

KeyCleaner v1.1 by Chilly Willy

=====

To install, just copy the KeyCleaner folder from PSP/GAME in the archive to your memstick. If you run this with HEN, copy to the GAME folder. If you use a custom firmware, copy to the GAME150 folder.

To use, run like normal homebrew. The first screen shows a status of the keys in the PSP IdStorage (in the flash). It tells you what type of PSP you are on and what it thinks about the state of the keys. For example, if you had run the original 2.71 downgrader on your TA-082, it will tell you the PSP is an original soft-downed TA-082/86.

You can dump the current IdStorage keys by pressing the SQUARE button. The first time you run it, it creates a folder called keys and dumps the keys into it. If you choose to dump the keys again, the keys folder will be renamed, and a new keys folder created. You can keep dumping the keys until you have dumped them 10,000 times, or you run out of memory on the memstick.

If you press the CROSS key, you will be taken to the Fix Keys screen. You will be shown a summary of the status of the IdStorage keys, along with a suggested action to take. If the keys don't need fixing, it will say so, and your only choice of action is to return to the initial screen. Depending on how you downgraded your PSP, you may have one or two choices to fix the keys. One way requires a dump on the memstick of the keys from a stock PSP. You may call the folder anything you wish as long as it is in the same folder as the KeyCleaner EBOOT file. Choosing to fix the keys from files on the memstick will step through each folder in the KeyCleaner folder, showing the status and state of the keys in each folder. Press CIRCLE to skip to the next folder on the memstick. Press CROSS to select the current folder as the source of the files used to fix the keys.

Once you select a folder of files to use to fix the keys, you are given one last chance to abort - press CIRCLE to exit and nothing on the PSP will be changed. Press CROSS and the files needed to fix the keys will be written to the PSP IdStorage. Be carefull about these keys! A bad key can brick your PSP. That is why you are given every opportunity to exit without changing the keys.

Sometimes, you will be given the opportunity to fix the keys without using files on the memstick. This option will always be selected via the SQUARE button, and cannot FULLY fix the keys. After using this option, you will be told that all the keys but one have been fixed. If at some time in the future, you get files to fix those keys, KeyCleaner will allow you to do so.

Acknowledgements

=====

This program was made possible by the efforts of many people. I'd like to thank codes02, Stapol, Mathieulh, harleyg, Jas0nuk, and Dark_AleX. If anyone else thinks they deserve some credit, let me know. :)