PSP Action Replay Converter

User's Manual

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1. Introduction

PSP Action Replay converter is a simple application designed to convert the code file of PSP Action Replay into CWCheat or nitePR format. This application is only in the early stages and some of the codes are not converted correctly however I aim to make this application convert the codes as accurately as possible. However to do this I need as much help as possible as I am stuck with some of the more complicated codes. Any help would be much appreciated through the forums, a private message or an e-mail.

2. Feature Summary

PSP Action Replay Converter allows you to do the following:

- Convert PSP Action Replay code files to CWCheat format (high compatibility).
- Convert PSP Action Replay code files to nitePR format (low compatibility).

3. Getting Started

a. System Requirements

- USB port and USB cable or a Memory Stick reader (for copying files to and from the console)
- Custom Firmware 2.71 SE-A or the mixed 1.50/3.40 kernel ran under Time Machine.
- A correctly formatted Memory Stick with 5MB~ of free space to store the application, temporary files and extracted data.

b. Installation from Internet

1. Download the software from the host site.
2. Once the download is complete using a file explorer utility navigate to the download location.
3. Open the downloaded file using a unzipping utility (such as WinRAR available at http://www.rarlab.com/)
4. Copy the PSP directory in the root of the downloaded archive to the root of the Memory Stick and select yes if asked to overwrite any files.
5. Once the installation is complete 'PSP Action Replay Converter' can be launched under GAME > Memory Stick™ in the PSPs XMB.

4. Where do I put the code files?

To convert a PSP Action Replay code file simply copy the file to the root of the memory stick and make sure it is called pspar_codes#.bin (# can be anywhere between 0 and 100) or pspar_codes.bin or CodeList.bin. When converting the code file to CWCheat mode the output file will be saved in the root of the Memory Stick with the same name as the original PSP Action Replay but with the txt file extension. The nitePR conversion mode will save the code files in a directory called nitePR in the root of the Memory Stick.

Converting a cheat database using the PC application is a much simpler process, just drag and drop the PSPAR cheat database to the Windows EXE file. It will then create a .db file with the same name as the original PSPAR file, this file is only compatible with the CWCheat cheat engine. NitePR conversion may possibly come later if I can ever get it to work better.

5. Controls

The following buttons are used to control this application:

Button	Function
CROSS	Goes to the menu of the selected item or executes the selected option.
CIRCLE	Returns to the previous menu.
UP/DOWN/LEFT/RIGHT	Navigates through the menus and pages.

6. Support Information

a. Thanks

Dark_AleX: Created the VLF 'VSH Look & Feel' library.

haro: Provided a large amount of helpful information used to convert many types of codes from PSPAR format.

NoEffex: Provided helpful examples and information to assist in converting DMA codes from PSPAR format.

weltall: Created CWCheat.

b. Known Problems and Issues

- Okay there are a lot of known problems with the conversion of the codes to CWCheat format. I have tested a number of the standard 8-bit, 16-bit and 32-bit codes and many of them seem to work correctly however I really need help converting the following types of codes to CWCheat format:
  - Converting RLE compressed cheats to CWCheat format.
  - Removing any codes which may be unneeded.
  - There are also probably other issues with the code conversion which need fixing.

c. Warranty Information

This software is provided AS IS. No warranty of any kind is expressed or implied. You use this program at your own risk. The authors will not be liable for data loss, damages, loss of profit or any other kind of loss while using or misusing this software. It is important to carefully read and understand the use of the functions as some functions if used incorrectly can brick the PSP console.

d. Contact Information

If you are experiencing difficulties with any aspect of this software please ensure that you have read and understood the contents of this user manual and attempted re-installing the software before contacting technical support for further help.

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