

Written by our resident gamaholic back in the early days of the PS3, PS media tunnel is a simple to setup, light weight server that you can load up on a PC and browse files from your game consoles web browser.

### Features

- Directly access files on your PC through the PS3, PSP or any other console web browser.
- Download movies, images, music, etc from your PC onto the PS3.
- View images live from your PC on your console.
- Simple viewer makes browsing files easy.
- Works over any home network simply and efficiently.
- Designed with secure access to your PC to only allow authorized consoles into your files
- **And best of all, it's free!**

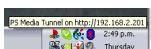
### Download

Download from this link: [PSMediaTunnel.exe](#) (3.7mb)

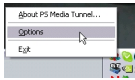
### Installation Instructions

- Download the installer to your computer
- Locate and run the downloaded installer
- Start PS Media Tunnel from the program shortcut created in your start menu
- You will now have a new icon in your system tray (usually beside the clock)
- Hold your mouse over the icon and it will display something similar to the following text.

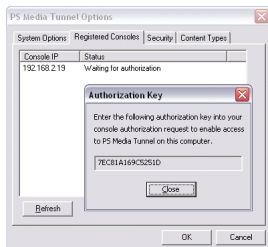
Take note of the web address - In the example this is 'http://192.168.2.201', but it will probably be different on your system



- Open up the web browser on your console and enter the web address that was displayed on your computer. You will be presented with a security access page.
- Return to your computer, right click on the PS Media Tunnel icon and select options



- Switch to the 'Registered Consoles' tab and you should see your console with a status of 'Waiting for authorization'
- Double click on your console to get the authorization key



- Back on your console, enter the authorization key in the box and press 'Authorize'
- You will be informed that the console is now registered and that you can now access your PC files through the PS Media Tunnel page.
- It is recommended that you now bookmark the page that you are taken to for convenient access to your PC files in the future
- Enjoy