

Linux (for PlayStation®2)

Release 1.0

Software manual

Table of contents

Before using this product	1
Precautions	2
About this manual	3
1 Getting started	4
1-1 System configuration	4
1-2 Connecting the hardware	6
2 System Manuals (for PlayStation®2)	8
3 Runtime Environment	9
3-1 Loading and starting-up the Linux kernel	9
3-2 Supplying basic input/output functions	9
4 Installing and using PS2 Linux	10
4-1 Installing PS2 Linux	10
4-1-1 Starting and operating the Runtime Environment	10
4-1-2 Operating the PS2 Linux install program ..	12
4-2 Starting PS2 Linux	19
4-3 PS2 Linux software	20
4-3-1 Software type and version	20
4-3-2 Setting the user environment	20
4-3-3 Creating an additional start-up card	20
4-3-4 Using a memory card (8MB) (for PlayStation®2) on PS2 Linux	21
4-3-5 Adding packages from DISC 2	22
4-3-6 PS2 Linux documentation	22
Troubleshooting	23

Before using this product

Before installing or using Linux (for PlayStation®2) (referred to as “PS2 Linux” throughout this manual), note the following:

- Binary code that is developed for other Linux systems cannot be used with PS2 Linux.
- The supplied software is compatible only with the internal hard disk drive (for PlayStation®2). Note that it cannot be used with other hard disk drives.
- An internal hard disk drive (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) for exclusive PS2 Linux use are required to use this product. These items will be formatted for Linux use and will not be able to be used for other purposes.
- The internal hard disk drive (for PlayStation®2) and the memory card (8MB) (for PlayStation®2) will be formatted when PS2 Linux is installed. Because all stored data will be deleted during formatting, it is recommended that you back up data to another memory card (8MB) (for PlayStation®2) or to another computer, if possible. It is also recommended that you back up data periodically after installation.
- PS2 Linux requires a monitor compatible with Sync on Green.
- It is recommended that you have a computer that has Internet access because information about PS2 Linux is available on our website.

Precautions

About Linux (for PlayStation®2)

This software is compatible only with PlayStation®2 consoles that have the **NTSC U/C** symbol marked on the console rear.

PS2 Linux is exclusively for use with the PlayStation®2 computer entertainment system. Never use the supplied discs on other hardware, except as specified in this manual, as doing so may cause serious damage to the hardware, or result in health hazards to the eyes and ears.

Disc handling

- Do not touch the disc surface when handling the PS2 Linux discs; hold the discs by the edges.
- Do not leave the discs near a heat source, in direct sunlight, or in high humidity.
- Do not stick paper or tape onto the discs.
- Do not write on the discs with a marker or other writing utensil.
- Always place the discs in the disc tray with the label side facing up (data side down).
- Do not use a disc if it is cracked or warped, or has been repaired with adhesives as this may damage the console or cause a malfunction.
- Store the discs in their case when not in use. Stacking discs or standing them at an angle without putting them in their cases can cause the discs to warp or get damaged.
- Do not insert a finger or any other object through the disc hole. Personal injury or damage to the disc may result.
- Never throw a disc as this may damage it.
- Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any injury or damage resulting from the mishandling of discs.

When cleaning the PS2 Linux discs

- Fingerprints or dust on the disc can cause read errors. Always make sure that discs are clean before use.
- Clean discs using a soft cloth, lightly wiping from the center outwards.
- Do not use solvents such as benzine, commercially available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs, as these may damage your discs.

Health precautions

Do not watch the display screen continuously for long periods of time. Doing so may cause eye fatigue, and may reduce your eyesight. If you feel any discomfort or pain while viewing the display screen, stop using the software at once and rest. If the symptoms do not go away even after taking a break, consult a physician.

Static image warning

Static, non-moving images, such as DVD menus, configuration displays, or paused images may leave a permanent faint image on the display screen if left on for extended periods of time. Projection TVs are more susceptible to this than other types of displays. Do not operate the PlayStation®2 console in such a manner that this could occur.

About this manual

- Some illustrations of parts or screen images in this manual may not be based on the final product.
- Before using this product, carefully read this manual and retain it for future reference. Refer also to the instruction manuals for the PlayStation®2 console and other required devices.
- Throughout this manual, the internal hard disk drive (for PlayStation®2) and network adaptor (for PlayStation®2) combination is referred to as the "HDD unit".

- Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury related to the use of the supplied software.
- The supplied software cannot be used in devices other than those specified within this manual.
- The design and specifications of the supplied software are subject to change without notice.
- If, for any reason, software or data loss or corruption occurs, it is usually not possible to recover the software or data. Be aware that Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of software or data loss or corruption.

1 Getting started

1-1 System configuration

PS2 Linux requires the following software and system hardware.

System requirements

- Linux (for PlayStation®2)
 - DISC 1 Runtime Environment
This disc includes the Runtime Environment and the System Manuals (for PlayStation®2).
 - DISC 2 Software Packages
This disc includes core software packages for installation on the internal hard disk drive (for PlayStation®2).
- PlayStation®2 console *1
- Internal hard disk drive (for PlayStation®2)
- Network adaptor (Ethernet) (for PlayStation®2)
- Memory card (8MB) (for PlayStation®2) *2
- Monitor cable adaptor (for PlayStation®2) (with audio connectors)
- USB keyboard
- Computer display (a commercially available model that is compatible with Sync on Green) *3

