AsbestOS: Running Linux as GameOS

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Sony removes OtherOS and marcan brings it right back... Well, not quite... AsbestOS is actually a bootloader that boots/runs linux under GameOS. The upside to that is you (read: developers/hackers) now have full access to a seventh SPE and the NVIDIA RSX. Mind you, there is much to learn before utilizing all that. Almost everything that works with OtherOS is working with AsbestOS; however, currently AsbestOS is only capable of net booting (no initrd) a kernel from a NFS share or USB storage device.

AsbestOS is a fully independent open source payload and does not contain any code from the original PSJailbreak payload or derivatives. It is licensed under the GPLv2. Compiling it does not require any SDK tools, and it includes a script to build a fully vanilla GNU toolchain for the PS3. If you're interested, check out the git repository. The README file contains information on how to run AsbestOS and how to set up kernels. Currently, ports exist for software USB AVRs (Arduino etc.), iPods, and the reference implementation for devices with a TI OMAP3, but anything currently running PSGroove or similar can be adapted with only a few lines of new code.

In its current state AsbestOS isn't quite ready for the end-user. I mean you can give it a go -- it's not that difficult to setup -- especially if you're well versed in linux. Check out marcan's blog post to learn absolutely everything you need to. P.S. the TI-84+ port has AsbestOS support already.