

GCFTP v1.0 by emu_kidid

A FTP Server for the Nintendo Gamecube built with libOGC. This FTP server in no way meets all of the requirements of the complete FTP protocol, however it does work in FlashFXP which is what I tested with.

Features:

Backup and restore memory card files

Backup DVD Games or individual files from inside them

Saving of configuration to memory card and Auto Loading config

Maximum Speed is about 1.6mb/s to 2.3mb/s from DVD

Note there is no resuming of downloads/uploads and there is NO delete feature as files on the memcard are not easily recognized from their internal filenames and you may make a mistake. Also, please only upload valid .GCI files to a memory card.. I have done some checks to see if it is valid, but if it's not, I am not responsible if you somehow corrupt a card.

Initial Directory Listing

FlashFXP - Evaluation Copy

Session Sites Options Queue Commands Tools Directory View Help

Local Browser

Parent Directory /

Name	Size	Modified	Attrib
Parent Directory			
DVD	4 KB	8/10/2007 11:08 PM	dr-r--r--
Memory Card Slot A	4 KB	8/10/2007 11:08 PM	dr-r--r--
Memory Card Slot B	4 KB	8/10/2007 11:08 PM	dr-r--r--
Main Ram.bin	24.00 MB	8/10/2007 11:08 PM	-r--r--r--

3 Folders, 1 File, 4 Total (24.00 MB)

10.1.1.64

Name	Target	Size	Remark

Idle. (00:37)

Parent Directory C:\temp

Name	Size	Modified
Parent Directory		

0 Folders, 0 Files, 0 Total 0 bytes (17.37 GB Free)

C:\temp

[L] TYPE A
[L] 200 Type okay.
[L] PASV
[L] 227 Entering Passive Mode(10,1,1,64,126,115)
[L] Opening data connection IP: 10.1.1.64 PORT: 32371
[L] LIST
[L] 150 Opening ASCII mode data connection.
[L] 226 Listing completed.
[L] List Complete: 279 bytes in 0.21 seconds (1.3 KB/s)

Listing of a memory card (59 blocks)

FlashFXP - Evaluation Copy

Session Sites Options Queue Commands Tools Directory View Help

Local Browser

Star

Folder

/Memory Card Slot A/

Name

Size

Modified

Parent Directory

0000 - MetroidPrime224 KB8/10/2007 11:08 PM

0001 - WAVERACE BLUESTORM96 KB8/10/2007 11:08 PM

0002 - f_zero.dat32 KB8/10/2007 11:08 PM

0003 - ZELDA120 KB8/10/2007 11:08 PM

0004 - MG342452104 KB8/10/2007 11:08 PM

0005 - GCFTP.DAT16 KB8/10/2007 11:08 PM

0007 - T04090624 KB8/10/2007 11:08 PM

0008 - MetroidPrime24 KB8/10/2007 11:08 PM

0010 - MarioKart Double Dash!!24 KB8/10/2007 11:08 PM

0 Folders, 9 Files, 9 Total (464 KB)

10.1.1.64

Name

Target

Size

Remark

Idle. (00:06)

Local Browser

Star

Folder

C:\temp

Name

Size

Modified

Parent Directory

0 Folders, 0 Files, 0 Total 0 bytes (17.37 GB Free)

C:\temp

[L] Fwd

[L] 257 "/Memory Card Slot A/" is cwd.

[L] PASV

[L] 227 Entering Passive Mode(10.1.1.64,126,115)

