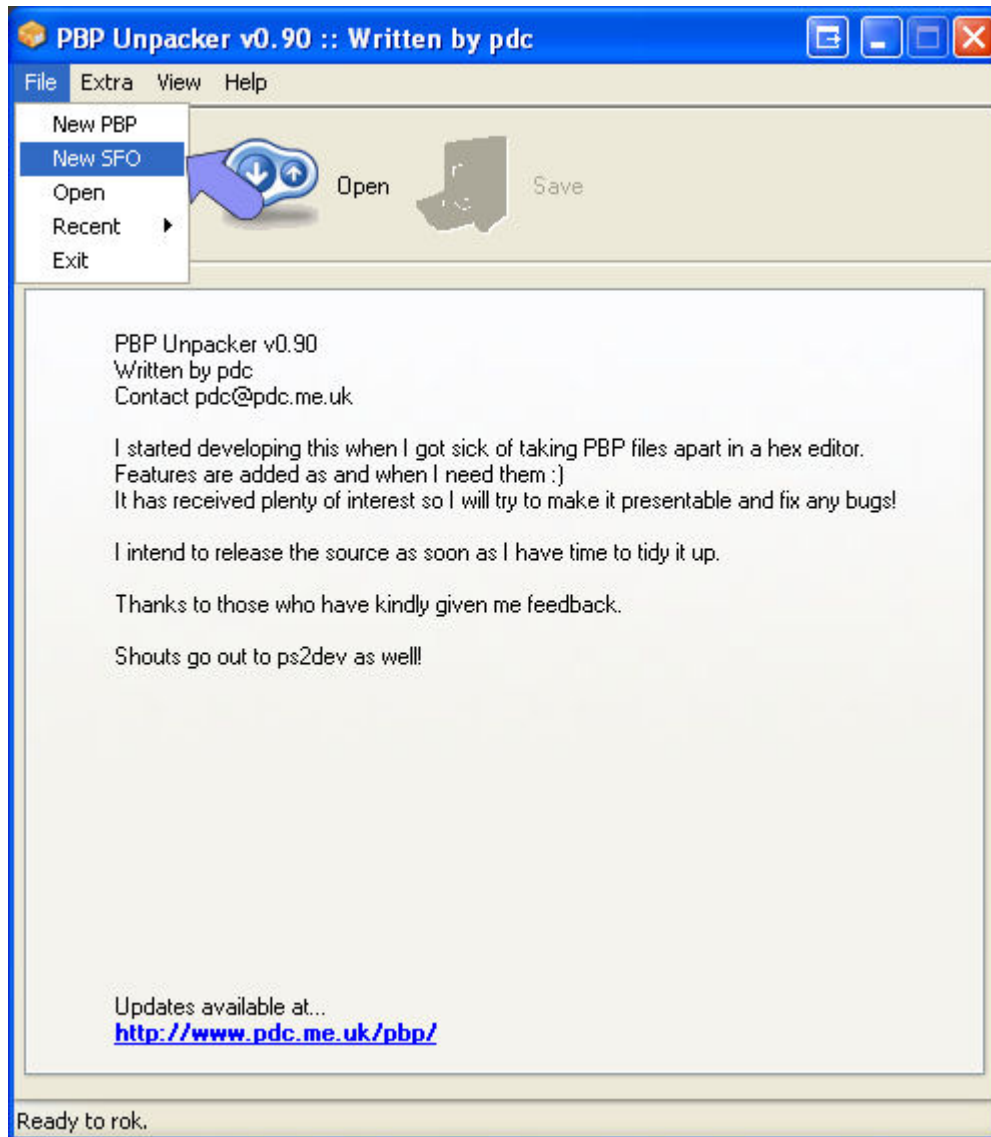


The B Solution (an extended "how it's work" explanation)

