

# Gnextop

## Beta 3



## Installation Instructions

## Important notice:

This is a beta. A beta means that the software is not yet ready for release, as it is unfinished and may have bugs. This release is only intended for developers and anyone interested in the project.

It is not appreciated by anyone if you post on the forums stating just “It’s broken”. It is however appreciated if you post *why* it’s broken. For example “The clock doesn’t seem to work”.

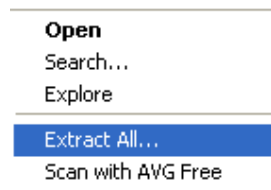
If you do not understand any step in the instructions below, then it is not advised you install this beta.

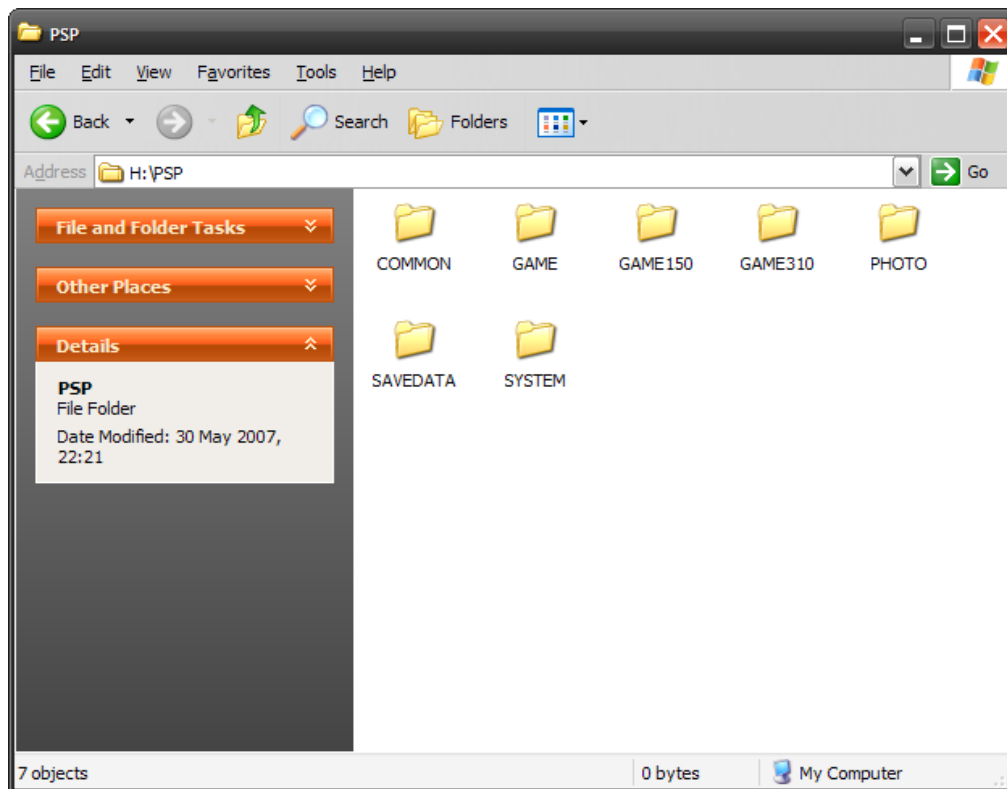
## Installation:

Follow these simple steps to get Gnextop running on your PSP. Your PSP must be equipped with a memory card with at least 5MB free.