[L] Opening data connection IP: 10.1.1.64 PORT: 32371

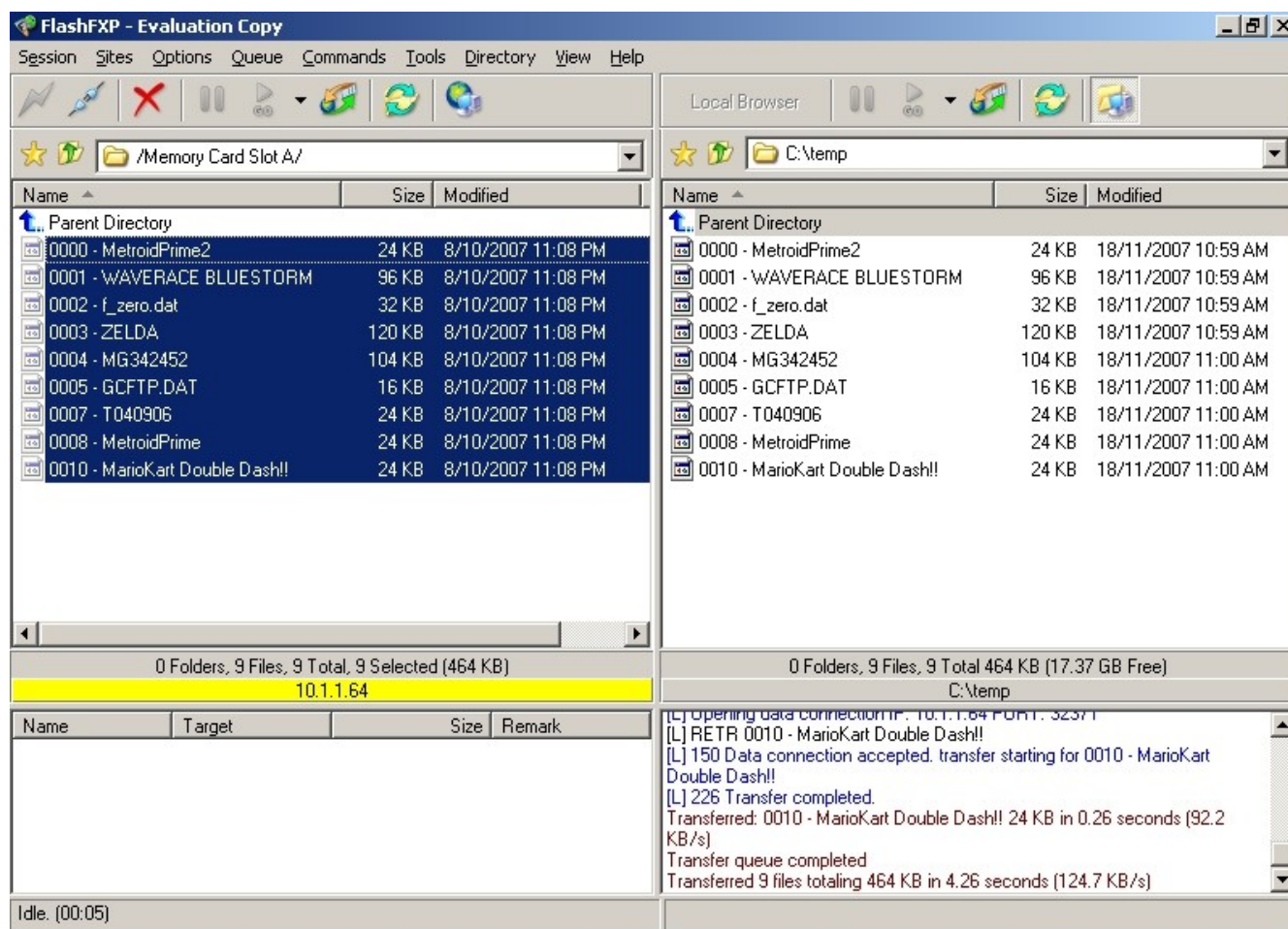
[L] LIST

[L] 150 Opening ASCII mode data connection.

[L] 226 Listing completed.

[L] List Complete: 683 bytes in 0.16 seconds (4.2 KB/s)

Files are easily copied all at once or one at a time



Even very large memory card listing is fine (1019 block card tested)

The screenshot displays the FlashFXP - Evaluation Copy interface. The left pane shows the local browser view of a memory card, listing 77 files with columns for Name, Size, and Modified. The right pane shows the remote browser view of a local drive, listing 0 files. The status bar at the bottom indicates the connection is idle.