Recommended peripherals

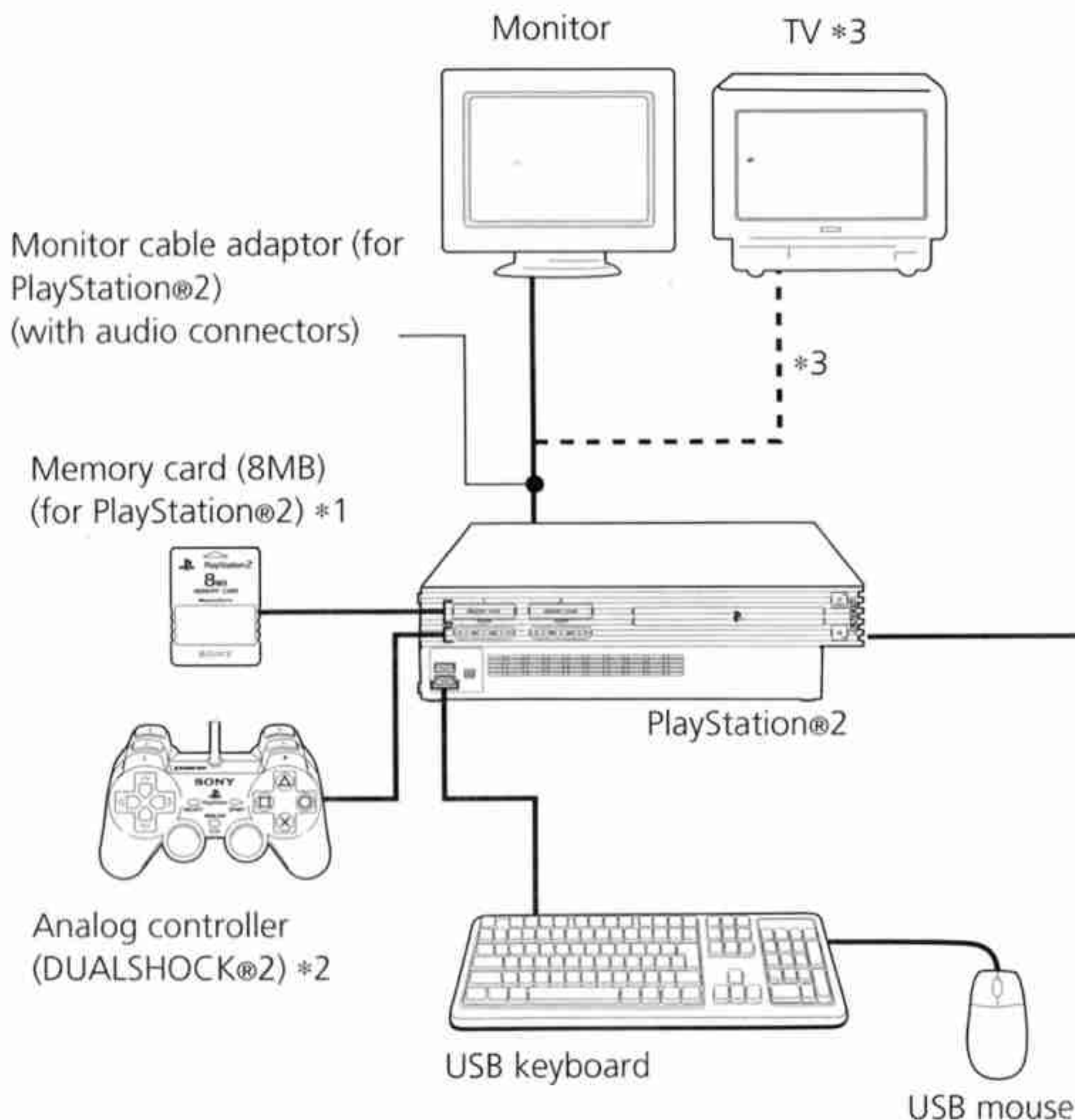
- Analog controller (DUALSHOCK®2)
- USB mouse

-
- *1 Compatible models: PlayStation®2 (SCPH-30001, SCPH-30001 R, SCPH-35001 GT)
 - *2 The memory card (8MB) (for PlayStation®2) will be formatted for PS2 Linux use, and start-up data will be stored on it. This memory card (8MB) (for PlayStation®2) will be used to start PS2 Linux on the PlayStation®2 console, and will be referred to as the “start-up card” throughout this manual. During formatting, all existing data will be deleted, and the card will not be able to be used for other purposes.
 - *3 Use a commercially available monitor that is compatible with Sync on Green to operate PS2 Linux. Other monitors may not display images correctly.
A list of monitors confirmed to work with PS2 Linux is available at the official Linux (for PlayStation®2) website (<http://www.playstation2-linux.com>).

1 Getting started (continued)

1-2 Connecting the hardware

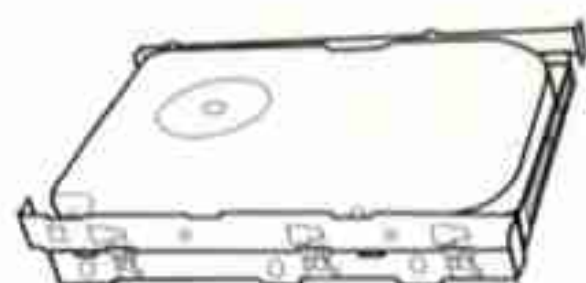
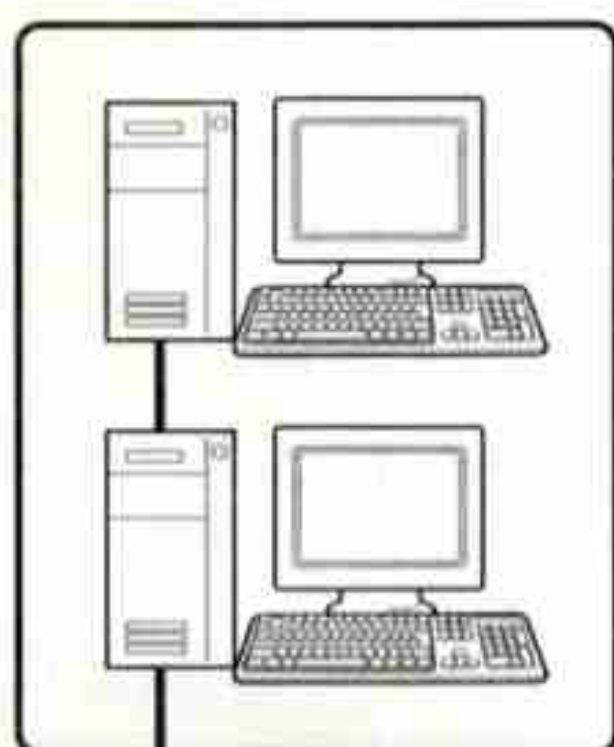
Connect the devices as shown in the diagram below. For additional information, refer to the instruction manual or package supplied with each device.