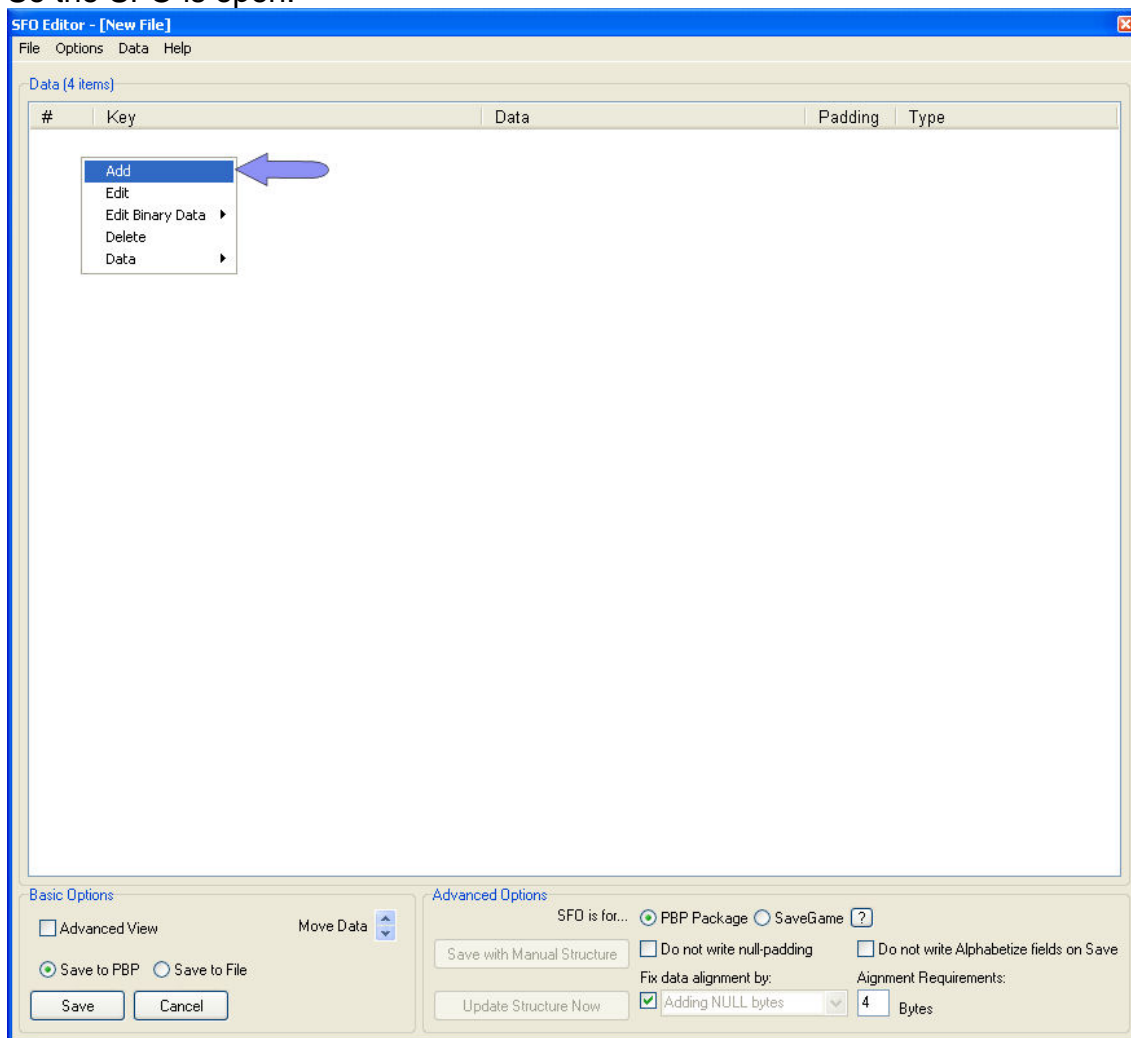
You will need the PBP UNPACKER of PDC (download it [here](#))

Create a new PBP file. You will need an ICON0.PNG (144*80 pixels) and a PARAM.SFO

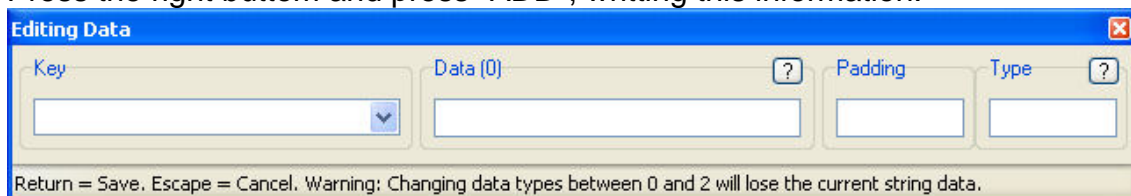
You can create it with the SFO EDITOR; run the PBP and select "New SFO".



