luaplayer HM v2

Function Guide

System Functions

Run

PRX

System.loadPrx(PATH)
Loads a Prx file and starts it

Warning it could cause the player to not function properly or crash the system
E.G. PRX = System.loadPrx (FILE)

System.loadPrxKernel(FILE)
Will load a PRX into the kernel memory
Allows kernel functions to be used
returns a unique name
E.G. PRX = System.loadPrxKernel(FILE)

System.stopPRX(NAME)
Will stop and unload a PRX file that has been loaded
It needs the unique name of the PRX file given when the PRX is loaded.
E.G. PRX = System.loadPrxKernel(FILE)
System.stopPRX(PRX)

System.runeboot(PATH)
Loads and starts a *.PBP File
Eg. `System.runeboot("ms0:/Eboot.PBP")`
4.xx(3.xx) and 1.50 (in corosponding kernel)

System.startUMD()
Load and runs a UMD in the UMD Drive.
If no UMD then a message is displayed
and tells there is no UMD in the Drive

System.startISO(PATH)
Loads and runs a ISO image from the memory stick.
Eg. `System.startISO("ms0:/ISO/game.iso")`

System.startPSX(PATH)
Loads and Starts a Ps1 game from the playstaton store (PSX)

System.startUpdate(PATH)
Runs an update.pbp file Almost working
Should alow for m33 updates to run.

System.loadElf(PATH)
Loads and execute an elf file
E.G. `System.loadElf("ms0:/hi.elf")`

Files and Directorys

If only a name is given then the action is
performed in System.currentDirectory()

System.createDirectory(DIR)
Makes a Directory
E.G. `System.createDirectory("ms0:/LuaPlayerHM")`

System.removeDirectory(DIR)
Removes a Directory
E.G. `System.removeDirectory("ms0:/LuaPlayerHM")`

System.removeFile(FILE)
Removes a file
E.G. `System.removeFile("ms0:/Sonyrestrictions.lol")`

System.rename(OLDNAME, NEWNAME)
Renames a file
E.G. `System.rename("ms0:/oldname.exe","ms0:/newname.lua")`

System.getDirSize(DIR)
Gets the Directory size in bytes.
E.G. `size_MB = System.getDirSize("ms0:/PSP")/1024^2`

System.getFileSize(FILE)
Gets the file size in bytes.
E.G. size_MB = System.getFileSize("ms0:/PSP")/1024^2

System.doesDirExist(DIR)
Returns a 1 on yes and 0 on no.
E.G. 1_or_0 = System.doesDirExist("ms0:/psp")

System.doesFileExist(FILE)
Returns a 1 on yes and 0 on no.
E.G. 1_or_0 = System.doesFileExist("ms0:/psp/eboot.pbp")

System.copyFile(FILE_TO_COPY, COPYIED_FILE,MODE)
Copys a file from one place to another
MODE can be 0 or 1
If MODE is 1 then FILE_TO_COPY will be deleted after copying
If MODE is 0 then FILE_TO_COPY will not be deleted
E.G. System.copyFile("ms0:/oldfiledir.lol","ms0:/copy/newfiledir.lol",1)
Will copy the file from ms0:/oldfiledir.lol to ms0:/copy/newfiledir.lol and delete ms0:/oldfiledir.lol

System.md5sum(FILE)
Returns a MD5 checksum of a file
MD5 checksum is used to Identify a file

System.unassign(FLASH)
POSIBLE BUG IN FLASH2. NOT WRITING. It happend on my PSP
E.G.System.unassign("flashX:")
System.assign("flashX:","lflash0:0,X","flashfatX:")
replace X with the flash you want to use.

System.assign(flashX,lflash0:0,X,flashfatX)
Use it before writing to the flash
POSIBLE BUG IN FLASH2. NOT WRITING. It happend on my PSP
E.G.System.unassign("flashX:")
System.assign("flashX:","lflash0:0,X","flashfatX:")
replace X with the flash you want to use.