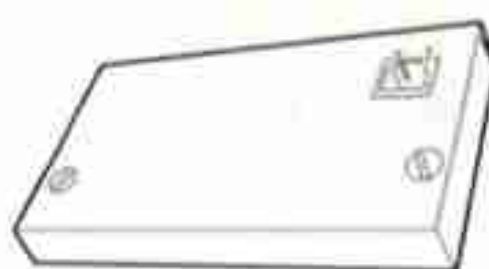
*1 Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. If the memory card (8MB)(for PlayStation®2) is not inserted into MEMORY CARD slot 1, it will not function correctly.

*2 Connect an analog controller (DUALSHOCK®2) to controller port 1. If the analog controller (DUALSHOCK®2) is not inserted into controller port 1, it will not function correctly.

Network



Internal hard disk drive
(for PlayStation®2)



Network adaptor
(Ethernet)
(for PlayStation®2)

*3 Connect a monitor and a TV to the PlayStation®2 console using an AV adaptor (with S VIDEO OUT connector) (sold separately) and a standard AV cable for connecting a TV to a VCR (not included). This enables you to switch the screen output between PS2 Linux, a game or the playback of a DVD video.

2 **System Manuals (for PlayStation®2)**

The System Manuals (for PlayStation®2) version 5.0 include the files listed below.

The System Manuals will not be installed on the internal hard disk drive (for PlayStation®2) (referred to as the “HDD” throughout this manual). The manuals can be read from DISC 1 on a PlayStation®2 console or a computer equipped with a DVD-ROM drive and a viewer supporting the PDF file format.

Title	File name
• Restriction	SM_PDF/ENGLISH/RESTRI_E.PDF
• EE Core Instruction Set Manual	SM_PDF/ENGLISH/COREINST/INST_E.PDF
• EE User's Manual	SM_PDF/ENGLISH/EE/EEUSER_E.PDF
• EE Core User's Manual	SM_PDF/ENGLISH/EECORE/COREUM_E.PDF
• EE Overview	SM_PDF/ENGLISH/EEOVER/EEOVER_E.PDF
• GS User's Manual	SM_PDF/ENGLISH/GS/GSUSER_E.PDF
• VU User's Manual	SM_PDF/ENGLISH/VU/VU_E.PDF

Hint

For details on PS2 Linux documentation, see “PS2 Linux documentation” (page 22).

©2001 Sony Computer Entertainment Inc. All Rights Reserved. Sony Computer Entertainment Inc. reserves all rights on the System Manuals (for PlayStation®2).

Unauthorized reproduction, lending, modification, public transmission or making transmittable of the System Manuals may be prohibited by law.

3 Runtime Environment

The Runtime Environment provides the following functions, which allow PS2 Linux to operate on a PlayStation®2 console. The Runtime Environment included with this product is only for use with the PlayStation®2 console.

3-1 Loading and starting-up the Linux kernel

The Runtime Environment loads and starts the Linux kernel from DISC 2 or from a “start-up card” you can create using a memory card (8MB) (for PlayStation®2). The section that follows, “Installing and using PS2 Linux”, includes instructions on creating a start-up card.

3-2 Supplying basic input/output functions

The Runtime Environment provides the binary code, which controls the I/O subsystem and its interface. The interface for the I/O subsystem resides in memory after the Linux kernel starts up. The interface supplies basic input/output functions for hardware to the Linux kernel.

©2002 Sony Computer Entertainment Inc. All Rights Reserved.

Sony Computer Entertainment Inc. reserves all rights on the Runtime Environment. Unauthorized reproduction, lending, modification, public transmission or making transmittable of this program may be prohibited by law. Unauthorized analysis of this program may also be prohibited.

4 Installing and using PS2 Linux

4-1 Installing PS2 Linux

To install PS2 Linux, start the PS2 Linux install program from the Runtime Environment.