So the SFO is open.



Press the right button and press "ADD", writing this information:



Key	Data	Padding	Type
Bootable	1	0	4
Category	MG	1	2
Region	32768	0	4
Title	PSP-DEV KXPLOIT	108	2

You must have this in the screen

SFO Editor - [C:\Downloads\mswaptool\output\PARAM.SFO]

File Options Data Help

Data (4 items)

#	Key	Data	Padding	Type
0	BOOTABLE	1	0	4
1	CATEGORY	MG	1	2
2	REGION	32768	0	4
3	TITLE	MSWAP PSP-DEV SWAPLOIT	108	2

Basic Options

☐ Advanced View Move Data ▲▼

☒ Save to PBP ☐ Save to File

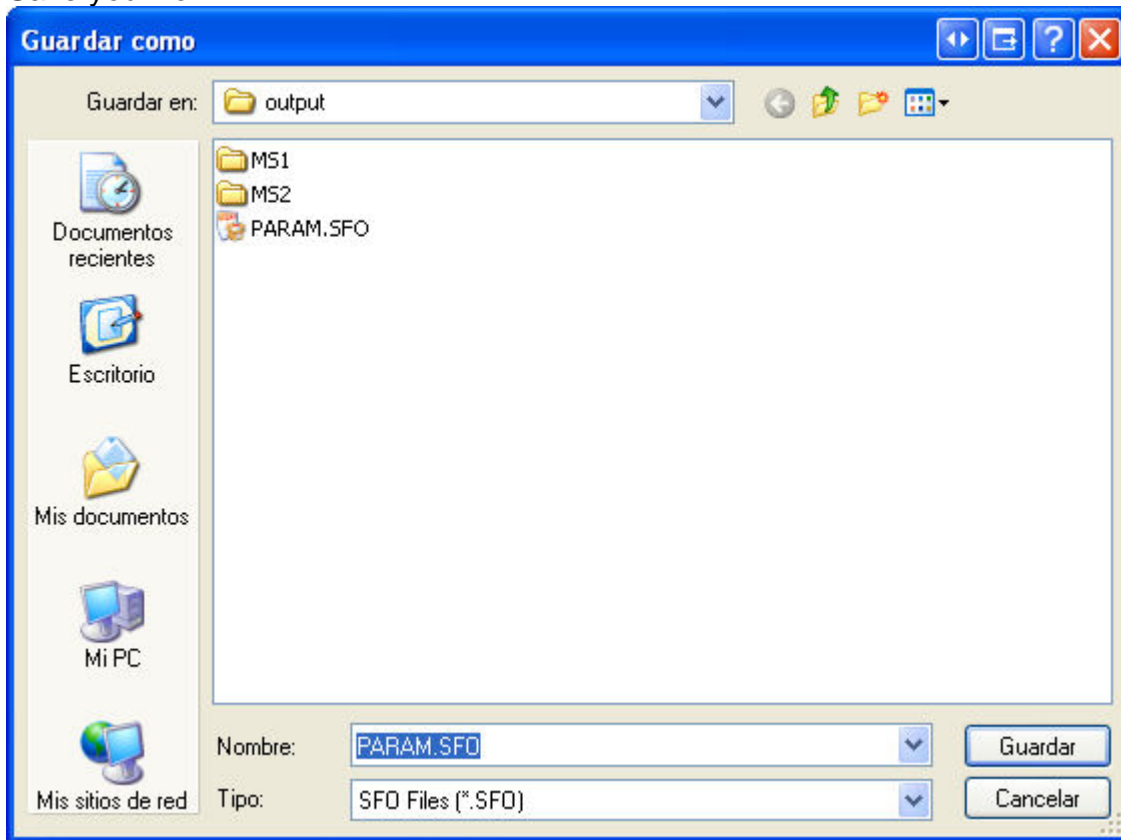
Advanced Options

SFO is for... ☒ PBP Package ☐ SaveGame ?