FlashFXP - Evaluation Copy

Session Sites Options Queue Commands Tools Directory View Help

Local Browser

Star icon /Memory Card Slot B/

Name	Size	Modified
0030 - Crazy Taxi	32 KB	8/10/2007 11:
0031 - MARIPA6	40 KB	8/10/2007 11:
0032 - CAPvsSNK2_System.SYS	16 KB	8/10/2007 11:
0034 - NBASTV3	120 KB	8/10/2007 11:
0035 - MarioBaseball	80 KB	8/10/2007 11:
0036 - NES_ZELDA1_SAVE	24 KB	8/10/2007 11:
0037 - T040906	24 KB	8/10/2007 11:
0038 - MetroidPrime	24 KB	8/10/2007 11:
0039 - Geist	16 KB	8/10/2007 11:
0040 - MARIPA5	40 KB	8/10/2007 11:
0041 - SONIC GEMS_00	16 KB	8/10/2007 11:
0042 - STF.DAT	32 KB	8/10/2007 11:
0044 - Battalion Wars	16 KB	8/10/2007 11:
0045 - savegame.dat	40 KB	8/10/2007 11:
0046 - SPTCLGCN.dat	136 KB	8/10/2007 11:

0 Folders, 77 Files, 77 Total (4.74 MB)
10.1.1.64

Name	Target	Size	Remark
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Star icon C:\temp