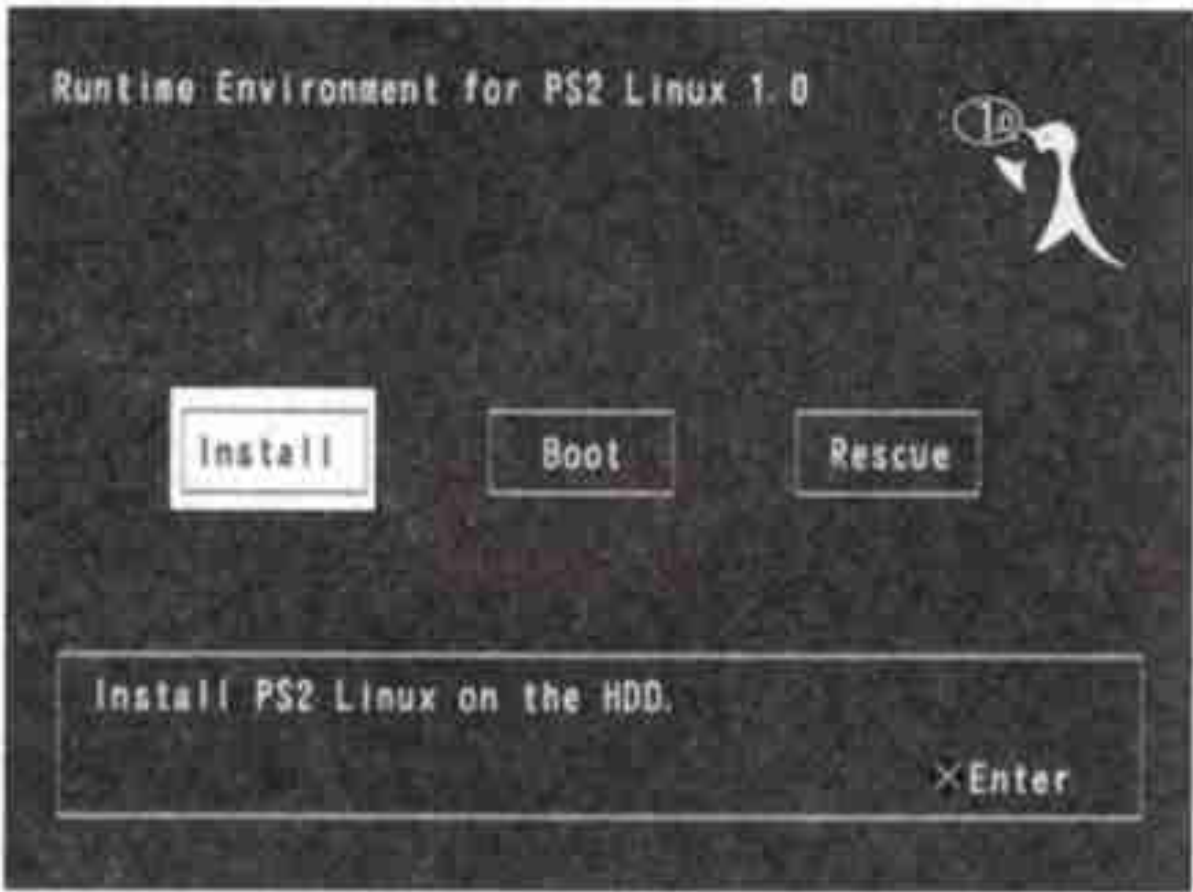
Notes

- Before installing PS2 Linux, when turning on a PlayStation®2 console for the first time, be sure to connect the PlayStation®2 console to a TV, and select the appropriate settings for language, time zone and daylight savings time. If these settings are not made, nothing will be displayed on the monitor.
- The HDD and the memory card (8MB) (for PlayStation®2) will be for Linux use only. They will not be able to be used for other purposes.
- The HDD and the memory card (8MB) (for PlayStation®2) will be formatted when PS2 Linux is installed.
- During installation, do not press the ⏻ (standby)/RESET button on the PlayStation®2 console front, because this will cause the installation to fail.

4-1-1 Starting and operating the Runtime Environment

- (1) Connect the devices as shown in the diagram on pages 6-7.
- (2) Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.
- (3) Start DISC 1.

- (4) The Runtime Environment menu (including “Install”, “Boot” and “Rescue”) appears in the center of the screen. The selected menu item is highlighted.



Select the function you wish to execute using the USB keyboard or analog controller (DUALSHOCK®2).

	USB keyboard	Analog controller (DUALSHOCK®2)
Select item	Arrow keys	Directional buttons
Enter/OK	Enter key	× button
Cancel/Back	Esc key	○ button

Menu item descriptions:

- Install Installs PS2 Linux on the HDD
- Boot Starts PS2 Linux installed on the HDD
- Rescue Starts PS2 Linux from disc and provides the minimum shell environment.

- (5) If you select “Install”, a confirmation message will appear. To proceed, press the Enter key (or the × button) to load the PS2 Linux install program. If you select “Install” or “Rescue”, you will need to change the disc. Follow the on-screen instructions to change the disc.

4 *Installing and using PS2 Linux (continued)*

4-1-2 Operating the PS2 Linux install program

Selecting "OK" will allow you to advance to the next screen. When "Back" is displayed on the screen, you can return to the previous step.

During installation, you can make selections using the USB keyboard. Use the Tab key and arrow keys to move between items, and the Enter key to execute.

To select and clear checkboxes, use the space key.

Note

To quit installation, press and hold the /RESET button until the  indicator turns red. (This puts the console in standby mode.)

- (1) Selecting a Language (Choose a Language)
Specify the language to be used for the install program.
Choose "English".
- (2) Selecting a Keyboard Type (Keyboard Type)
Choose the correct keyboard type.
- (3) Changing Discs (Change Disc)
When an instruction to change the disc appears on the screen, 1) remove DISC 1 from the PlayStation®2 console, 2) insert DISC 2, and 3) select "OK". The disc is mounted on the PlayStation®2 console and the install program is loaded. The loading process takes approximately one minute.
- (4) Initial Screen of the PS2 Linux Install Program (PS2 Linux)
This screen indicates that the install program has started.
Select "OK" and go to the next step.

(5) Selecting an Installation Type (Installation Type)

Choose an installation type.

An explanation of the “Install Custom System” option is provided here.

When a type other than “Install Custom System” is selected, package groups are automatically selected and the selection screen will be skipped.

(6) Setting Up the HDD (HDD Setup)

Select a disk partition tool.

An explanation of “Disk Druid” is provided here.

Hint

“fdisk” is a user interface for expert Linux users.

Only users who are familiar with the fdisk command on Linux should select this item.

(7) Partition Settings (Current HDD Partitions)

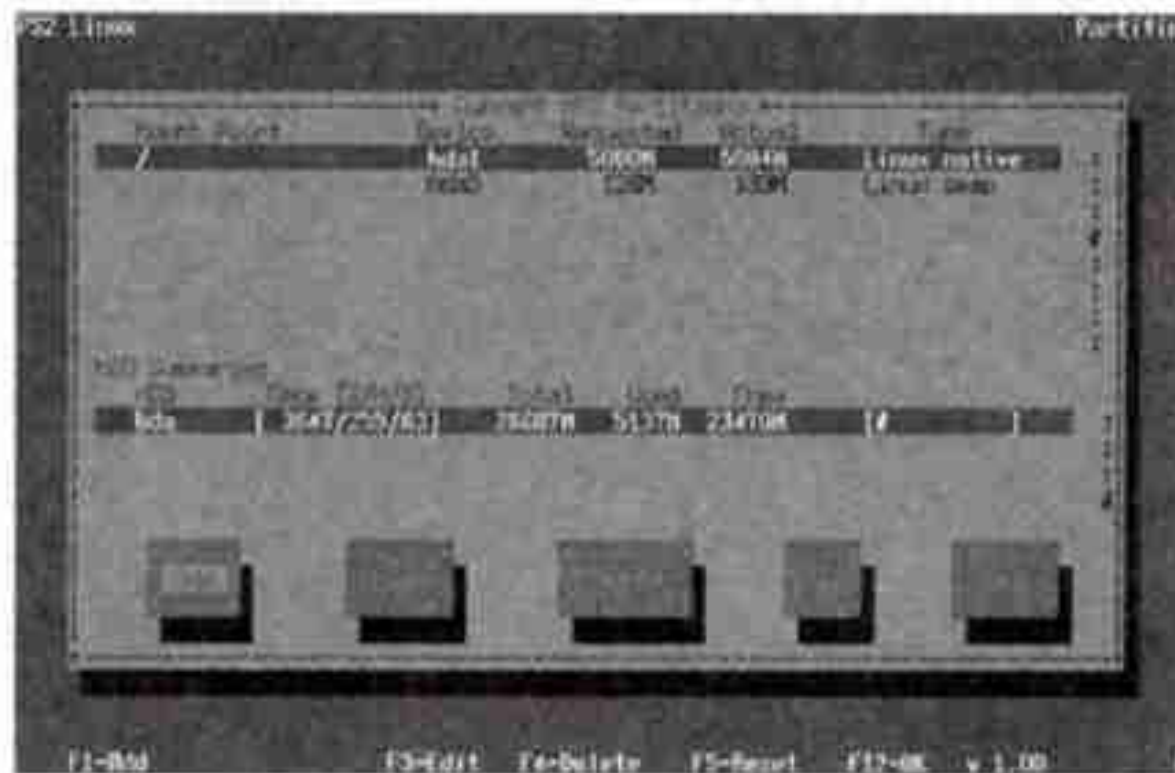
Reserves partitions for PS2 Linux.