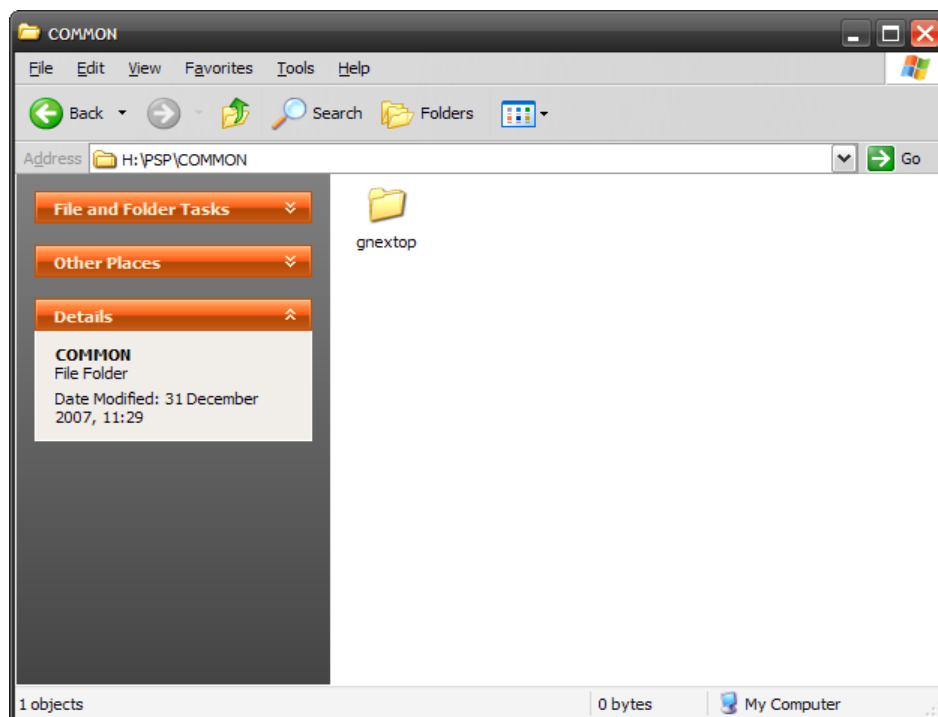
These steps are designed for Microsoft Windows XP users, but they will be similar for Vista, Mac and Linux.

1. Extract the ZIP file you downloaded (it doesn’t matter where you unzip it, as you can delete it later). Just right click the ZIP and click Extract All
2. Connect your PSP to the computer using a USB cable. Alternatively, if you have a supported card-reader you can plug the memory card into that.
3. Go into *My Computer*, and double click on the drive that is the memory stick. (Usually drive E:, but in this example it is H:)
4. Go into the folder *PSP*.



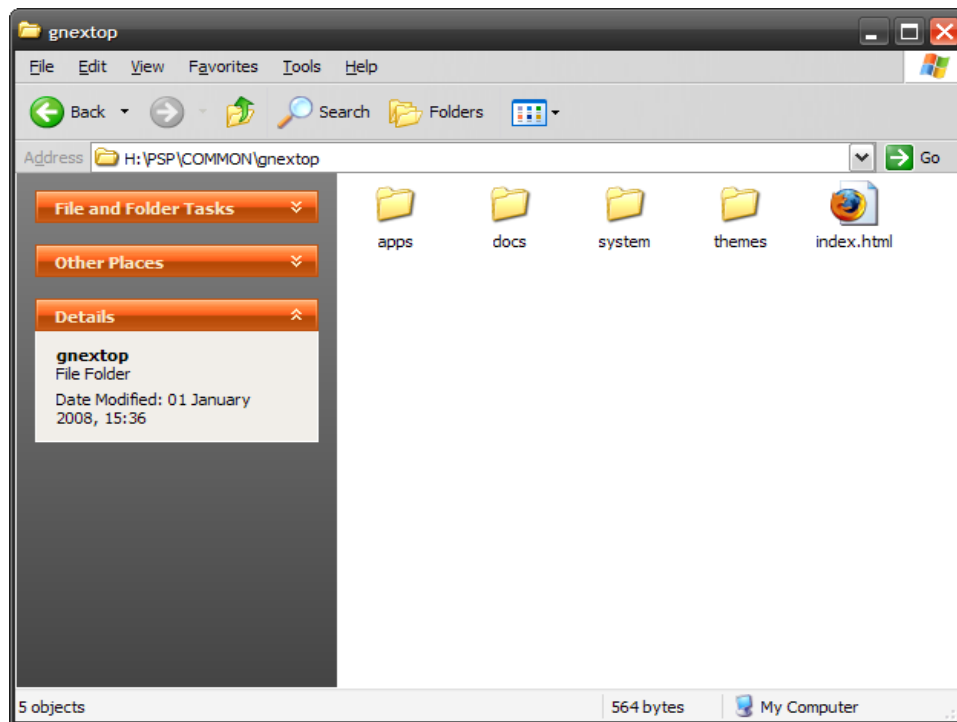


5. Drag the *gnextop* folder you extracted into the *COMMON* folder.



6. Just to make sure everything here has worked, go into the *gnextop* folder that you put in the *COMMON* folder, there should be numerous folders, the first one being *apps*

Gnextop is free software by BlazeByte.net.



7. Unplug your PSP from the computer and go into the Internet Browser.
8. Type this address (this isn't case sensitive):  
<file:///H:/PSP/COMMON/gnextop>
9. This should now load the Gnextop setup. Follow the instructions here to get Gnextop running.

It is recommended you put Gnextop as a bookmark or home page so it can be easily accessed whenever you need to use it. The setup explains how you can do this.