USB

System.usbDiskModeActivate()
Enables the USB

System.usbDiskModeDeactivate()
Disables the USB

System.usbDevFlash0()
Sets the USB device to be Flash0

System.usbDevFlash1()
Sets the USB device to be Flash1

System.usbDevFlash2()
Sets the USB device to be Flash2

System.usbDevFlash3()
Sets the USB device to be Flash3

System.usbDevUMD()
Sets the USB device to be the UMD Drive
If no disk it will tell you and use the memory stick instead.
The UMD will be read as a ISO image

System.usbState()
Returns state of USB activity
1, isactive
2, isconnected
3, isestablished
E.G.

```
If System.usbState() == 1  then
Screen.blit(0,0,active)
end
```

Doesn't need System.usbDiskModeActivate()

Power

System.powerTick()
Sends a power tick to the psp
stops the psp going in to standby and powersaving mode

System.suspend()
Puts the PSP into suspend mode

System.shutdown()
Shuts down the psp

Battery

System.powerIsPowerOnline()
Checks if the power is online
Returns true/false

System.powerIsBatteryExist()
Checks if the battery is connected
Returns true/false

System.powerIsBatteryCharging()
Checkes of the battery is charging
Returns true/false

System.powerGetBatteryChargingStatus()
Checks the status of charging
Returns number

System.powerIsLowBattery()
Checks if the battery is low
Returns true/false

System.powerGetBatteryLifePercent()
Returns the charge of the battery in percent
Returns number

System.powerGetBatteryLifeTime()
Returns the time left on the battery
Returns number

System.powerGetBatteryTemp()
Returns the temp of the battery
Returns number

System.powerGetBatteryVolt()
Returns the Voltage of the battery
Returns number

Serial Port

System.sioInit(BAUD)
BAUD is used to set the Readmode
Initiats the I/O

System.sioRead()
reads form the I/O
returns a string

System.sioWrite(STRING)
Writes to the I/O

Infra-red

System.irdaInit()
Initiats the Infra-red

System.irdaRead()
reads from the Infra-red
returns string

System.irdaWrite(STRING)
Sends a string to the Infra-red
E.G. System.irdaWrite(newdata)

CPU

System.getCpuSpeed()
Returns the CPU speed.

System.getBusSpeed()
Returns the Bus speed.

System.setLow()
Sets the cpu to 133Mhz

System.setReg()
Set the Cpu to 266Mhz

System.setHigh()
Set the Cpu is 333Mhz

System.setcpuspeed(SPEED)
Sets the Cpu speed and bus speed
Eg. System.setcpuspeed(266) "Cpu = 266 bus = 266/2"

System.autoCpu(MODE)
Controls the CPU speed automaticly
MODE can Either be 1 or 2
1 is savermode
2 is performance

Time

System.getDate(MODE)
MODE can Either be 1,2 or 3
year = 1
month = 2
day = 3
E.G. year = System.getDate(1)
Returns the year

System.getTime(MODE)
Returns the time uses the psp clock.
MODE can Either be 1,2,3,4 or 5
hour = 1
minute = 2
seconds = 3
microseconds = 4
pm or am = 5

Get Information

System.getFreeSpace(DEVICE)
DEVICE can be
“ms0:/”
“flash0:/”
“flash1:/”
“flash2:/”
“flash3:/”
“RAM:/”
“VRAM:/”
Returns the amount of free space on DEVICE in bytes

System.getTotalSize(DEVICE)
DEVICE can be the same as in System.getFreeSpace()
Returns the total space of DEVICE in bytes
E.G. usedspace = System.getTotalSize(“ms0:/”) - System.getFreeSpace(“ms0:/”)

System.madeby()
Displays the LuaPlayerHM version and makers
E.G. System.madeby()

System.playerVer()
Returns the LuaPlayerHM version
Eg. ver = System.playerVer()

