ALL WHAT YOU NEED FOR DEVELOPMENT & HACKING ON ONE DISC!

Welcome, traveller!

Before yourself you have an image containing all known to me programs for PS2 scene. All releases are repacks, so they have full names and version numbers. All enter keys were changed from unix-based to windows-based in all text files, so the users of Windows and PS2 could read them with no problems. All names of *"Readme.txt"*, *"1st_read"*, *"read"* etc. files were changed to *"readme.txt"* or, if there's more than one language version of the readme: *"readme_<language code>.txt"*. Source code was packed to *"sources.7z"* using LZMA2 with no modifications. Applications for platforms other than PlayStation® 2 were packed, so you need to unpack them before using them (even though some of unpacking applications like WinRAR allows to start application without unpacking the app). Applications for PS2, which were publicised by their authors in non-packed form, gained an *"<application name> (packed).elf"* suffix.

All of the applications are completely **FREE**, based on PS2SDK (including the libraries), so **completely legal**.

- If you are an author, of any of the applications included in AIO and you do not wish me to include it, write me a message and I will remove it in next version.
- If you have any application that was not included, and which you can't find after reading Software Not Included section, write me a message.
- If you know any skins and icons which I did not included, write me a message.

What is missing? A bunch of skins for various applications, a lot of ripkit's, patches and schematics about modchips assembly.

Thanks goes to:

- The authors of all applications included in the package.
- Szczuru and Fera2 for beta tests of AIO.
- Stefanol, for help in search for diagrams and given modchip producers web sites.
- Dizzy9 for translation of AIO documentation to the English language.
- TheheroGAC for translation of AIO documentation to the Italian language.
- TnA for translation of AIO documentation to the German language.

Software Not Included

I did best to have all included applications in present image file to be completely legal and exclusive for the rom-hacking scene. That's why you will **NOT** find applications written by Sony Computer Entertainment Inc. or other companies licensing software for PlayStation® 2.

If your country law allows you to own a pirate copies, backup copies of original media carriers or their unauthorized modifications, we compiled a list of so-called releases with a short description so you will be able to look for it for yourself. **But please, respect the license which you can find at the bottom of this document!**

Copies of console firmware

The image files of PS2 firmware (often incorrectly labelled as BIOS's). Majority of these available from internet have incorrect names, are incomplete and only a partial dumps from mount points (which i.e PCSX2 emulator accepting as "bios"). However, the proper dump of fw should be just a full dump of chips: **BOOT ROM**, **DVD ROM** and **EEPROM** (NVM). Use PS2Indent to make proper images - and if you need to use them in emulators with incorrect implementations, just rename "BOOT ROM <model identification>.bin" to "rom0.bin".

Software Development Kit (SDK)

Official SDK from Sony and unofficial like i.e. Metroworks CodeWarior. There is a lot of licensed tools and libraries. Yet Another Basic (Yabasic) too! ;) Do not mislead it with ps2sdk which is free and open.

Cheat engines & loaders

Applications used to modify RAM memory of the console. In other words, said applications allow to cheat in game and/or booting up games from different media carrier than intended:

- Action Replay MAX   last version: 3.33
- CodeBreaker   last version: 10.0
- GameShark   last version: 3.0
- HD Loader   last and only unmodified version: 1.0
- HDAdvance   last version: 3.0
- Swap Magic   last version: 3.8 Coder
- USB Advance   last version: 3.0
- Xploder   last versions: 4.0 and HDTV

Linux distributions

- **PS2 Linux Kit RTE DVD 1** [1] (PS2; **Sony**)
  MD5 checksum for disc image: 9F27E292BF66F6BE60CB2505D7BCC064

- **PS2 Linux Kit RTE DVD 2** [1] (PS2; **Sony**)
  MD5 checksum for disc image: 67045F2FBA6F7528CA0DE29657CF7965

- **PS2 Linux Kit RTE + BlackRhino** (PS2; **xRhino**, modified by CERF4)
  MD5 checksum for disc image: 0F1BB89AAC0B674DC3C9DB55DE0C2AFD

Other software

- **CD-DVD-ROM Generator** v1.50 and 2.00 (Windows 32bit; **Sony**)

  Official application, which was used by developers to put their games together. Its unique functions are full control over LBA and ability to not-writing files to TOC. Version 1.50 can operate a few recorders "for Generals" (ForceASPI required), unlike version 2.00, which records exclusively using "for Authoring" recorders.

- **OPTPIX Image Studio for PS2** v3.12a (Windows 32bit; **Web Technology Corporation**)

  A sensational, and very expensive application supporting things like native PlayStation® and PlayStation® 2 graphic format. Its unique functions are: complete control over TIM2, support for 32bit CLUT in 4 and 8bit images, in addition to - which OPTPIX is famous for - unrivalled colour reduction algorithms. Application useful not only for developers, but for hackers modifying games (not only ones for PS2) as well. Newer versions never leaked.

- **POPS** (PS2; Sony)

  An official PSX emulator, which was available for download from developers channel using BBN. Many modifications were made e.g. mod to replace fw PSX with the one from POPS from PSP or from DTL-H model.

- **PS2 HDD Utility Disc** [1] v1.10 (PS2; Sony)
  MD5 checksum for disc image: 8EA2006E40DA0EB6027C4645F34C9AB9

  An official tool used to e.g. format consoles hard drive. There is also a version modified to use with different HDD than the original one.