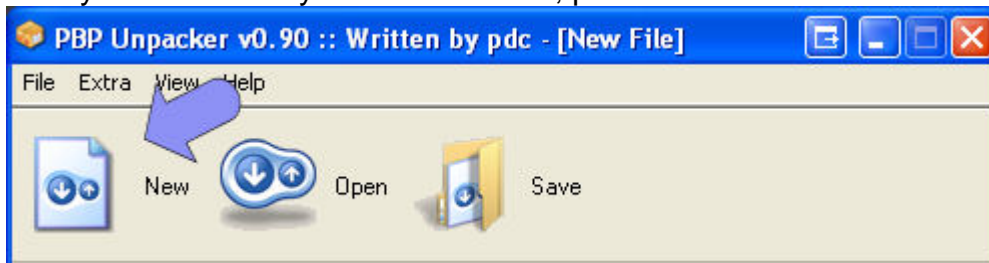
☐ Do not write null-padding ☐ Do not write Alphabetize fields on Save

Fix data alignment by: ☒ Adding NULL bytes Bytes

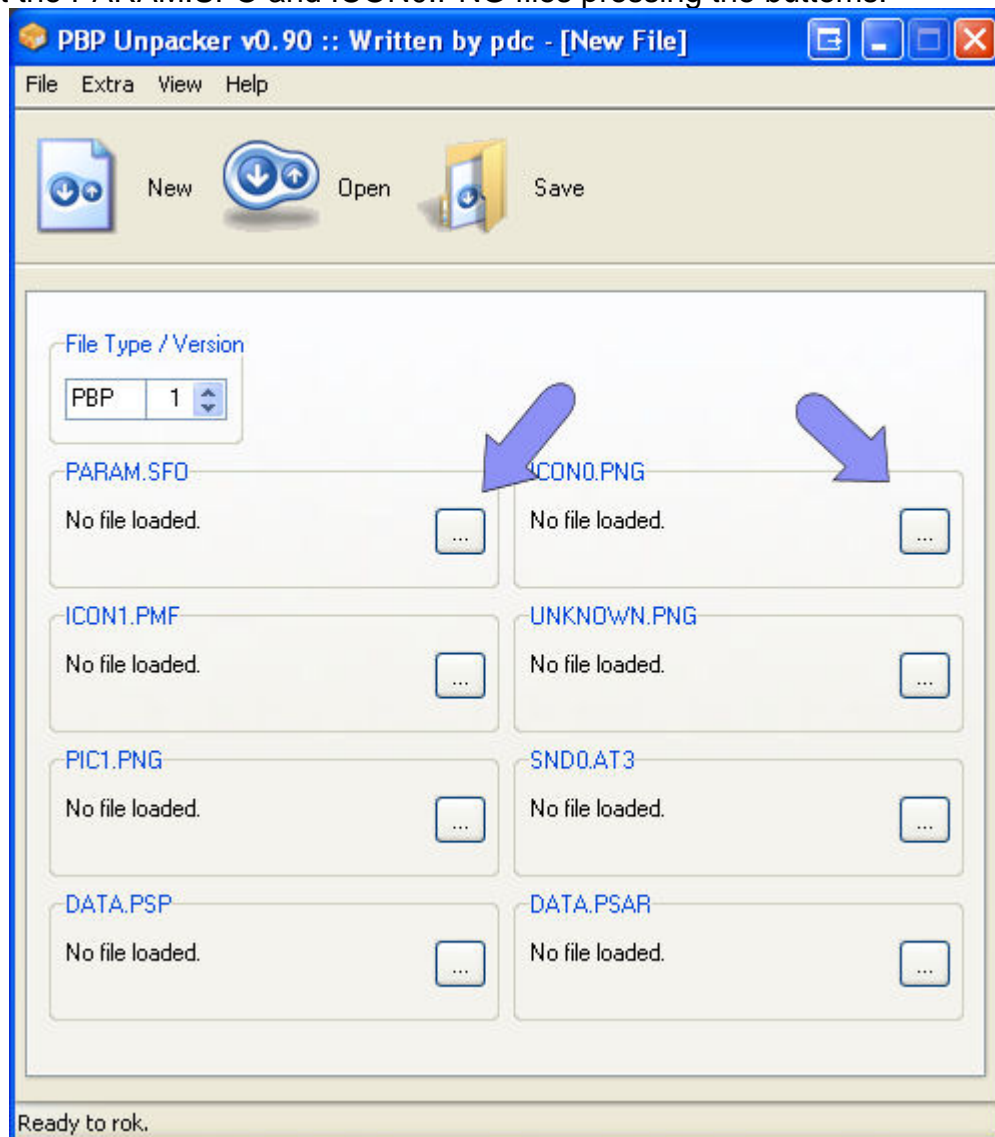