Linux divides the HDD into discrete areas, called partitions, and allocates them depending on usage.

Two types of partitions are provided; “Linux native” is used for storing data, and “Linux swap” is used for supporting virtual memory.

4 Installing and using PS2 Linux (continued)

The partition set-up screen appears as shown below.



Each line in the upper half of the screen represents an existing partition. If there are more partitions than can be displayed at one time, you can view the other partitions by scrolling with the USB keyboard arrow keys. Each line contains five fields.

- Mount Point The mount point of the partition. If the mounting address is not specified, it will be blank.
- Device The device name of the partition.
- Requested The specified size when the partition was created.
- Actual The currently allocated size of the partition.
- Type The partition type.

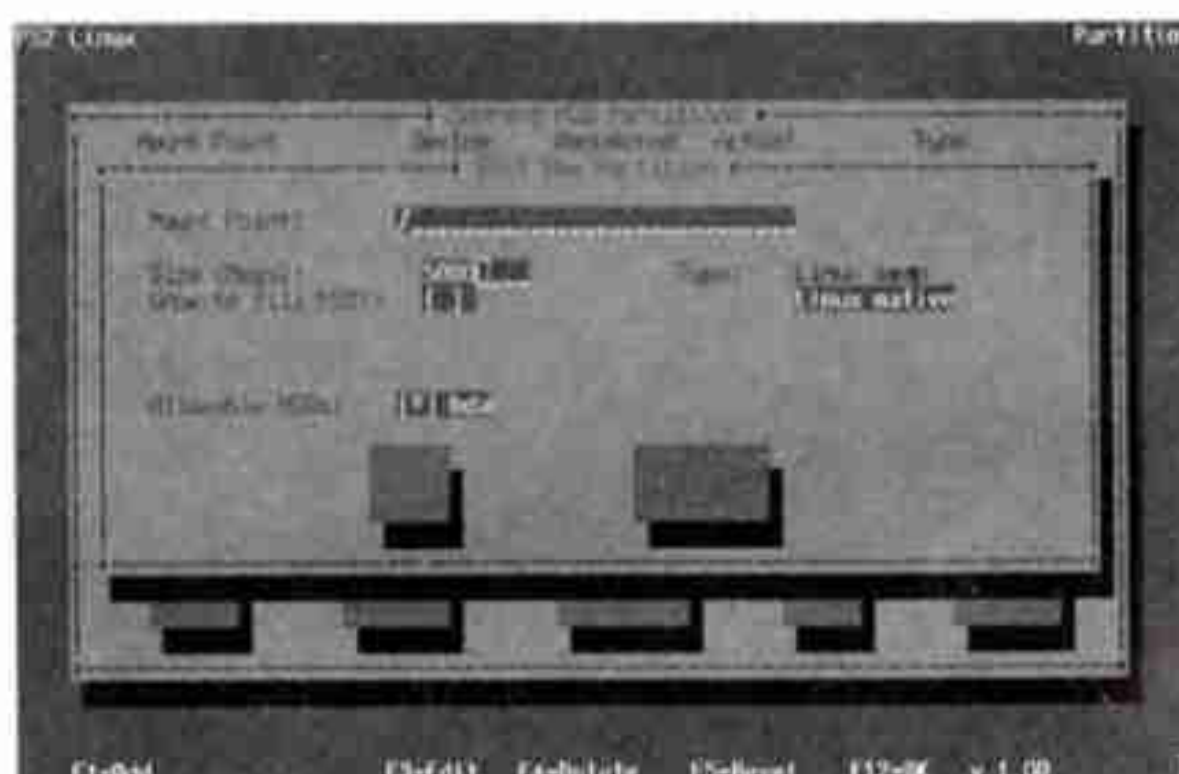
The bottom half of the screen displays HDD information. Each line contains six fields.

- HDD The device name of the HDD.
- Geom[C/H/S] Geometry information (the number of cylinders, heads and sectors).
- Total The total available memory.
- Used Amount of space that is already set aside as partitions.
- Free The amount of free space.
- Bar Graph Amount of used space shown as a bar graph. The more “#” symbols within the brackets, the less free space.

The menu for managing partitions appears at the bottom of the screen.

- Add Add a new partition.
- Edit Change the attributes of the currently selected partition.
- Delete Delete the currently selected partition.
- OK Accept the current changes to the partition.
- Back Cancel the current changes to the partition, and return to the previous screen.

To add a partition, select "Add", and press the Enter key.



The screen to input information on mount point, size (MB) and type appears. Input the required information. Select the "Grow to fill HDD?" checkbox to reserve the maximum size available for the HDD.