System.cfwVersion()
Shows m33 at end of CFW upto Version 4.01m33
E.G.version = System.cfwVersion()

System.nickName()
Returns the psp's nickname
E.G. name = System.nickname()

System.getModel(MODE)
MODE can Either be 0 or 1
Use 1 to return string "PHAT" or 0 to return number "1000" Reterns either PHAT (1000) or SLIM (2000)
E.G. PSPtype = System.getModel(1) return "PHAT"
E.G. PSPtype = System.getModel(0) return "1000"

System.getEboot(MODE) not Implemented yet
MODE can Either be 1,2 or 3
Use 1 for "ICON0.PNG", 2 for "PIC0.PNG" and 3 for "PIC1.PNG"
E.G. image = System.getEboot("ms0:/150.pbp",1)

System.getTachyon()
Returns Tachyon version

System.getBaryon()
Returns Baryon version

System.getPommel()
Returns Pommel version

System.getFreeMemory()
Returns the amount of free memory

LCD

System.LCDTimerDisable()
Disables the LCD from turning off after no activity

System.LCDTimerEnable()
Enables the LCD to turn off after no activity

System.LCDTimerGet()
Returns the time of the powersave.

System.setBrightness(MODE)
MODE can be 0-100
Sets the display brightness

System.getBrightness()
Returns the current display brightness

System.enableDisplay()
Enables(turns on) the display

System.disableDisplay()
Disables(turns off) the display

Kernel functions

System.homePopup(MODE)
MODE can be 0 or 1
0 disable homescreen
1 enable homescreen
call it one time

System.mute()
Sets volume to 0

System.setVolume(MODE)
MODE can be 0-30
Sets the System volume

System.getVolume()
Returns the current System volume

other

System.Quit()
Exits to the XMB

System.memclean()
Cleans up the memory and removes non used files in the memory
use it to free up memory

System.oaenable()
Enables the use of Sound.* and Music.* and Voice.* functions.
Dont use it if you want to use the Media Engine or else it will not play the songs properly

System.oadisable()
Disables the us of Sound.* and Music.* and Voice.* functions

System.message(MESSAGE , MODE)
MODE can be 0 or 1
1, Yes,No and back options
0, back option
Eg. `System.message("Hello",1)`
has Yes,No and back options.

Only use it if you selected MODE 1 in System.message
System.buttonPressed(MODE)
Performs an action from the option selected in the System.message() function
Use 1 to return string "Yes" or 0 to return number "1"
Eg. `button = System.buttonPressed(1) If button == "yes" then function() end`
Eg. `button = System.buttonPressed(0) If button == 1 then function() end`

Heres a better version of System.message()

```
function System.MOD_message(MESSAGE , MODE)
System.message(MESSAGE,MODE)
        If MODE == 1 then
        local Button = System.buttonPressed(0)
                if Button == 1 then
                return true
                else
                return false
                end
        end
end
```

if you want to use it just copy it into your script
only call it in the if clause if you want to use MODE 1
E.G.

```
if System.MOD_message(“Do you want to Quit?”,1) then
System.Quit()
End
System.MOD_message(“You don’t want to Quit,0)
```

System.startOSK(PRE_WRITTEN_TEXT , INFO)
Displays the On screen Keyboard
returns a string
E.G. `outputtxt = System.startOSK(“ms0:/LPHM.PBP”,”Rename”)`

System.startGameSave(SAVE_NAME , GAME_NAME , DETAILS , SAVE_DATA , ID)
SAVE_NAME = Name of the save game E.G. “PONG_SAVE1”
GAME_NAME = Name of the game E.G. “PONG_0.1”
DETAILS = Details or Message E.G. “written by anybody”
SAVE_DATA = Data to save E.G. “{ score = 5 , level = 1 , x = 100 y = 100}”
ID = used to identify the Savegame E.G. “PONG_SAVE”

