

OBSELETEJONY

PSAPMAN

PUBLIC ALPHA

0.1.0-alpha.2

USER'S GUIDE

Read this first

PSPMAN is a Walkman-inspired FLAC player for Sony PSP. It scans Memory Stick music into an offline library.

Requirements

- PSPMAN requires a PSP with 64 MB of RAM.
- Supported: PSP-2000, PSP-3000, PSP Go with M2, and PSP Street (E1000). PSP Go internal storage is not supported.
- The original PSP-1000 is not supported because it has only 32 MB of RAM.
- Custom firmware or another working homebrew environment is required.
- Use stereo 16-bit / 44.1 kHz FLAC music.
- Keep enough free Memory Stick space for PSPMAN, music, and cover art.

Music files

PSPMAN does not retag, move, or delete source music files. It does not require a network connection.

Button names

These instructions use CROSS, CIRCLE, SQUARE, TRIANGLE, L, R, START, SELECT, and HOME as labeled on the PSP.

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Install and add music

Extract PSPMAN

- 1 Extract the package. Confirm that the PSPMAN folder contains EBOOT.PBP.

Copy music

- 3 On the same Memory Stick, copy supported FLAC files to MUSIC or PSP/MUSIC.

Start PSPMAN

- 5 On the XMB, open Game > Memory Stick and start PSPMAN by ObsoleteSony.

Copy the application

- 2 On the Memory Stick, use PSP/GAME/PSPMAN/EBOOT.PBP.

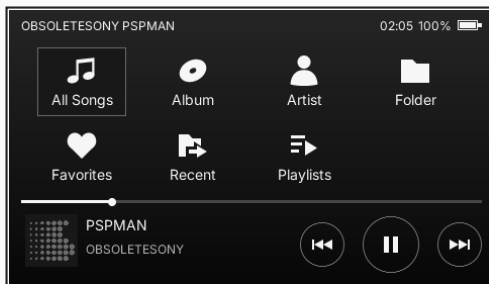
Disconnect safely

- 4 Eject the storage, then disconnect the USB cable or card reader.

Finish the scan

- 6 Allow the first scan to finish. Restart PSPMAN after adding music.

Library



- All Songs lists every compatible track.
- Album and Artist group tracks by their stored metadata.
- Folder follows the folder structure on the Memory Stick.
- Favorites contains tracks you marked with the star on Now Playing.
- Recent lists recently added tracks. Playlists shows M3U and M3U8 playlists found during scanning.
- The player strip shows the current track and Previous, Play/Pause, and Next controls.

Use the D-pad to choose an item. Press CROSS to open a category or play a track. Press CIRCLE to return.

Playback

Start playback

Choose a track in the Library and press CROSS. PSPMAN starts the track and creates a queue from the selected list.

Basic controls

- Press START or activate Play/Pause to pause or resume.
- Tap L for the previous track or R for the next track. Previous restarts the current track after three seconds of playback.
- Hold L to rewind or R to fast-forward.

Shuffle and repeat

Shuffle changes the order of the active queue. Repeat can repeat the queue or the current track. When a track ends, PSPMAN follows the active queue and Repeat setting.

Now Playing



- From Library Home, press SQUARE to open Now Playing.
- Now Playing shows cover art, title, artist, album, file information, time, progress, and transport controls.
- Use the D-pad to move focus. Press CROSS to activate the focused control.
- Up returns to Library. Left opens Queue. Right opens Favorites. Down opens Audio.
- Activate the star to add or remove the current track from Favorites.
- Press TRIANGLE for Track Information or SQUARE for Cassette View.

Queue, Favorites, and Track Information

Queue

Press Left on Now Playing to open the current queue. Choose a track and press CROSS to play it.

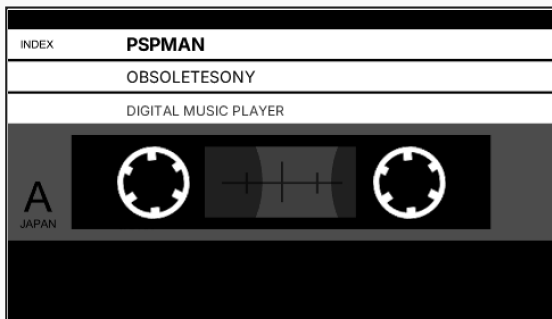
Favorites

Press Right on Now Playing or open Favorites from Library Home. Select a favorite track and press CROSS to play it.

