

OBSELETEJONY

PSAPMAN

PUBLIC ALPHA

USER'S GUIDE

0.1.0-alpha.4

Read this first

PSPMAN is a Walkman-inspired FLAC and MP3 music player for Sony PSP. It scans compatible music on your Memory Stick and organizes it into an offline library.

Requirements

- A PSP with 64 MB of RAM: PSP-2000, PSP-3000, PSP Go with Memory Stick Micro (M2), or PSP Street (E1000). PSP Go internal storage and PSP-1000 are not supported.
- Custom firmware or another working homebrew environment.
- Stereo 16-bit / 44.1 kHz FLAC, or MPEG-1 Layer III MP3 at 44.1 kHz.
- Keep enough free Memory Stick space for PSPMAN, music, cover art, and library data.

Music files

PSPMAN does not rename, move, or delete source music files. It works offline and does not require a network connection.

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Install, update, and add music

1

Extract PSPMAN

Extract the ZIP. Keep every file included in the release package.

2

Copy the application

Copy the PSPMAN folder to `/PSP/GAME/` on the Memory Stick.

3

When updating

Back up the old PSPMAN folder, then replace it with the Alpha 4 folder.

4

Copy music

Put supported FLAC or MP3 files in `/MUSIC/` or `/PSP/MUSIC/`. Subfolders and Japanese names are supported.

5

Disconnect safely

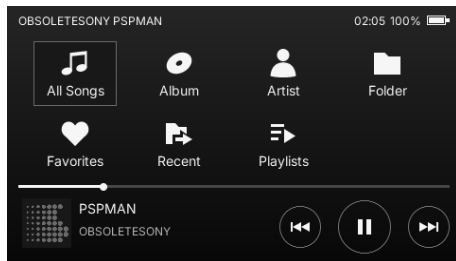
Eject the Memory Stick or PSP from the computer before ending USB mode.

6

Start PSPMAN

Open Game > Memory Stick, start PSPMAN, and let the first scan finish.

Library



- All Songs lists every compatible track in the library.
- Album and Artist group tracks using stored metadata.
- Folder follows the folder structure on the Memory Stick.
- Favorites contains tracks marked with the star on Now Playing.
- Recent contains recently played tracks. Playlists shows M3U and M3U8 playlists found during scanning.
- The bottom player strip shows the current track and playback controls.

Navigation

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

Playback and standby

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 changes the Queue order. Repeat can repeat the Queue or the current track.

Standby

Briefly slide the POWER switch to suspend the PSP. Slide it again to resume. Do not hold the switch, which turns the PSP off. Alpha 4 preserves playback or pause state, position, artwork, and supported Japanese text across standby.

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. Alpha 4 preserves the correct track when entering Queue from Album, Artist, Folder, or Playlist views.

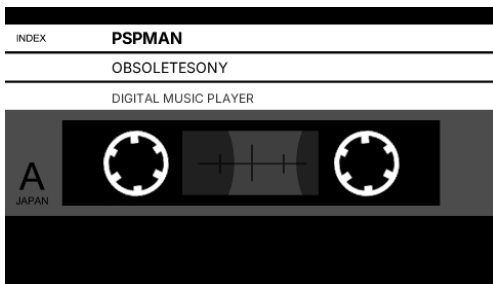
Favorites

Press Right on Now Playing or select 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 your choice after exit and restart.
- 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 the PSPMAN version, credits, website, copyright, and non-affiliation notice. Press any button to close it.

Diagnostics

Use Diagnostics only when reporting a problem. Pause playback, return to Library, then hold TRIANGLE. The local file PSPMAN-HW-DIAG.log is stored at the Memory Stick root and is replaced on every launch. Copy it before opening PSPMAN again.

Safe exit

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

Supported files and limits

Audio

Stereo 16-bit / 44.1 kHz FLAC. MPEG-1 Layer III MP3 at 44.1 kHz, CBR or VBR, mono or stereo, through 320 kbps. 48 kHz MP3, MPEG-2, MPEG-2.5, other audio codecs, and unsupported FLAC profiles are not supported.

Library

- PSPMAN scans /MUSIC/ and /PSP/MUSIC/ on the Memory Stick.
- Subfolders and Japanese file and folder names are supported, up to 12 folder levels deep.
- Up to 1,000 compatible tracks are added. If more are found, PSPMAN keeps running and leaves the additional tracks out.

Artwork and text

Embedded JPEG and PNG cover art is supported. Artwork that cannot be displayed falls back to No Cover. UTF-8 metadata and supported Japanese characters are displayed without changing the stored tags.

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 is active. PSPMAN requires a supported PSP with 64 MB of RAM.

No songs found

Put supported FLAC or MP3 files in /MUSIC/ or /PSP/MUSIC/. Restart PSPMAN and let the scan finish. Unsupported or damaged files are skipped.

A song or folder is missing

Confirm the audio profile and the 1,000-track limit. Alpha 4 supports Japanese names and nested folders. If a compatible item is still missing, copy the diagnostic log before restarting and report the exact path.

The first scan takes longer

The first launch reads music and writes a library snapshot. Later unchanged launches restore that snapshot and should open faster.

Troubleshooting: artwork, playback, and standby

Cover art is missing

Wait for the first cover load to finish. Unsupported, damaged, or unusually large artwork may show No Cover. Playback is unaffected. A smaller embedded JPEG is the best compatibility choice.

Playback or seeking is incorrect

Confirm that the song matches the supported audio profile and is not damaged. Alpha 4 improves VBR MP3 seeking and prevents resume positions from carrying to another track.

A problem appears after standby

Return to Library, exit safely, and copy PSPMAN-HW-DIAG.log before starting PSPMAN again. Include whether playback was playing or paused and whether Japanese text changed.

Report a problem

Report the PSP model, firmware, PSPMAN version, track format, steps that caused the problem, and the diagnostic log at obsoletesony.com/pspman/report-a-bug.

Credits, support, and legal

Support

- Website: obsoletesony.com/pspman
- Public issue tracker: github.com/obsoletesony/PSPMAN-Issues

License and notices

PSPMAN-owned code is private-source. Copyright 2026 ObsoleteSony. All rights reserved. Source code is not included with the Public Alpha.

Third-party components remain subject to their respective license terms. Required notices and license texts accompany the release package.

Brand and non-affiliation

The ObsoleteSony name, logo, wordmark, and related artwork remain protected brand assets.

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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