

download pkg opener ps4



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This tool allows us to display PS4 PKG library, manage and perform various operations on PS4 PKG. Suggestion are welcome. Report if there any bugs here.

This is not a software which allows you to get free PS4 game.

Scan and view your collection of PS4 PKG library. View pkg info such PKG param info, PKG trophy list and PKG entry. Rename and export PKG to excel file. Check PKG update. Send PKG to PS4 via network.

How to use Remote Package Installer feature.

This only compatible with any PS4 firmware capable running Flatz's Remote Package Installer app. Splitted update PKG is not supported at this moment.

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PS4PKGViewer By LMAN <LeecherMan> © 2018.

A Small Tool to View PS4 Package Info.

Change-log: v1.0: -Initial release. v1.1: -Improved speed when processing package. -Added support to export unencrypted contents. -Added support to merge split-package. v1.2: Added new options to: -View package contents. -Search package contents. -Check for package updates. -Check the integrity of package. -Export all unencrypted contents. -Extract folders and files from package. -Split already merged official package. -User interface is now resizable. -Updated read-me file. v1.3: -Added new option to use single structure when listing or extracting package contents. -Added support to change file name when extracting single file from the list. -Updated package properties. -Show error when file is being used.

Notes: -For official package, you need a passcode to be able to view, list or extract it's contents. -If you want to display package contents then enable 'List Contents' option under Extra menu but for official package you need to enable both 'List Contents' and 'Ask for Passcode' options. -If you want to save package title updates in json format then enable 'Save Updates' option. -If you have a passcode for package then press on the 'save' button in the passcode window to save it to a binary file, so the application can load it automatically when opening the package without asking for it. Requirement: Microsoft DotNet v4.0.

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Ps4 Package Sender.

This Tool Sends Pkg files to your PS4!

Games Patches DLC's.

Feedback is appreciated. You can make an issue about any problems you have or if it works well (so I know).

Once Node JS is installed, open up cmd and paste this command in.

```
npm install http-server -g
```

The order of which you import the pkg files does not matter. The program will automatically install in this order.

Games -> Patches -> DLC -> Themes.

It will also automatically combine multi-part patches if the formatting follows the standard sony naming convention.

Using it is as easy as.

Note: You can enable Recursive Search and drag a bunch of folders in.

Recursive Search: If a folder is imported, with this option ticked, all sub-folders will be searched for pkg files.

Context Menu Options.

Requeue Item(s) Mark As Theme (If you are installing/uninstalling a theme use this to mark it as a theme) Mark For Uninstall Clear All.

Installing themes is bugged for multi-part themes. This is a problem with the package installer itself, not the package sender.

CodGmer Fixed nodejs detection to work with the more recent node & npm versions.

PS4 Remote PKG Installer r2.

Here is the first version of remote package installer that I made a few days ago, it have no GUI yet (it just displays a splash screen) , but all the job could already be done via Web API that you could access remotely from your PC using any of available tools that you prefer: a custom web server or an application, NodeJS scripts, etc. No more need to use USB flash drives or external hard drives for your packages, everything could be done remotely. (A Note from psx-place.com: see ps4 pkg linker as an unofficial GUI)

One important thing: to be able to use this tool for receiving commands you need to have this application in focus (not in a background, because PS4 will suspend it and it won't be possible to use network anymore). After you send a command (to install game, for example), wait some time (I suppose "waiting to install" phase should be finished before you do minimize/close, anyway if you experiences it then click on "View Details" in notification window, you may see "the connection to the server has been lost", if so then just relaunch/maximize application and resume task), and then you could minimize this application freely (switch to a game, for example), because actual installing (or better saying, downloading) will be running in a background.

So, an idea is simple: you need to set up a web server that will serve package files for PS4 access, in other words, it will host package files and when a command will be received it will send .pkg file to PS4 using a simple HTTP protocol. Also, this PS4 application runs another web server by itself (using 12800 port) that is used to receive commands from PC/mobile or anything else you prefer. To send a command to PS4 server you need to use any tool that you want (this could be the same tool that you use for web server, for example, if it's a site then it will be some PHP/JS/Python script or you could just use a simple cURL client). Some of you could also create their own tool to communicate with it using HTML+JS/C#/NodeJS or anything else, so it's flexible and there are no restrictions. All commands are based on HTTP POST requests that receives/sends JSON data (see below).

There are two types of installation: 1) using direct URLs to .pkg parts, 2) using URL to manifest JSON, so called CDN way, but it's limited due to exploit's reasons, however if it's still usable for you then you need to unblock this CDN domain (if it's blocked): gs2.www.prod.dl.playstation.net Also, manifest .json may be on a local server as well, an official server is not required, of course. You could even host a public server (even CDN) to store files that could be accessed from your PS4.