Save you work



Now you can create your EBOOT.PBP; press the "NEW" Icon



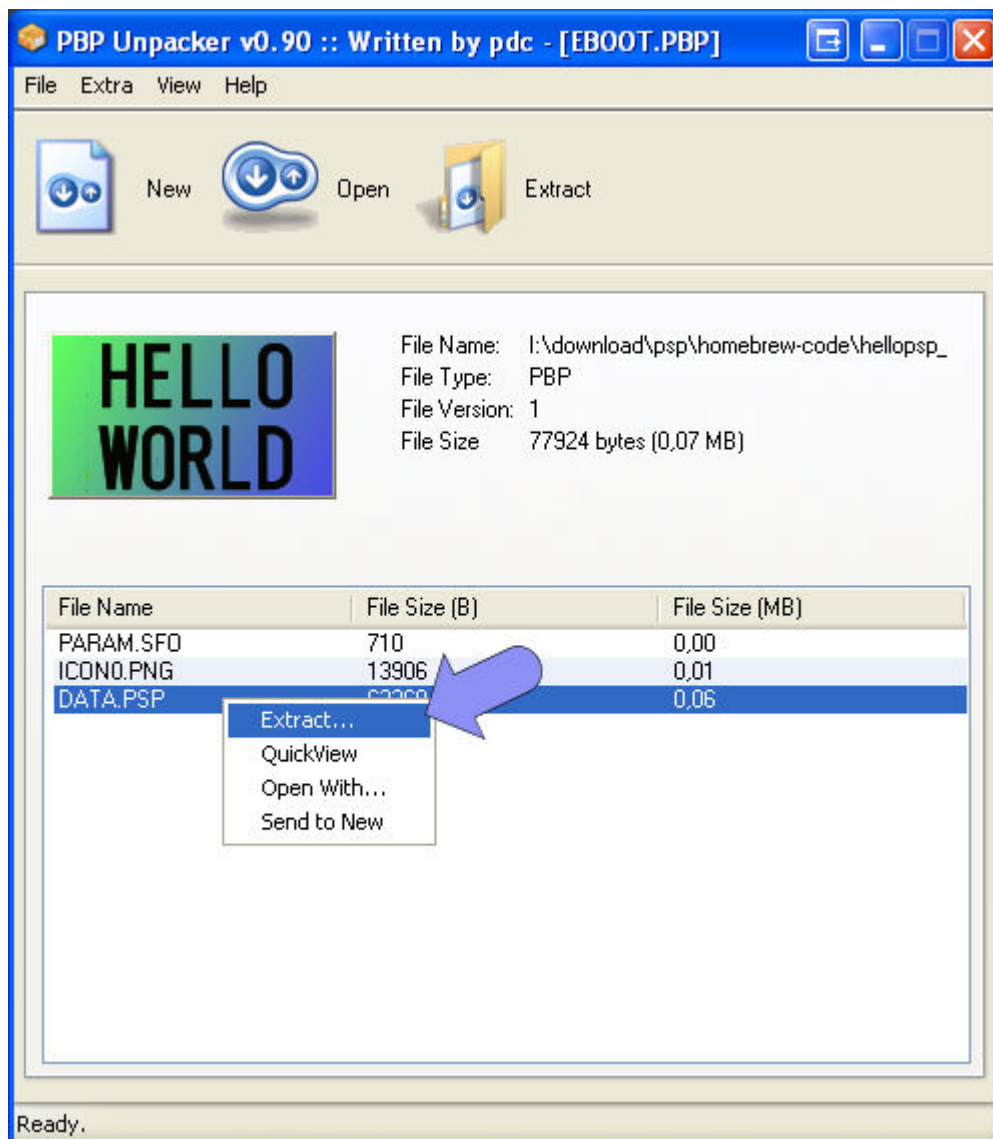
Give it the PARAM.SFO and ICON0.PNG files pressing the buttoms.



