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LaunchELF v4.50 is a new project by AKuHAK and SP193 that continues to bring new updates to the PlayStation 2 file manager, wLaunchELF. ===== The current release of LaunchELF has added some exciting features. The most notable ones include: - Added text editor support for automatic launch of .INI files - New timestamp manipulation feature designed to prepare or fix folders containing a Fortuna icon The program also supports a variety of customization options, including - Title.cfg files generator for USB devices - EXFAT USB device support - PlayStation 3 and 4 controllers support (USB or Bluetooth) - PSX DESR flash memory support - MX4SIO support to maximize the customization Lots of variations of the program are provided, each with a specific set of features added. Users can learn more about what each feature means by reading here LaunchELF is a file manager program for the PlayStation 2, originally developed by Mirakichi. After Mirakichi stopped working on LaunchELF, E P and dlanor worked on unofficial versions up to v4.42d. The new project Double-unofficial LaunchELF (wLaunchELF) continues to update and improve the file manager. The first stable release is slated for LaunchELF v4.50, marking a new line of builds. Users can expect features like Move, copy, rename, delete files, manage partitions on the PlayStation 2 HDD unit, supports skins, and more.LaunchELF v4.43a Changes: Improved Stability and Compatibility ===== LaunchELF (formerly known as WLaunchELF) has undergone significant changes and improvements since its last release, aiming to enhance stability and compatibility across various devices. Changes in Latest Release (2018/10/20) \* Consolidated hardcoded values as enumerations or definitions for better maintainability. \* Updated USBHDFSD for compatibility with single Alternate Interface configurations. \* Fixed loading and saving of configuration files on the HDD unit when LaunchELF is booted from it. \* Ensured binding video modes during configuration file loading from the HDD unit, ensuring proper GS initialization. Removed or Modified Features \* Removed support for booting from the "ols" device due to its inability to process partition information. \* Disabled code that triggered poweroff but did not perform any actions. \* Fixed poweroff functionality when there is no SPEED (network adaptor) connected by checking DEV9.IRX loading and returning of RESIDENT END. Refactored Configuration Menu The configuration menu has been refactored for easier maintenance, allowing developers to make changes without affecting the overall stability of the software. Changes in Previous Releases LaunchELF v4.43a (2018-07-23), LaunchELF v4.43a (2018-06-30), LaunchELF v4.43a (2018-06-28), and LaunchELF v4.43a (2018-06-19) have introduced various improvements, including: \* Updated USBHDFSD for compatibility with single Alternate Interface configurations. \* Fixed issues with the Text Editor's ability to save files opened from the file browser. Note LaunchELF v4.43a is compatible with FMCB v1.961 and allows for proper support of booting ELF's from the HDD unit, while also removing the defunct interlace option. Changes in Previous Releases LaunchELF v4.43a (2018-06-12) was compiled with a new PS2SDK revision to solve issues related to USB support, PFS support, and network support. LaunchELF v4.43a (2017-09-09) compiled with the same PS2SDK revision to resolve issues such as unable access PlayStation memory cards and failed FTP transfers. Changes in LaunchELF v1.96Fixed LoadExecPS2 patch - unable to boot discs and the "OSDSYS" option not working. The internal loader ELF has been reduced in footprint by linking with libkernel-nopatch instead, as it no longer requires kernel patches. This release consolidates all small tests between the last beta release and this one. ===== LaunchELF v4.43a (2017-06-18): . The PFS module has been updated to improve reliability, while power-off processing has also been fixed. Before shutting down, all files will be closed and the expansion-bay will be deactivated. Additionally, USB support on disks without a partition table has been repaired, as well as formatting of PFS partitions. ===== LaunchELF v4.43a (2017-05-31): Changelog for release 2017/05/31. The PS2SDK has standardized the behavior of rename() functionality for mass storage devices, and issues with renaming files in subdirectories have been resolved. Furthermore, copying files to the VMC device is now functioning correctly. ===== LaunchELF v4.43a (2017-05-11): Changelog for release 2017/05/11. The partition expand option has been fixed, and system partitions created at HDD format will be re-enabled. The ATAD, APA, and PFS drivers have also been updated to support PlayStation discs once again. ===== LaunchELF v4.43a (2017-01-14): Changelog for release 2017/01/14. Renaming for USB Mass Storage devices has been enabled, as well as fixed file copying to these devices. The network protocol stack has also been updated, allowing networking to function. ===== LaunchELF v4.43a (2016-12-16): Changelog for release 2016/12/16. An AllowDVD IRX module has been added to enable DVD-video discs to be read using ESR support with uLaunchELF. Various adjustments have also been made to the Hiryu's libcdvd library, including removing disc control options. ===== ule\_wip7 - 2014-04-06: Changelog for release 2014/04/06. A rewritten tutorial has been created for compiling uLaunchelf, specifying the \$PS2SDKSRC and running prepare\_main.sh or restore\_ps2sdk.sh. A fixed warning in the libcdvd library has also been addressed. ===== ule\_wip6 - 2014-03-26: Changelog for release 2014/03-26. 64-bit support has been added, with files larger than 4Gb being recognized. Full support for all partitions in HDD manager has also been implemented, including the ability to rename or delete any partition except those starting with " ". Looking forward to exploring the latest version of uLE-2TB, a game-changer for PS2 users, with its innovative file/partition/hdd manager capabilities. This update addresses the infamous 1-TeraByte HDD limitation that has long plagued the PS2, finally providing a solution that's not only reliable but also future-proof. The development team, led by SP193, has made significant strides in resolving issues such as incorrect values for HDD size and formatting problems. The new version allows users to create partitions larger than 2GB, expand the functionality of the expand feature, and even format hard drives with ease. Beta testers, including Spiderman, have reported a seamless experience using uLE-2TB with various PS2 models, including PHAT/Fatty/Chubby devices. They've successfully installed games, formatted hard drives, created partitions, and copied files, all while enjoying improved performance and user-friendly interface. One notable feature is the enhanced HDD manager, which provides accurate size readings, feedback on TRUE user-usable space, and even supports 2TB internal hard drives. The simplified menu and intuitive navigation make it easy for users to manage their games and data with confidence. The uLE-2TB release marks a significant milestone in PS2 development, addressing long-standing limitations and providing users with a more reliable and efficient experience. With its innovative features and user-friendly interface, this update is sure to bring excitement to the PS2 community. =====Looking for the best way to upgrade your PS2? Unfortunately, unless you have a massive 2TB internal drive installed, it's not possible to use uLE\_wip7 or uLE\_kHn. However, there is a workaround - the 2-TB edition of uLaunchElf 4.43a can be downloaded from various sources. =====