System.startGameLoad(ID)
Loads the save data selected E.G.

```
data = loadstring(System.startGameLoad(“PONG_SAVE”))
score = data.score
level = data.level
```

System.webbrowser(PATH , URL)
PATH should be the folder with the webrowser.pbp in
Will load the webbrowser with URL entered
If no url then google will be loaded
E.G. `System.webbrowser("ms0:/psp/game/LPHMv2")`
Will load google.com
E.G2. `System.webbrowser("ms0:/psp/game/LPHMv2","http://homemister.axspace.com/")`
Will load homemister.axspace.com

ZIP.extract(ZIP_FILE , EXTRACTDIR, PASSWORD)
Extracts a zip file to a folder
use "" when no password
E.G. `ZIP.extract("ms0:/hi.zip" , "ms0:/psp/hi" , "")`

Controls

All Control functions will return a true if pressed (exepted analog and wlan)

Controls.read()
returns the Control table
E.G. `pad = Controls.read()`

Pad:select()
Pad:start()
Pad:up()
Pad:right()
Pad:down()
Pad:left()
Pad:l()
Pad:r()
Pad:triangle()
Pad:circle()
Pad:cross()
Pad:square()
Pad:home()
Pad:hold()
Pad:note()
Pad:volup()
Pad:voldown()
Pad:screen()

Pad:analogX()
Reads the analogstick in X direction(right > left)
Returns a number between -128 and 128

Pad:analogY()
Reads the analogstick in Y direction(down > up)
Returns a number between -128 and 128

Pad:buttons()
Check if any button is pressed

Pad:wlan()
returns 1 for on and 0 for off

HPRM

Hprm.read()
Returns "PLAY","FWD","BACK","VOLUP","VOLDOWN","HOLD"

Hprm.headphone()
Checks for headphone plugin
Returns 0 for no 1 for yes

Hprm.remote()
Checks for remote plugin
Returns 0 for no 1 for yes

Hprm.mic()
Checks for microfon
Returns 0 for no 1 for yes

Network

Wlan

Wlan.init(CONNECTION_NUMBER)
CONNECTION_NUMBER is used to automaticly start a specific connection
If you don't use CONNECTION_NUMBER then it will
Initates the wireless and starts the Netdialog selection screen

Wlan.term()
Terminates the wireless

Wlan.getIP()
Returns the IP

Wlan.startGameShare(PATH)
Will call the Game share dialog
E.G. `Wlan.startGameShare("ms0:/150.PBP")`
Doesn't need Wlan.init()

Adhoc

Adhoc.init()
Initates the Adhoc

Adhoc.term()
Terminates the Adhoc

Adhoc.connect()
Makes an adhoc connection

Adhoc.getState()
Checks the adhoc connection
Returns
1 for connected
0 for not connected

Adhoc.send(STRING)

Sends string over the adhoc

Just like System.irdaWrite()

E.G.

```
Adhoc.sendFile(PATH)
local getname = string.len(PATH)-5
while true do
local letter = string.sub(PATH,getname, getname)
        if letter == “/” then
                start_pos = getname + 1
                break
        else
                getname = getname – 1
        end
end
local NAME =  string.sub(PATH,-( string.len(PATH)-start_pos))
local File = io.open(PATH)
local STRING = FILE:read(“*a”)
Adhoc.send(STRING)
Adhoc.send(“*_*_*_*_*_*_*_”)
Adhoc.send(NAME)
End
```

Adhoc.recv()

Reads from the adhoc

returns a string

E.G.

```
Adhoc.recvFILE(SAVE_PATH)
While true do
        If Adhoc.recv()  ~=  “*_*_*_*_*_*_*_”   then
                If Adhoc.recv()  ~= “” then
                        local FILE = Adhoc.recv()
                end
        else
                break
        end
end
while true do
        if Adhoc.recv()  ~=  “*_*_*_*_*_*_*_”  and  Adhoc.recv()  ~=  “”   then
                local NAME = Adhoc.recv()
                break
        end
end
local write_file = io.open(SAVE_PATH..”/”..NAME)
write_file:write(FILE)
write_file:close()
end
```