Track Information

Press TRIANGLE on Now Playing. The first page shows file and metadata information. The second page shows playback status for troubleshooting. Use Left or Right, or L or R, to change page. Use Up or Down to scroll. Press CIRCLE or TRIANGLE to return.

Cassette View



- Press SQUARE on Now Playing to open Cassette View.
- The reels move while music plays and stop when playback is paused.
- Press Left or Right to choose a cassette color. PSPMAN remembers the choice.
- Press START or CROSS to play or pause.
- Press CIRCLE or SQUARE to return to Now Playing.

About, diagnostics, and safe exit

About

Press SELECT from a normal screen to open About. It shows PSPMAN version 0.1.0-alpha.2, the creator, website, repository, and license. Press any button to close it.

Diagnostics

Use Diagnostics only when reporting a problem. Pause playback, return to Library, then hold TRIANGLE. Use CIRCLE to return. Keep the diagnostic files created during the problem session.

Safe exit

Press HOME to open the PSP exit dialog. Confirm the exit and allow PSPMAN to finish before removing the Memory Stick or turning off the PSP.

Supported files and limits

Audio

PSPMAN accepts stereo 16-bit / 44.1 kHz FLAC. Other audio profiles and codecs are not supported.

Library

- PSPMAN scans MUSIC and PSP/MUSIC on the Memory Stick.
- The Library supports up to 1,000 tracks.
- Music may be stored up to 12 folder levels deep.

Cover art

PSPMAN supports embedded JPEG and PNG cover art. Cover art may take longer to appear the first time. If cover art cannot be displayed, PSPMAN shows No Cover.

Text

PSPMAN reads UTF-8 metadata. Some Japanese characters may not display correctly.

Troubleshooting: startup and library

PSPMAN does not appear or open

Confirm that EBOOT.PBP is in PSP/GAME/PSPMAN on the Memory Stick and that custom firmware or another homebrew environment is working. PSPMAN requires a 64 MB model: PSP-2000, PSP-3000, PSP Go with Memory Stick Micro (M2), or PSP Street (E1000). PSP Go internal system storage is not supported in this Public Alpha. The original PSP-1000 is not supported because it has 32 MB of RAM.

No songs found

Place supported FLAC files in MUSIC or PSP/MUSIC. Restart PSPMAN and allow the scan to finish.

A song is rejected

Confirm that the file is stereo 16-bit / 44.1 kHz FLAC and that it opens normally on another device.

Troubleshooting: artwork and playback

Cover art is missing

Wait for the first cover load to finish. PSPMAN supports embedded JPEG and PNG images. If the image cannot be displayed, PSPMAN shows No Cover.

Japanese text is incomplete

Some Japanese characters may not be included in the display font. The stored tags are not changed.

Playback does not start

Confirm that the song matches the supported audio profile and is not damaged. Try another supported track.

Report a problem

Pause playback, return to Library, and hold TRIANGLE to open Diagnostics. Reproduce the problem, exit with HOME, and keep the diagnostic files. Report it at obsoletesony.com/pspman/report-a-bug. The public tracker is github.com/obsoletesony/PSPMAN-Issues.

Credits, support, and legal

Support

- Website: obsoletesony.com/pspman
- Report a bug: obsoletesony.com/pspman/report-a-bug
- Public issue tracker: github.com/obsoletesony/PSPMAN-Issues

PSPMAN is built with PocketJS.

License and notices

PSPMAN's first-party source is private and is not included in this Public Alpha package. Third-party components retain their own licenses. Their notices and license texts are in `THIRD_PARTY_NOTICES.txt` and `LICENSES/` included with PSPMAN.

Brand and non-affiliation

The ObsoleteSony name, logo, wordmark, and related artwork are not licensed for reuse.

PSPMAN is an independent homebrew project and is not affiliated with or endorsed by Sony Group Corporation or Sony Interactive Entertainment.

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obsoletesony.com/pspman