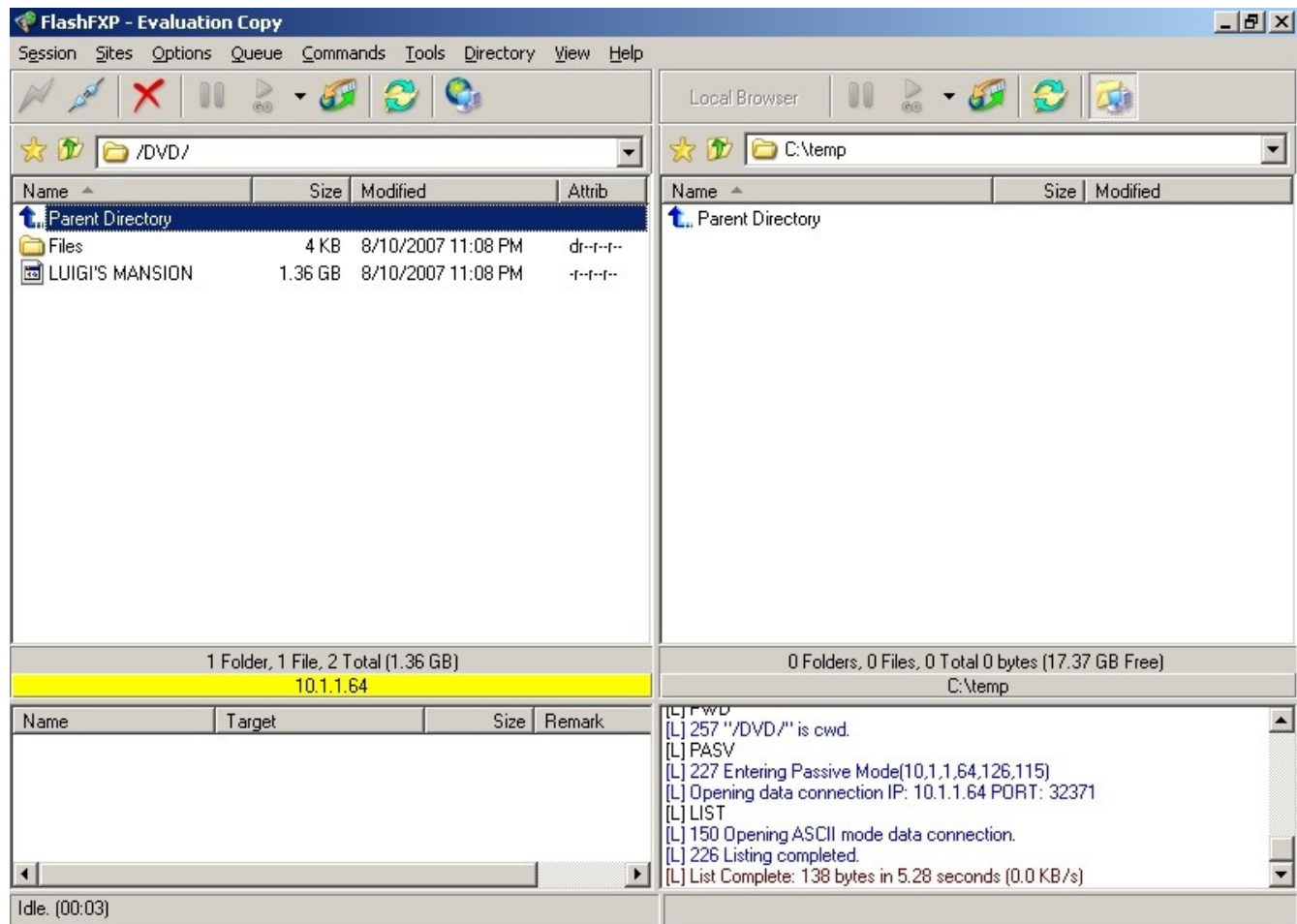
Name	Size	Modified
Parent Directory		

0 Folders, 0 Files, 0 Total 0 bytes (17.37 GB Free)
C:\temp

[L] TYPE A
[L] 200 Type okay.
[L] PASV
[L] 227 Entering Passive Mode(10,1,1,64,126,115)