Adhoc.getMac()
Return PSP's MAC Address
The Adhoc does not need to be Init to use it

Adhoc.host(NAME_OF_SESSION) not Implemented yet
Still in progress
Will be used for adhoc matching

Adhoc.join(SESSION) not Implemented yet
Still in progress
Will be used for adhoc matching

Socket

Socket.createServerSocket()
makes a socket usable E.G. Socket.creatServerSocket(80)

Socket.connect(HOST,PORT)
Connects to a host and port
E.G. Socket.connect("www.google.com",80)

Socket.isConnected()
Checkes if Socket is connected
Returns
1 connected
0 not connected

Socket.close()
Will close all sockets

Would be better if you explain them Homemister
Socket.udpConnect()
Socket.accept()
Socket.send()
Socket.recv()
Socket.udpRecv()
Socket.udpSend()

UMD

UMD.init()
Initates the UMD drive
If no UMD insert it will tell you and not Initate it

UMD.term()
Terminates the UMD drive

UMD.checkDisk()
Checks for disk
Returns
1 disk is insert
0 no disk insert
doesn’t need UMD.init()
E.G.

```
If UMD.checkDisk() == 1 then
UMD.init()
end
```

UMD.getSize()
Need UMD.init() to work
Returns the size of the UMD in bytes
E.G. `size_in_GB = UMD.getSize()/1024^3`

Musik and Sound

Sound

Need System.oaenable() to work
Wav files can be played the same time than MP3’s

Sound.load(PATH)
Will load and return a sound

SOUND:play()
Will play a loaded sound
E.G.

```
Noise = Sound.load(“ms0:/noise.wav”)
Noise:play()
```

Musik

ALL

ALL.load(PATH)
Will load a file

ALL.play()
Play's the loaded file

ALL.pause()
Will pause the file
Use ALL.play()   to play on

ALL.stop()
Stos and unloads the file

ALL.eos()
Checks for end of song
Returns
true if song is over
false if song is playing

ALL.gettime()
Returns the played time as a string
E.G. "00:00:00"

ALL.percent()
Returns the percent of played time

ALL.songTime()
Returns the whole Song Time as a string
E.G. "60:60:60"

ALL.artist()
Returns the ID3 Artist of the file

ALL.title()
Returns the ID3 title of the file

ALL.album()
Returns the ID3 album of the file

ALL.genre()
Returns the ID3 genre of the file

ALL.year()
Returns the ID3 year of the file

ALL.trackNumber()
Returns the Album number of the file

ALL.kbit()
Returns the kbit the file has been sampled with

ALL.layer()
Returns the layer of the file

ALL.mode()
Returns the mode of the file

OGG

Same as the ALL functions

AAC

Same as the ALL functions

MP3 (MP3me)

Same as the ALL functions

Mp3me.setVolume(VOL)
VOL can be set from 0 – 30
Sets to volume the MP3 is played with

Mp3me.setRLVolume(R_VOL , LVOL)
Sets the volume for right speeker and left speeker

Mp3me.mute()
Sets the volume to 0

Mp3me.instantBitrate()
Returns the instant Bitrate

Mp3me.visL()
Returns data for use with visualisation
For the left speaker

Mp3me.visR()
And for the right speaker

Mp3me.art()
Returns the Album art as a Image
E.G.

```
Image = Mp3me.art()
Screen:blit(0,0,image)
```

Mp3me.getPos()
Returns the current playing position

Mp3me.setPos()
Sets the positition of the file
Can be used for fast forward / backward
E.G.

```
function Mp3me.fastforward(speed)
Mp3me.setPos(Mp3me.getPos()+speed)
end
function Mp3me.fastbackward(speed)
Mp3me.setPos(Mp3me.getPos()-speed*2)
end
```