- **PS2 Web Browser** (PS2; Sony)

  An official web browser.

- **Sony Utility Discs** v3 (PS2; Sony)
  MD5 checksum for disc image: A01B2AF5C72BCB7F87FFC7571020ACC9

  A collection of various SONY tools, in varying versions (plus uLE as a bonus). Of course not whole collection is made by Sony, just assembled apps are.

- **Ultimate $ony Multiloader** (PS2; Sony, modified by Magic VooDoo)

  A game selection menu and/or applications based on originals from discs added to e.g. Official PlayStation Magazine™, demo versions added to the consoles etc.

- **PlayStation Broadband Navigator** [1] v0.30 (PS2; Sony)
  MD5 checksum for disc image: C30A42A36CAEEB656D7E2A34EC334F62

Viruses & evil

All applications from the following compilation were scanned for viruses using most recent versions of Avast (free) and Malwarebytes Anti-Malware's with updated signatures.

Possible viruses have been detected in following applications:

```
\audio & video tools\PSS Plex v1.1.0.vir|PSS Plex v1.1.0.exe|ZOE_Hack.exe
\audio & video tools\PSS Plex v1.1.0.vir|PSS Plex v1.1.0.exe|PasteHeader.exe
\cd & dvd tools\iso tools\Apache v3.0 Preview.vir|Apache v3.0 Preview.exe
\cd & dvd tools\iso tools\bootsectors images tools\PS2 Logo v1.0.vir|PS2 Logo v1.0.exe
\cd & dvd tools\iso tools\patch tools\region patchers\PS2 CD Patcher.vir|PS2 CD Patcher.exe
\elf tools\packers & unpackers\NRLPack v1.1.vir|NRLPack v1.1.exe
\exploit tools\title.db tools\Title.DB Generator v2.0.vir|Title.DB Generator v2.0.exe
\patch tools\PCSX2 WideScreen Patcher v1.05.vir|PCSX2 WideScreen Patcher v1.05.exe
\ripping tools\iRipper v1.8b.vir|iRipper.exe
\ripping tools\extractors rebuildes\Ichigo For all .NFP Files Ext-Reb v1.0.vir|Ichigo For all .NFP Files Ext-Reb v1.0.exe
\ripping tools\extractors rebuildes\game specific tools\Outlaw Golf 2 Ext-Reb v1.0.vir|AudioPS2.pak-Tool.exe
\ripping tools\extractors rebuildes\game specific tools\Outlaw Golf 2 Ext-Reb v1.0.vir|Cuts-AudioPS2.pak-Tool.exe
\ripping tools\extractors rebuildes\game specific tools\Outlaw Golf 2 Ext-Reb v1.0.vir|Music.Pak-Tool.exe
\save tools\vmc tools\MCExtract v1.01.vir|MCExtract v1.01.exe
```

Since nobody's reading readme and just in case... I have changed extensions of the files from ***.7z** to ***.vir** to make them more threatening and to make sure that it will not be associated with any program. ;)

I never checked if these are a **false positive** - possibly they are, but I recommend to be distrustful and, obviously, I do not take any responsibility for any kind of damages.

How to burn AIO?

You must burn AIO on DVD-R or DVD+R disc (but I recommending -R as those are compatible with all ODD in PS2). I didn't test this by myself but probably the best choice will be DVD+M (DVD M-Disc) if your PS2 can read +R. Don't use DVD-RW, DVD-RAM or any kind of CD.

AIO is bootable on consoles with modchips but also via boot cd (like i.e. Swap Magic) or even FMCB/ESR. Remember to **NOT** patch it by any ESR patchers! AIO is designed in a way to boot on ESR and also keep all stuff in UDF (not only just DVD-Video data to trick the Mechacon). If you patch AIO, you can still run it on PS2 but you will lose access to all applications from modern Linux distributions, current macOS, Windows Vista, 7, 8, 8.1 and 10 (because older operating systems don't understand UDF without additional drivers and they read instead ISO9660/Joliet which is not modifying by ESR patchers, so it's stay intact).

Do **NOT** launch AIO via Open PS2 Loader. OPL doesn't just mount disc image and run executable from it - it is not that easy in case of PS2. All this magic hacking is not designed to handle homebrew applications - so in general - they are not compatible.

License

You can share AIO to any amount of people, in any way, in any location, using any media carrier, by respecting following rules:

1. You cannot modify AIO nor any of included documents - with notable note of adding licensed software, pirated software!

2. You cannot sell AIO, neither as a whole nor parts of it, on any media carrier. AIO is free software, available for everyone and let this be this way.

3. You cannot add AIO as a whole nor parts of it to the paid services.

Farewell!

This is my last release for anything related to great PlayStation® 2. Well, besides few updates to few things on PS3 and PSV in nearest months, I'm leaving the scene. I never did anything significant across all these years but also I cannot saying that I did nothing. I hope my part of that little history is enough to earn a memory about some guy somewhere in Poland who made some GUIs, skins, icons etc.

I really want thank to everyone who contribute something to the scene, even most tiny thing, and even those about whom I never heard. I don't want listing all of you, because I would feel uncomfortable in case if I omit someone. Thanks to all of you, in far future, I can one day clean from dust all my antiques, call my grandson and say: "today I have great story to tell you...". :)

- Berion
2017-X-27