[L] Opening data connection IP: 10.1.1.64 PORT: 32371
[L] LIST
[L] 150 Opening ASCII mode data connection.
[L] 226 Listing completed.
[L] List Complete: 5 KB in 1.07 second (5.4 KB/s)

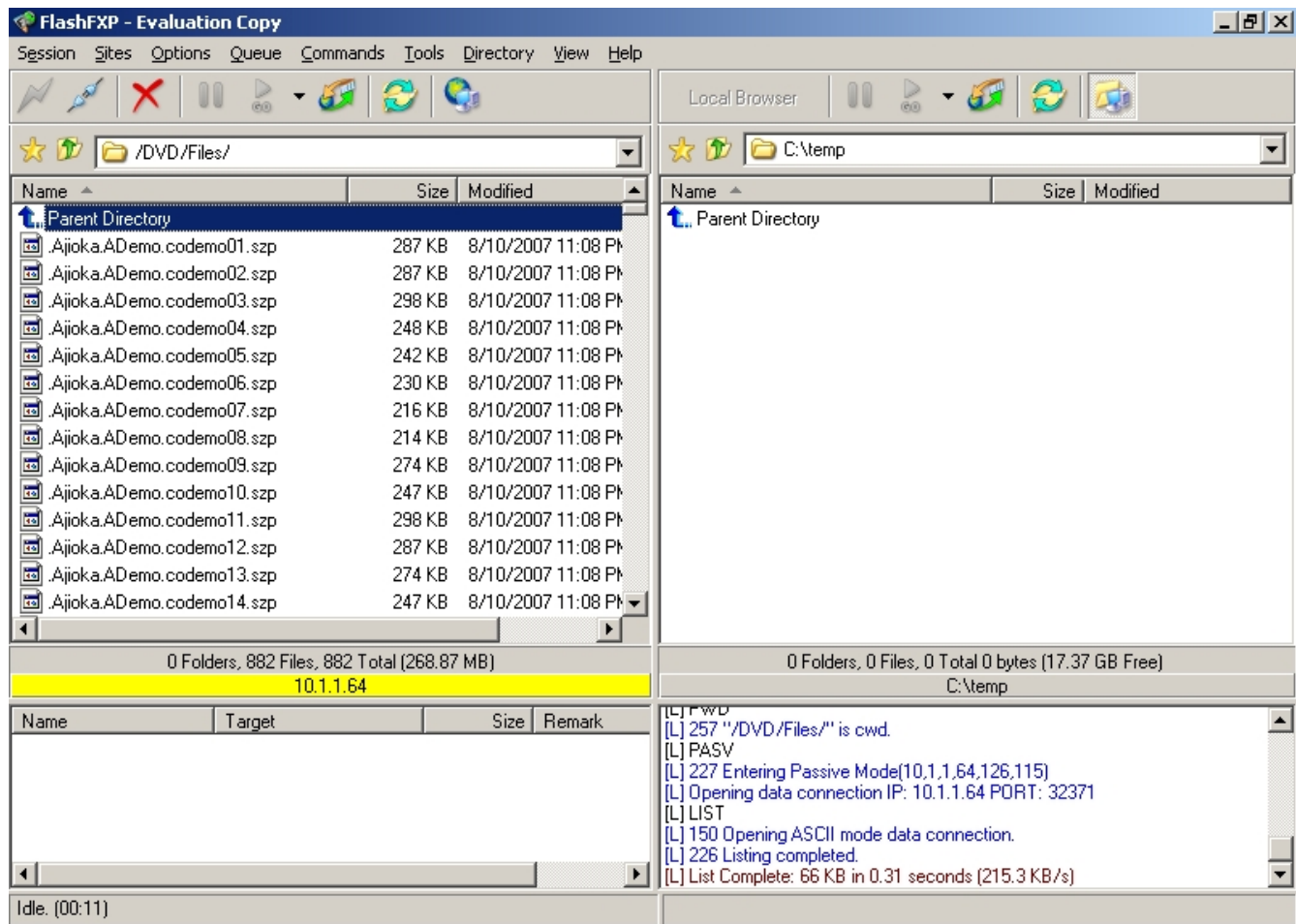
Idle. (00:25)

