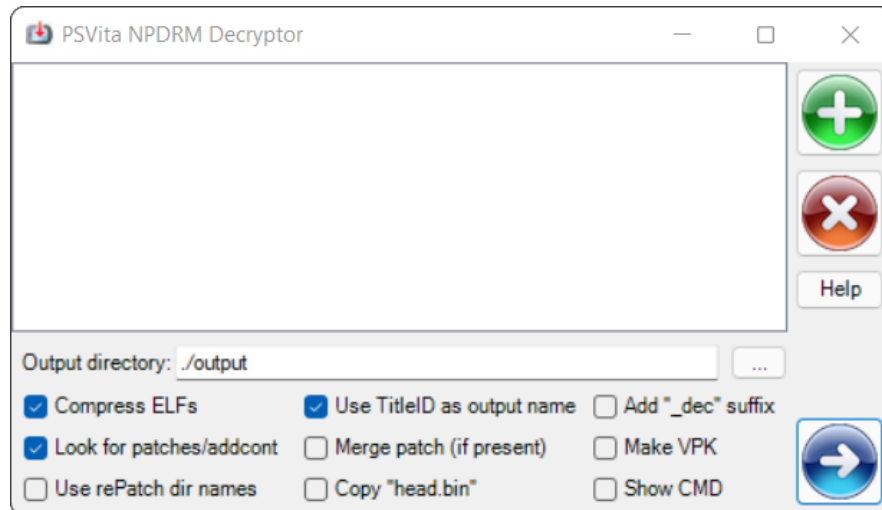


PSVita NPDRM Decryptor

Total Downloads 626



Features

- Straightforward GUI to decrypt NPDRM protected apps/patches/addcont:
 - Easier modding
 - Allows all apps to run on all firmware versions
 - Removes the need of plugins like [NoNpDrm](#)
 - Full control over the content you own

Software Requirements

- Microsoft Windows 7 or later (x64)
- [.NET Framework 4.8.1 Runtime](#)
- [Microsoft Visual C++ Redistributable \(2015, 2017, 2019, and 2022\)](#)
- (Optional) ["TrialPatch" user plugin to bypass game trials](#) (e.g. Rayman Legends, FEZ)
- (Optional) ["rePatch-reLoaded" kernel plugin to install patches & addcont without merging](#)

Usage

If you have a PKG file and not a NPDRM app in folder format you'll first need to extract the PKG with ["pkg2zip.exe"](#) or similar by providing the correct zRIF.

- Use the + button or drag & drop encrypted folders, select the output directory and click the blue arrow
- Adjust the options in the checkboxes to your liking
- Remove highlighted folders with the X button

Follow the [Input Folder Search Structure](#) section below to setup your input folders correctly with patches and addcont.

The program will search for patches/addcont only when decrypting the main app with the specified folder setup.

Patches and additional content can still be decrypted separately.

Installing decrypted applications

- App (WITHOUT `head.bin`)
 - Copy the app's VPK/folder to the PSVita (NOT inside `ux0:app`)
 - (VPK) Open VitaShell and install the package
 - (Folder) Open VitaShell and press Δ on the app folder and choose `More -> Install folder`
 - Accept extended permissions
- App (WITH `head.bin`)
 - Copy the app folder to `ux0:app/...` (where you would normally place NPDRM content)
 - Return to the home screen in VitaShell (where it shows `os0:` , `ur0:` , `ux0:` etc.), press Δ and choose `Refresh LiveArea™`
- Patch
 - Merge with main app or use rePatch
- Additional content
 - Use rePatch

For now app installation must be done through VitaShell because we need to generate a fake `head.bin` to display the app in the livearea.

Installing decrypted applications (rePatch)

- App - Install as described before
- Patch/Additional content
 - [rePatch-reDux0 Wiki](#)

Input Folder Search Structure

plaintext



```
|—addcont
|   |—TITLE_ID
|   |   |—DLC_FOLDER
|—patch
|   |—TITLE_ID
|—app (any name or TITLE_ID)
|   |—eboot.bin
|   |—...
```

Name	Date modified	Type
addcont - TitleID - XXXXXXXXXXXXXXXXXX (DLC)		File folder
patch - TitleID (Patch)	10/07/2024 14:52	File folder
PCSB00360 - Rayman® Legends	10/07/2024 14:53	File folder
PCSB00405 - Terraria		
PCSB00560 - Minecraft	10/07/2024 14:52	File folder

Main Game
(Any name, preferably TitleID)

Troubleshooting

- "My app says it's a trial"
 - [Install the "TrialPatch" plugin.](#)
- "DLCs don't work"
 - [Install the "rePatch-reLoaded" plugin.](#)
- "I can't install the decrypted app, VitaShell throws an error"
 - Delete the NPDRM version. If that doesn't work, manually delete the folders with the TitleID of the game in `ux0:app` , `ux0:patch` , `ux0:addcont` , `ux0:appmeta` and reboot.
Also check if you have the `head.bin` file inside `app\sce_sys\package` and follow the [instructions described above](#).
- "The program doesn't recognize a patch folder"
 - If you are trying to decrypt a single patch without the main app in the structure described above, you'll need to copy the original `work.bin` of the main app (`app\sce_sys\package\work.bin`) and place it inside the patch folder:
`patchTitleID\sce_sys\package\work.bin` . Additional contents have their own `work.bin` , so you don't need the original one for DLC decryption.
- "Some apps decrypt incorrectly / don't function properly"
 - Open an issue and I'll look into it, some apps are known to cause issues.

Changelog

v1.0.2

- Updated external tools to be more efficient and not rely on proprietary Sony software.

v1.0.1

- Improved UI
- Added options to output rePatch folders, copy original `head.bin` to the decrypted app and show terminal during decryption.
- Miscellaneous improvements

v1.0

- Initial release

TODO

- Add proper support for ~~gdc~~ apps (e.g. Reader™ [PCSC80012]) See: [GBAtemp](#)

Credits

- [PSVita DevWiki - Documentation](#)
- [Team Molecule - sceutils](#)
- [motoharu-gosuto - psvpfstools](#)
- [LoopingAudioConverter - GUI base](#)
- [BetterFolderBrowser - Folder Select Dialog](#)
- [botik - Guidance & Help](#)