Select "OK" and press the Enter key to add the partition. The following partitions are required to install PS2 Linux.

Mount Point	Type	Size (MB)
/	Linux native	2,048
	Linux swap	128

Hint

Some Linux directories are updated more frequently than others. Because HDD maintenance is performed by partition, maintenance may be easier if directories are kept in different partitions depending on their update frequency.

4 *Installing and using PS2 Linux (continued)*

- (8) **Formatting a Partition (Choose Partitions to Format)**
Selects the Linux native partitions to format. Normally, because all partitions are to be formatted, you can use the default settings. Note that all data will be deleted when formatting is performed. Select the checkbox if you want to preserve the PS2 Linux data stored on the HDD.
To check for bad blocks, select the "Check for bad blocks during format" checkbox. Note that it will take a longer time to format if this is selected.
- (9) **Inputting the Host Name (Host Name Configuration)**
Input the host name and select "OK".
- (10) **Specifying the Network Configuration (Network Configuration)**
Specify the network configuration.
When using BOOTP/DHCP, select the "Use BOOTP/DHCP" checkbox.
In this case, it is not necessary to input an IP address.
To specify the IP address, enter values for IP address, Netmask, Default gateway and Primary name server.
- (11) **Selecting the Time Zone (Time Zone Selection)**
Select your country or region to set the time zone.
- (12) **Inputting the Root Password (Root Password)**
Input the root password.
Your password will not be displayed on the screen. The root password must be at least six characters long.
Select "OK".

Caution

If you forget your password, you will not be able to proceed after installation. Be sure to choose a password that you will be able to remember.

(13) Adding Users (Add User)

Input the account information for each user. A user name and password are required.

When adding a user, select "OK" after inputting the information. When no user is to be added, leave the field blank and select "OK".

(14) Selecting the Authentication Method (Authentication Configuration)

Select an authentication method. Normally, there is no need to change this.

(15) Selecting Package Groups (Package Group Selection)

Select the packages to be installed.

By default, packages are grouped together according to the functionality they provide. Select the checkbox for the desired package groups.

To install all packages, select the "Everything" checkbox at the bottom of the list.

When selecting packages individually, select the "Select individual packages" checkbox. Select "OK" when finished.

(16) Checking Dependencies (Package Dependencies)

Check dependencies between the packages to be installed.

Depending on the packages you select, this screen may not appear.

Select the "Install packages to satisfy dependencies" checkbox to satisfy dependencies.

(17) Setting the X Window System (X probe results)

Automatically sets the X Window System. Depending on the packages you select, this screen may not appear.

4 *Installing and using PS2 Linux (continued)*

- (18) Notification that the memory card (8MB) (for PlayStation®2) will become a start-up card (Memory Card (PS2) for PS2 Linux Start-up)
Explains that a start-up card will be created in step (23).
- (19) Confirm activation of a Swap Space (Swap Space)
Select "Yes".
- (20) Install Log (Installation to begin)
A message stating that an install log will be created at /tmp/install.log appears. Select "OK" to begin formatting partitions and installing packages.
- (21) Partitions are formatted and packages are installed.
If all packages are selected, the installation process may take up to one hour.
- (22) After installation, various procedures will be performed automatically.
- (23) Creating a Start-up card (Memory Card (PS2) for PS2 Linux Start-up)
Create a start-up card using the memory card (8MB) (for PlayStation®2).
Make sure that a memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1.
Select "OK" to begin installing the PS2 Linux start-up data.
- (24) Quitting the Install Program (Done)
The "Complete" message appears. Select "OK" to quit the install program.

4-2 Starting PS2 Linux

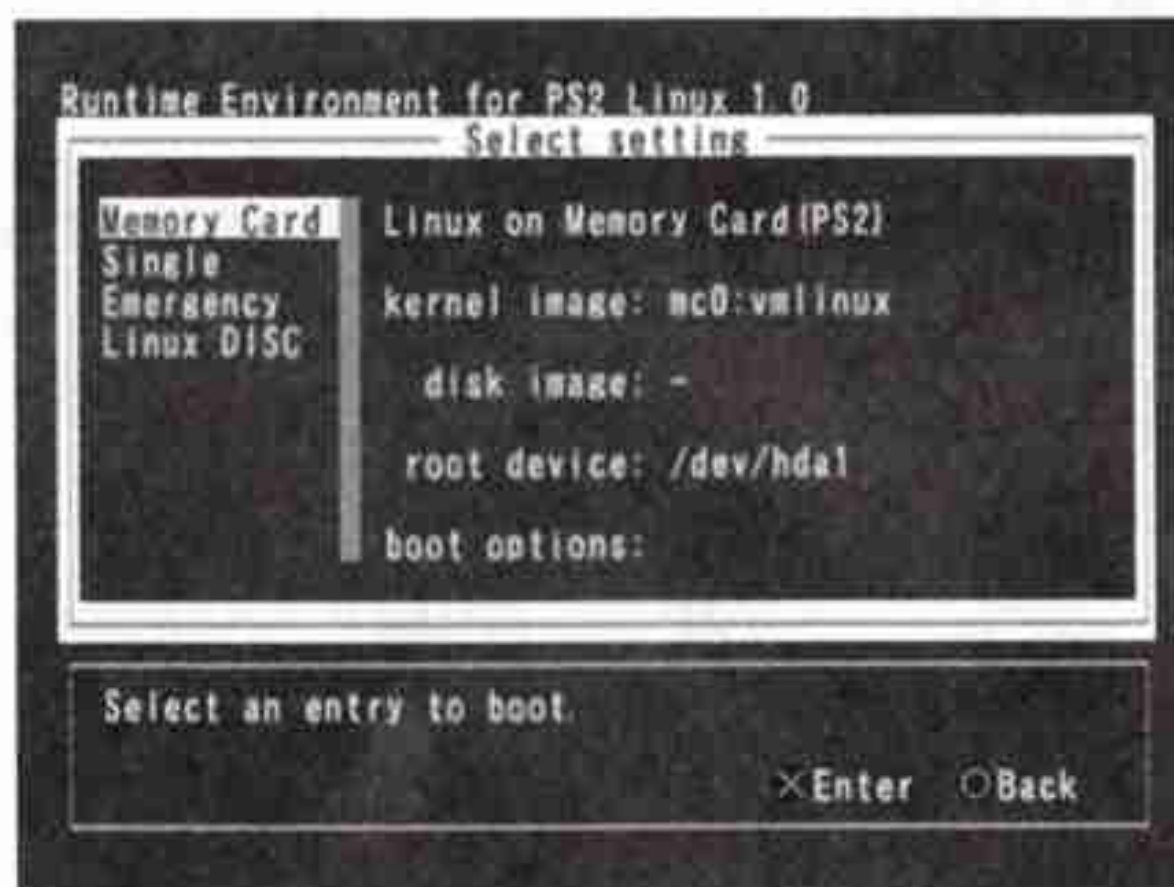
To start PS2 Linux, call the PS2 Linux start function from the Runtime Environment.