Mp3me.stream()
Homemister perhaps you can write a
Streaming demo because I only got one PSP and
never used this functions

Mp3me.info()
Returns aditional information of the File as a string

AA3

Same as the MP3 functions Exepted
Mp3me.setVolume() and Mp3me.setRLVolume()

Screen

screen.init()
initates the screen

screen.clear(COLOR)
Clears the screen and fills white COLOR

screen.print(X , Y , STRING , SIZE , COLOR , SHADOWCOLOR , PGF)
prints to the screen
PGF can be set from 0 – 17
From 0 - 15 it uses
ltn(standart) font
16 uses kr0 (korean)
17 uses jpn0 (japanese)
PGF can also be left empty (uses standart font instead)
SIZE can be set in 0.1 steps

screen.save(PATH)
saves the screen to a file
use PNG or JPG to set the type of Image
E.G. `screen.save("ms0:/screenshot.PNG")`

screen.startDraw()
use it befor do any drawing to the screen

screen.endDraw()
stops drawing to the screen

screen.syncDraw()
use it to sync the screen if theres a lot drawing
will stop corruption in the RAM
E.G.

```
screen.startDraw()
for draw = 1,100 do
screen.print(10, 10*draw,draw, 1 , Color.new(255,255,255,255) , Color.new(0,0,0,255))
screen.syncDraw()
end
screen.endDraw()
```

screen.flipscreen()
same as screen.flip()

Font

Font.load(PATH)
Will load a ttf font file into RAM

Font.print(X , Y , STRING,COLOR)
Will print font to the screen

Image

Image.load(PATH)
Will load and return an Image

Image.createEmpty(WIDTH,HEIGHT)
Creates and return a Empty Image

Image.blit(X,Y,IMAGE)
Blits image to the screen
E.G.

```
Example_Image = Image.load(“ms0:/example.png”)
Image.blit(0,0, Example_Image)
```

Image.fillRect(X,Y,WIDTH,HEIGHT,COLOR)
Blits a filled rect to the screen

Image.drawLine(X_START , Y_START , X_END , Y_END , COLOR)
Draws a line to the screen
E.G.

```
function underlined_print(X,Y,TEXT,SIZE,COLOR,COLOR_SHADOW,FONT)
image.drawLine(X,Y+2,string.len(TEXT)*SIZE*8,Y,COLOR,COLOR_SHADOW)
screen.print(X,Y,TEXT,SIZE,COLOR,COLOR_SHADOW,FONT)
end
```

Image.pixel(X,Y,COLOR,IMAGE) not shure but I don’t know how to use it else
If IMAGE is left Empty then IMAGE will be screen
If COLOR is left Empty then
It returns the Color of a pixel on MAGE else
It blits a pixel to IMAGE
E.G.

```
function cap_screen()
local screen_cap = Image.createEmpty(480,272)
        for x = 1 , 480 do
                for y = 1 , 272 do
                Image.pixel(x,y, Image.pixel(x,y), screen_cap)
                end
        end
return screen_cap
end
```

IMAGE:width()
Returns the width of IMAGE

IMAGE:height()
Returns the height of IMAGE

Image.resize(NEWX , NEWY , IMAGE)
Will resize IMAGE to NEWX and NEWY

Image.rotate(CENTER_X ,CENTER_Y , ANGLE , IMAGE)
Rotates on CENTER_X and CENTER_Y in left direction

Image.center(CENTER_X ,CENTER_Y , IMAGE)
Centers a image
E.G.

```
Image.center(240 ,136, IMAGE)
Image.rotate(50 ,20 , 90 , IMAGE)
```

Image.reset(IMAGE)
Resets the size of IMAGE and rotate to 0

Image.clear(COLOR)
Clears a Image and fills with COLOR