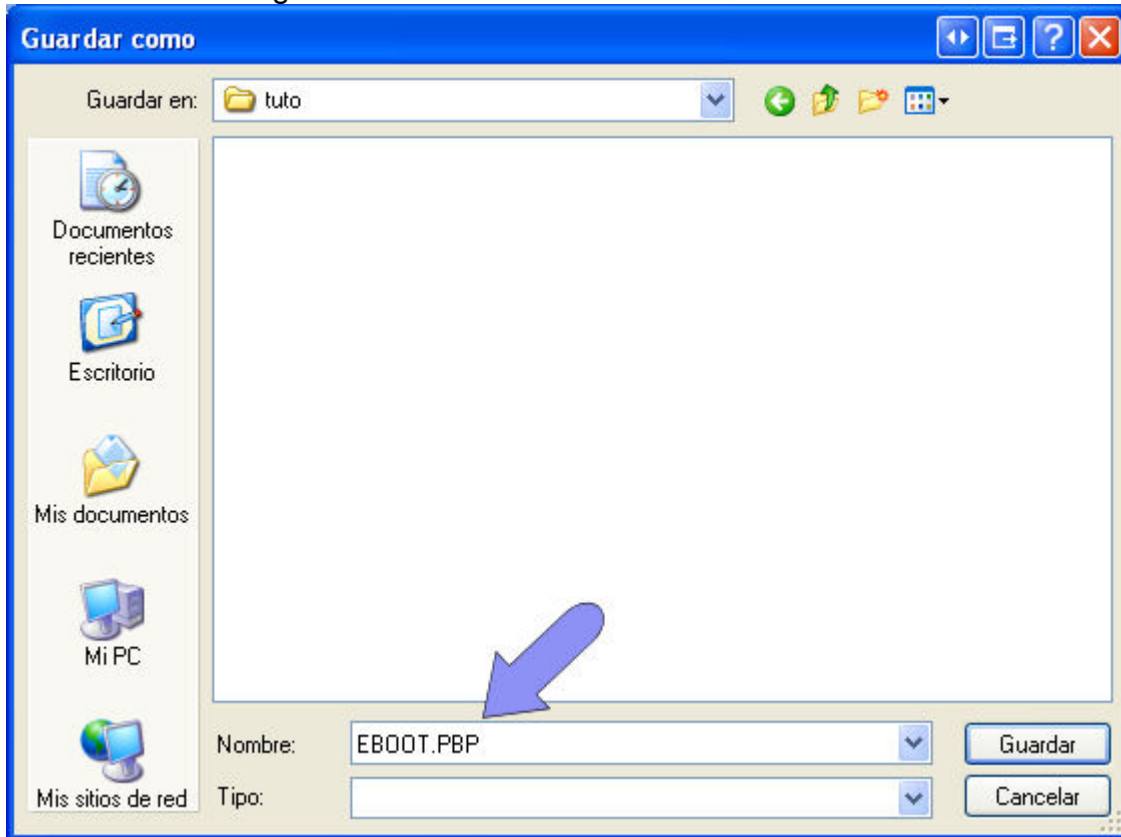
Save the PBP and copy it in the `\PSP\GAME\PSP-DEV%\` rute (the "%" is very important)

Now you need the DATA.PSP from the homebrew or emulator. Usually it is packed in the PBP files. We used the HelloWorld one.

Open the EBOOT.PBP with the PBP UNPACKER; select the DATA.PSP with the right button.



Extract it and change the name from DATA.PSP to EBOOT.PBP



Copy it to the \PSP\GAME\PSP-DEV\ directory of the Memory Stick (IT DOES NOT HAVE THE "%")

If you need roms or another file, install them in the NO % folder

To launch the homebrew, put the Memory Stick inside the PSP; you only have to select the ICON that you made and press the "X" button (EEUU PSP) or the "O" button (Japanese PSP) to run the software in the 1.5 Firmawares.

We are

Killer-X (KXploit Discovered)
Pawstick (psp-dev CoFounder)
CybBlade (psp-dev Cofounder)

Members

Alejo I

Also

Ferdopa

FisionBoy

GremioEOL

Mast3r

MrSiir

Rapiz

Rocklee_san

Selon

& all **#PSP-DEV@irc-hispano.org** members (Thanks a lot!!!)