- (1) Insert the start-up card into MEMORY CARD slot 1.

Hint

Create an additional start-up card as a back-up.
For details, see “PS2 Linux software” (page 20).

- (2) Start DISC 1.
- (3) The Runtime Environment menu appears in the center of the screen.
Select “Boot” to start PS2 Linux.
- (4) The “Select setting” screen appears.
The Entry name is displayed on the left and its contents are displayed at the center.



Confirm that “Memory Card” is selected, then press the Enter key (or the X button).

- (5) The Linux kernel loads and then starts.
- (6) After PS2 Linux has started, PS2 Linux can be used.

4 *Installing and using PS2 Linux (continued)*

4-3 PS2 Linux software

4-3-1 Software type and version

Linux kernel

- kernel 2.2.1

Tool chain

- gcc 2.95.2
- glibc 2.2.2

Other

- XFree86 3.3.6 + GS compatible
- low level graphics library
- sample program
- Mesa (driver for console)
- other

4-3-2 Setting the user environment

- sdr command

You can select LANG and the desktop environment.

```
% sdr
```

4-3-3 Creating an additional start-up card

It is recommended that you create an additional start-up card as a back-up to help protect against software or data loss or corruption. Prepare another memory card (8MB) (for PlayStation®2) to install the PS2 Linux start-up data.

- (1) Execute the following commands while logged in as root.

```
# /sbin/mkbootmc --device /dev/ps2mc10
```
- (2) Place DISC 2 in the disc tray when prompted.

- (3) Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 2. Press the Enter key to begin writing to the memory card (8MB) (for PlayStation®2).
- (4) When writing is completed, remove the memory card (8MB) (for PlayStation®2) from MEMORY CARD slot 2. You cannot start PS2 Linux when the start-up card is inserted into MEMORY CARD slot 2.

4-3-4 Using a memory card (8MB) (for PlayStation®2) on PS2 Linux

Commands related to the following operations must be executed while logged in as root.

- (1) Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 2.
- (2) Format the memory card (8MB) (for PlayStation®2).
`# /usr/sbin/mcformat -h /dev/ps2mc10`

Note

Do not format a memory card (8MB) (for PlayStation®2) that has been made into a start-up card.

- (3) Mount the memory card (8MB) (for PlayStation®2).
`# mount /mnt/mc10`

This allows data to be saved to and deleted from the memory card (8MB) (for PlayStation®2).

- (4) Be sure to unmount the memory card (8MB) (for PlayStation®2) before removing it.
`# umount /mnt/mc10`

4 *Installing and using PS2 Linux (continued)*

4-3-5 Adding packages from DISC 2

Commands related to the following operations must be executed while logged in as root.

- (1) Mount DISC 2.

```
# mount -t udf /dev/cdrom /mnt/cdrom
```

Ignore the following error message, which appears on the screen:

```
end_request; I/O error, dev f3.00 (PS2 CD/DVD-ROM),  
sector ????????
```

- (2) Move to the directory where the packages are located.

```
# cd /mnt/cdrom/SCEI/RPMS
```

- (3) Install the required package with the rpm command.

4-3-6 PS2 Linux documentation

The following packages contain PS2 Linux documentation:

- compiler-doc
- eeprview
- kernel-doc-ps2.2.1
- libps2dev-doc
- vpu-kick

After installation, they are placed in the /usr/doc/PlayStation2 directory.

Troubleshooting

Review this section if you experience difficulty in operating PS2 Linux. If you experience any of the following difficulties, use this troubleshooting guide to help remedy the problem before requesting repair. Refer also to the official Linux (for PlayStation®2) website at www.playstation2-linux.com for technical support for this software, FAQ, a list of monitors confirmed to work with PS2 Linux, and other information.

Should any problem persist, contact our technical support line at 1-800-345-7669 for assistance.

Nothing appears on the screen.

- You may not have entered initial settings for the PlayStation®2 console.
 - When turning on a PlayStation®2 console for the first time, be sure to connect the console to a TV and select the appropriate settings for language, time zone and daylight savings time. If these settings are not made, nothing will be displayed on the monitor.
- You may be using a monitor that is not compatible with Sync on Green.
 - Use a commercially available monitor compatible with Sync on Green to operate PS2 Linux. Other monitors may not display images correctly. For a list of appropriate monitors, see the official Linux (for PlayStation®2) website (<http://www.playstation2-linux.com>).
 - Sometimes even Sync on Green-compatible monitors may not display correctly, depending on the model. In this case, restart PS2 Linux following the steps below to display images correctly.
 1. Press the ⏻ (standby)/RESET button on the PlayStation®2 console front for a short period of time.

The ⏻ (standby) indicator turns red to indicate that the console has entered standby mode.
 2. Turn off the monitor, wait 30 seconds, and then turn it on again.
 3. Restart PS2 Linux.
- You may be using a commercially available monitor switcher to connect the monitor to the PlayStation®2 console.
 - Remove the monitor switcher and connect the monitor directly to the PlayStation®2 console. This may allow the monitor to display correctly.

The USB keyboard does not function properly.

- Plug the USB keyboard into the ⏻ USB connector again. If it still does not function, try restarting the console.

Troubleshooting (continued)

The PS2 Linux installation does not complete.