When you go to the DVD directory and a Gamecube game disc is inserted, you will get the entire image listed here as well as a Files directory which will have all the files from inside the disc listed there.

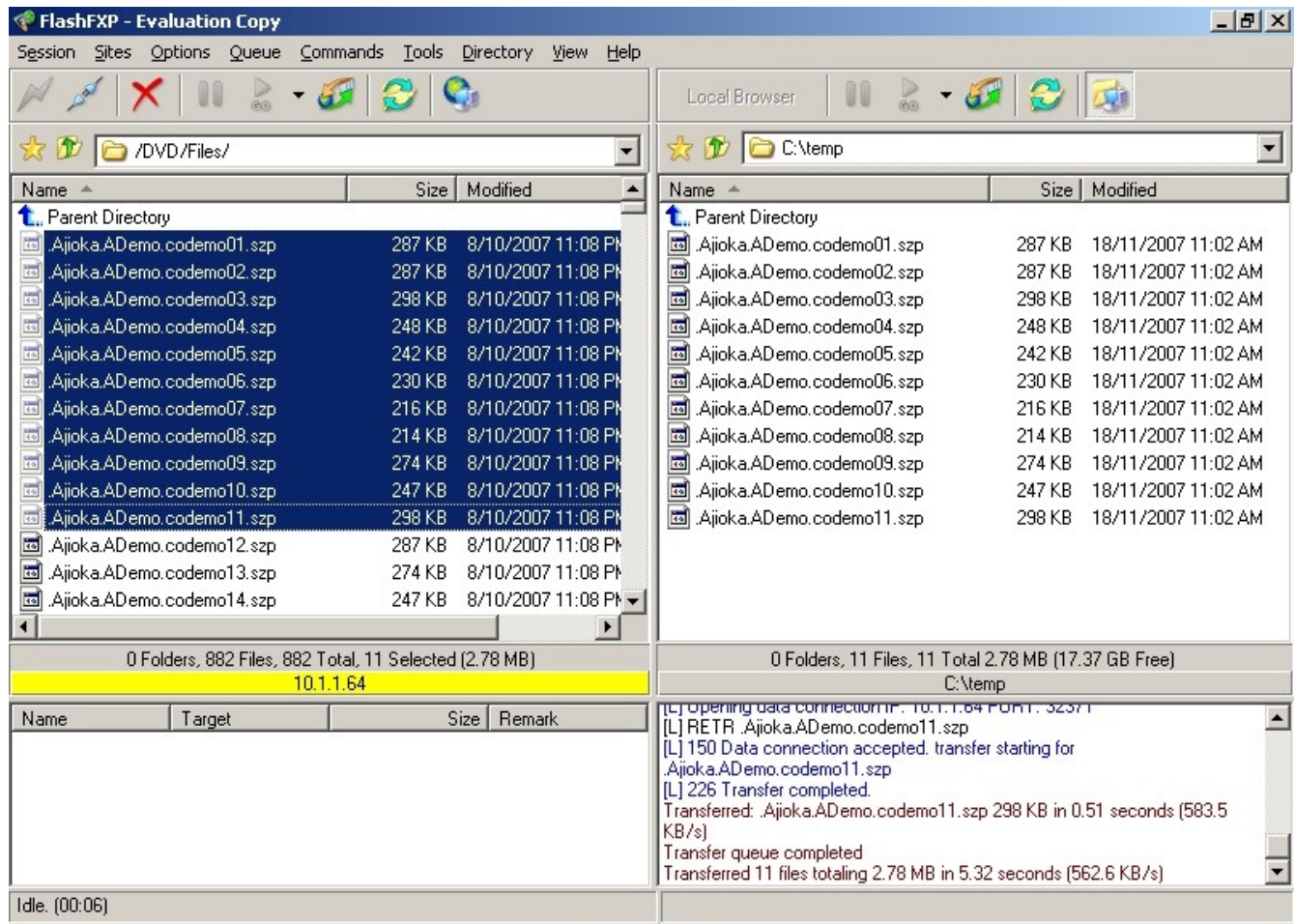


Files are listed in a way so that you can view them all at once.

Example: the first entry seen there is a file called codemo01.szp located in /Ajioka/ADemo/ but is seen as .Ajioka.ADemo.codemo01.szp



You can easily copy these files just like from the memory card.



Or you can grab the entire disc. This speed of 1.74MB/s was achieved on a 1Ghz Celeron CPU so a little bit better can be achieved from a faster CPU. (Up to 2.2MB/s)

The screenshot displays the FlashFXP - Evaluation Copy interface. The left pane shows the local directory structure under /DVD/, with a file named 'LUIGI'S MANSION' (1.36 GB) being transferred. The right pane shows the remote directory structure under C:\temp, with the same file 'LUIGI'S MANSION' (0 bytes) listed. The status bar at the bottom indicates the transfer progress: 'Receiving: LUIGI'S MANSION' with a progress bar showing 55.10 MB (1.74 MB/s) and 3% completion. The elapsed time is 00:34, remaining time is 13:32, and the queue size is 13:32.

FlashFXP - Evaluation Copy

Session Sites Options Queue Commands Tools Directory View Help

Local Browser

Star icon /DVD/

Name	Size	Modified	Attrib
Parent Directory			
Files	4 KB	8/10/2007 11:08 PM	dr-r--r--
LUIGI'S MANSION	1.36 GB	8/10/2007 11:08 PM	-r--r--r--

1 Folder, 1 File, 2 Total (1.36 GB)

10.1.1.64

Name	Target	Size
/DVD/	C:\temp	1.36 GB

Star icon C:\temp

Name	Size	Modified
Parent Directory		
LUIGI'S MANSION	0	18/11/2007 11:02 AM

0 Folders, 1 File, 1 Total 0 bytes (17.37 GB Free)

C:\temp

[L] CWD /DVD/
[L] 250 "/DVD/" is new cwd.
[L] PwD
[L] 257 "/DVD/" is cwd.
[L] PASV
[L] 227 Entering Passive Mode(10,1,1,64,126,115)
[L] Opening data connection IP: 10.1.1.64 PORT: 32371
[L] RETR LUIGI'S MANSION
[L] 150 Data connection accepted. transfer starting for LUIGI'S MANSION