Because I'm lazy to create desktop application I just use a NodeJS server (I use NPM package called "serve") as local web server on my PC, this package is very good because it supports multi-threading and PS4 actually need it. `npm install serve` `serve -p <local port> <serve folder>` So you set a path to a folder where are your packages located and then specify proper URL for PS4 to locate them.

For client I just use command line version of cURL.

Okay, so here are some examples below (these examples use cURL but if you use something else then just take a look into available URLs and JSON format of data field for POST requests).

Checking if app exists (also tells its size if exists): `curl --data ' ' 'http://<PS4 IP>:12800/api/is_exists'`

Installing main package (if you have multiple pieces you should specify all of them in packages array in consecutive order; if you use a merged file then you just need to specify a single element for this array): `curl -v 'http://<PS4 IP>:12800/api/install' --data ' '`

You could also work with tasks themselves (pause, continue, remove, etc), you just need to know task id, it could be retrieved in a response when you send installation commands.

Tutorial: How to Get Your Game PKG File Off PS4.

Here is a Tutorial on How to Get Your Game PKG File Off PS4 from @MODZ4FUN420, to quote: Today i was curious to see if i could download my games in pkg file form on my computer from my PS4. Well i succeeded!!

I am gonna go through step by step how to do so. The reason for this release is wouldn't it be nice to figure out how similar PS3 and PS4 game are and if we can figure out a way to downgrade are PS4 games to play on PS3 or upgrade are PS3 games to play on are PS4? Also wouldn't it be nice if we can upload these games and download them and they be playable on a disk on any OFW not only PS3 CFW?

So the goal of this Tutorial is:

1. to challenge developers to make a new PKG viewer that can open a ps4 pkg file!
2. to challenge us all to work together to see if we can make ps4 backward compatible.
3. be able to make are psn games for ps4 playable on disc form on any console
4. to see what we can do with this most of all.

Tool you need and how to set up your ps4 to connect to it:

Once you have downloaded and installed CF3B5's proxy server you need to find where the install location of this tool which in windows 7 you will find it in Programs Files (x86)

Once you have the tool opened you will see 3 Tabs on the top. 1: Proxy Setting 2: Logs (Which is very important to this tutorial) 3: Replace Files (which i wont mess with)

Alright, now go to tab 1 Proxy settings. To set this up don't freak out and think it wont work bc there is no PS4 button on it. You actually want to check box the PS3 button even though it's gonna be connected to your PS4. You also need the IP address off your computer to do this.

So real quick go to your start button and type cmd in search. A black box that you can type in will appear. You will want to type in it ipconfig.

A bunch of crap will pop up if you did it correctly. You want to look for aIPv4 Address to get your Ip that you will be using in the proxy server to connect to ps4. If you did it right the ip should look like 192.168.1.100.

Okay, now take the IP you just got off your cmd and put it on the first tab. And for port it should be 8080.

Go to settings on your PS4. Once in settings go to Network. In network, go to set up internet connection. Now hit use wi-fi. Then hit custom. Once in which Wi-Fi network do you want to use connect to your wi-fi IP Address Settings should be left on Automatic DHCP Host Name should be left on "DO Not Specify" DNS Settings should be left on Automatic MTU Settings should be left on Automatic Proxy Server hit use In Proxy Server under Address put the IP that you got off cmd and make sure you have 8080 under port number. Hit next. Before you test connection, you wanna hit start on the first tab on PS3.ProxyServer.GUI Once you hit start you now can test connection and should now be proxy connected to your computer. Okay first off you need to have a ps4 game downloadable to your ps4. So at this time let's say you have Call Of Duty Ghost downloaded on your PS4. Well delete it off your ps4 right now. Okay next step so you can start looking for the pkg file to download on your computer. Go to Logs on PS3.ProxyServer.GUI Now on your PS4 find Call of Duty Ghost in PlayStation store. Now hit download and don't go off the page you just hit download on. So you should still be in PlayStation store where you hit the download. At the same time you hit download you need to be watching your Logs on PS3.ProxyServer.GUI.

There you go the first way to get PKG files off PS4. I have tried testing it by opening up the pkg files in PKG viewer 1.3 and so far no luck. I will be doing many more test's to see what else i can learn from doing this method.

So if any one else tries this method that i found and finds a way to open the pkg file or learns any thing else new from this discovery please post it under this thread so maybe we can meet some of the goals that i put up top on this thread!!