- The HDD may have been damaged by a fall or misuse.
- Try installing PS2 Linux again. When formatting partitions, select the “Check for bad blocks during format” checkbox. This may allow the installation to complete successfully. For details, see “Formatting a Partition (Choose Partitions to Format)”, on page 16.

PS2 Linux does not start.

- DISC 2 may be placed in the disc tray.
- DISC 1 must be in the disc tray when PS2 Linux is started.
- The HDD is not installed properly in the PlayStation®2 console.
- Connect the HDD on which PS2 Linux is installed.

Warning

To avoid personal injury or damage to the HDD unit, do not attempt to remove or install the HDD unit without referring to the instruction manual for the internal hard disk drive (for PlayStation®2).

“Memory Card” does not appear among the entries displayed when PS2 Linux is started.

- A start-up card is not inserted into MEMORY CARD slot 1.
- Insert a start-up card, then press the  (standby)/RESET button to reset the PlayStation®2 console.

“Memory Card” does not appear among the entries displayed when PS2 Linux is started, although a start-up card is inserted into MEMORY CARD slot 1.

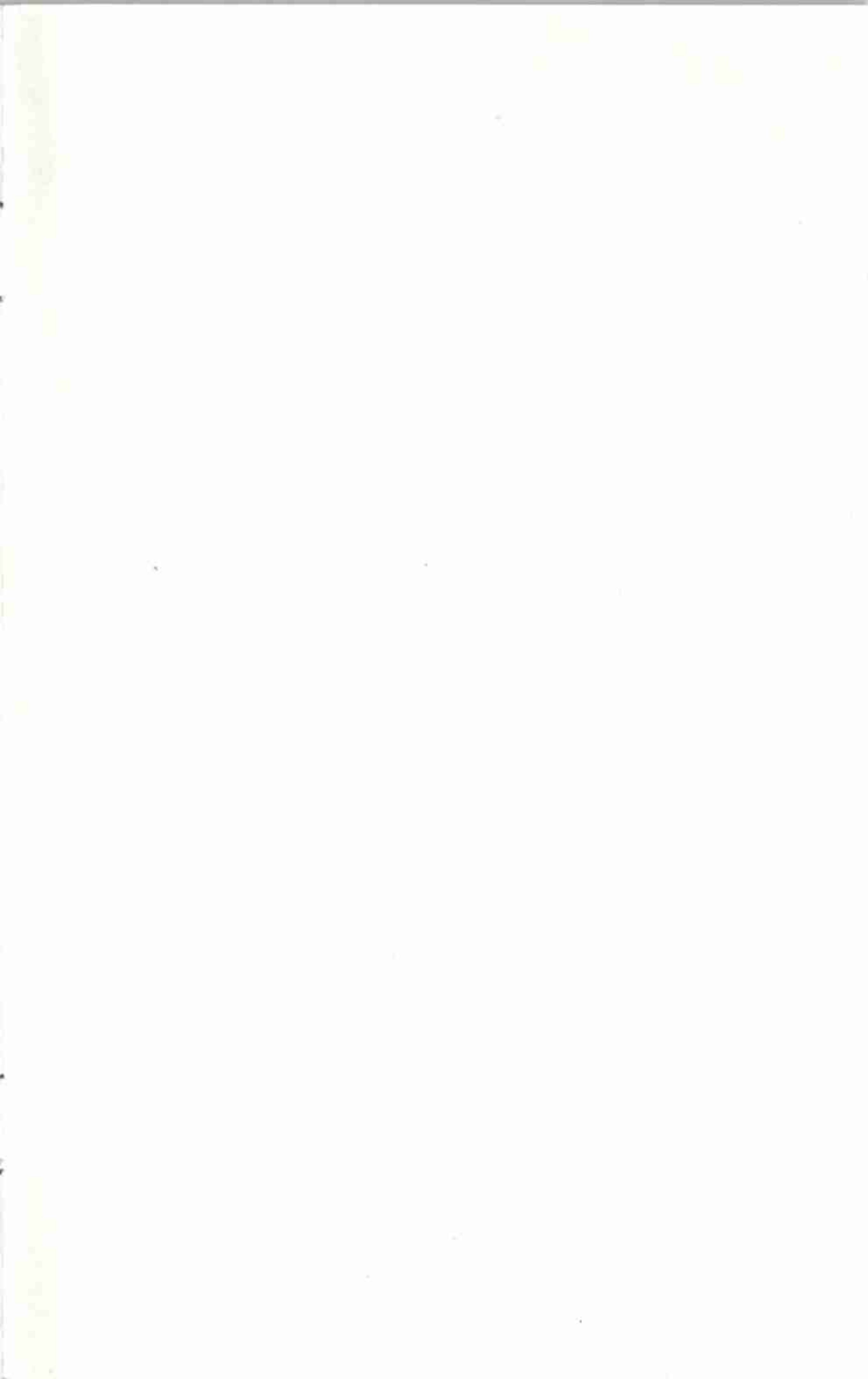
- The start-up card may have been inserted after DISC 1 was started.
- The start-up card is detected when DISC 1 is started. Press the /RESET button after inserting a start-up card into MEMORY CARD slot 1.
- ps2lboot.cnf on the start-up card is damaged.
- PS2 Linux must be started from disc and a new start-up card must be created using the mkbootmc command.

A “Cannot start PS2 Linux” message appears when PS2 Linux starts.

- Turn off the PlayStation®2 console, wait 30 seconds, and then start PS2 Linux again. If the same message appears, the network adaptor (Ethernet) (for PlayStation®2) may be damaged. Contact our technical support line at 1-800-345-7669 for assistance.

Audio CDs or DVD videos cannot be played on the console.

- No discs, except for PlayStation®2 or PlayStation® format discs, can be played back or accessed. Connect the PlayStation®2 console to a TV to play DVD videos or audio CDs.



SONY



**COMPUTER
ENTERTAINMENT®**

"Linux" is a trademark or registered trademark of Linus Torvalds in the United States and other countries.

", "PlayStation" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc.

"SONY" and "" are registered trademarks of Sony Corporation.

Printed in Japan

www.scea.com