Receiving: LUIGI'S MANSION 55.10 MB (1.74 MB/s) 3% Elapsed: 00:34 Remaining: 13:32 Queue: 13:32

Configuration on the GC side of things

The first time you start up GCFTP you will need to configure your network setup. This will only need to happen once and will be saved to a memory card with 2 free blocks in SLOT A. Afterwards it will be loaded automatically from the memory card in slot A. If you don't own a memory card, this will have to be configured every time.

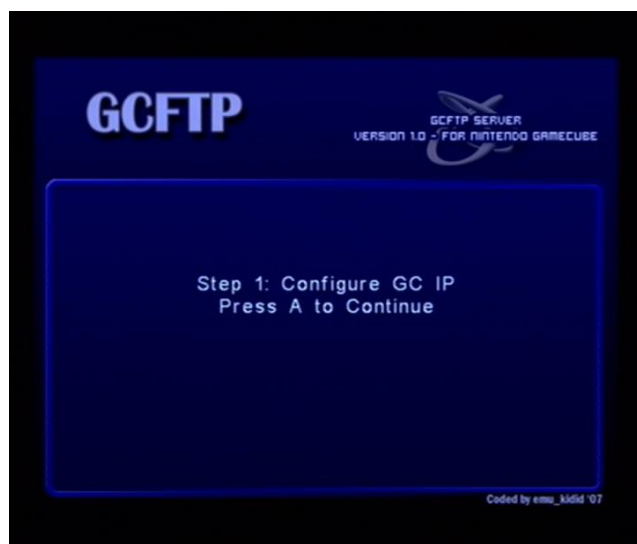
If you have no memory card in slot A, you will be able to configure GCFTP for this time only.



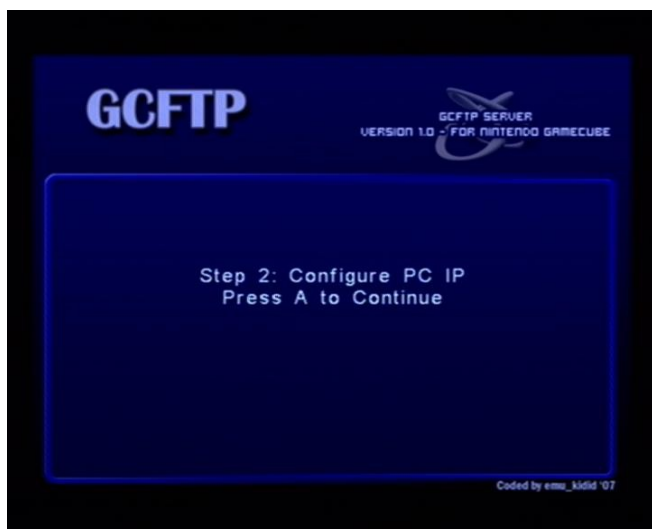
If you have a memory card in slot A, but there's no configuration found then you can create one.



Configure the Gamecube IP Address:



Configure the gateway (or PC/Router) IP Address:



Configure the subnet mask:



If you have a memory card inserted from before, with some free space, this configuration will be saved successfully.

If you don't have enough room left (2 free blocks), this message will be displayed:



The next time you load up the program your configuration will be loaded automatically:



Then GCFTP will initialize with the new settings and await for a connection:



GCFTP will then await for commands from the FTP client until a client disconnects:



After a client has disconnected, the program will loop around again and wait for another connection.

That's pretty much everything you need to know about this program, there's probably a few bugs still in there, but for the most part it works as it should.

Thanks to:

shagkur, wintermute and softdev for libogc

<http://tehwii.tehskeen.com>

<http://www.tehskeen.com>

<http://www.wiinewz.com>