OBSOLETESONY

PSVITAMAN

PUBLIC ALPHA

USER'S GUIDE

Public Alpha

Read this first

PSVITAMAN is a Walkman-inspired FLAC and MP3 player for the Sony PS Vita. It organizes locally stored music in a library and works without a network connection.

Requirements

- For PCH-1000 and PCH-2000 PS Vita systems.
- A PS Vita capable of installing VPK homebrew is required. Use VitaShell to transfer the app and music.

Confirm and Back

Controller Confirm and Cancel follow the selected system or swapped behavior in Settings. You can also use the front touchscreen for supported controls.

Music files

PSVITAMAN reads local files. It does not retag, move, or delete your source music.

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Install and add music

1

Prepare your Vita

Confirm that VitaShell can install VPK applications and that the desired storage is mounted as the ux0 volume.

2

Transfer the VPK

Copy the PSVITAMAN release VPK to a location you can open in VitaShell.

3

Install the app

Select the VPK in VitaShell and confirm installation. The app appears in LiveArea.

4

Copy music

Put supported FLAC and MP3 files under ux0:/data/PSVITAMAN, using subfolders if desired.

5

Start PSVITAMAN

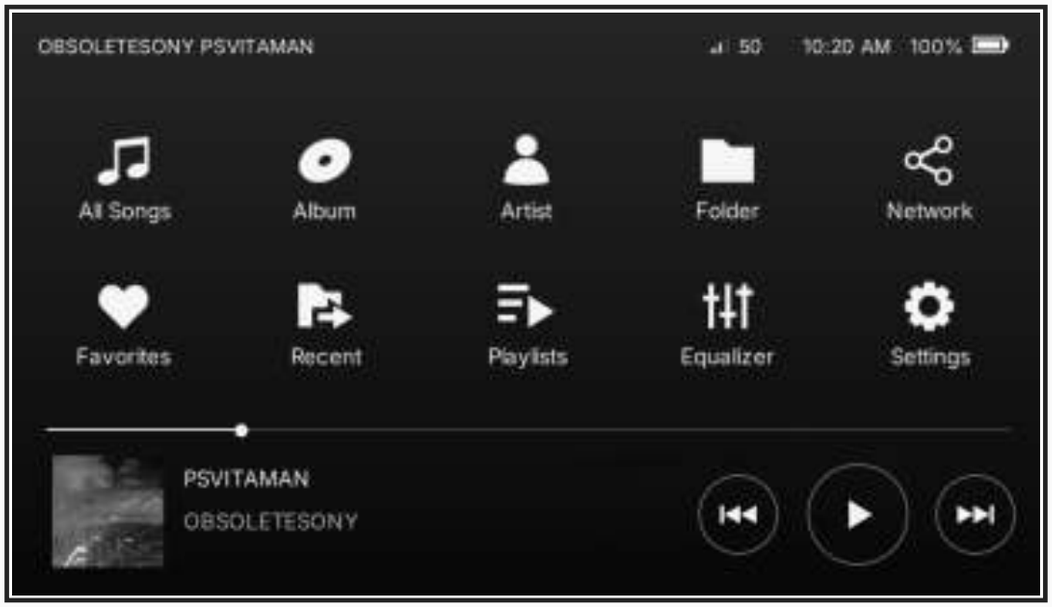
Launch it from LiveArea and allow the first library scan to finish.

6

After changes

Restart the app to refresh the library until an in-app rebuild is available.

Library



- All Songs lists compatible tracks. Album and Artist group tracks by stored metadata.
- Folder follows the folder structure under the scanned music root.
- Favorites contains tracks marked with the star on Now Playing.
- Recent shows recently played music; Playlists opens discovered local playlists.
- Settings holds playback and control preferences. Local music playback works without a network connection.

Use the D-pad and Confirm button, or tap a visible category. The footer shows the current track and transport controls.

Playback

Start playback

Choose a track from a library list with touch or controller Confirm. PSVITAMAN plays it and forms a queue from that list.

Basic controls

- Use the visible Play/Pause, Previous, and Next controls. The Vita START button performs a clean app exit.
- Tap L or R to change track. Hold a shoulder button to seek when that action is available on the active screen.
- Use the Now Playing seek bar to move through the active track.

Shuffle and repeat

Shuffle changes queue order. Repeat can repeat the queue or current track. Use their controls on Now Playing.

Now Playing



- Open Now Playing from the current track in the Library or by selecting the player strip.
- The screen shows artwork, title, artist, album, format information, elapsed time, and seek controls.
- Use touch or the D-pad and Confirm to activate visible controls. The star changes Favorites.
- The speed control appears when enabled in Settings; hiding it does not reset the active tempo.
- Open Cassette or Spectrum using the visible route or controller shortcut.

Spectrum Analyzer

Spectrum visualizes the music currently playing. It is a display mode and does not change the audio signal.

Open Spectrum

From Now Playing, use the Spectrum route or its controller shortcut. Return to Now Playing with Cancel.

Controls

- Left and Right cycle the available color palettes.
- Tap L or R to change track while keeping the analyzer open.
- The display responds to live playback; it stops moving when audio is paused.

Spectrum is designed to match the PSPMAN ten-band presentation at the Vita display resolution.

Equalizer

The graphic equalizer changes playback tone. A selected preset or custom setting affects the sound until EQ is turned off.

Adjust EQ

- Open Equalizer from Library Home. Select a band and change its gain with the visible controls or D-pad.
- Use the EQ toggle to bypass processing. Presets offer starting points; custom edits can be saved.

Clipping

If CLIP appears, reduce boosted bands or preamp level. The indicator warns of clipping; it does not automatically limit the signal.

Start with a preset, then adjust individual bands to suit your headphones and music.

Hi-Res FLAC and MP3

Hi-Res FLAC

PSVITAMAN accepts FLAC sources up to 24-bit / 192 kHz. The Vita audio path converts decoded audio to its 16-bit / 48 kHz output format in real time. Source resolution describes the file being read, not the analog output resolution.

Gapless playback

Compatible FLAC tracks can transition without a pause between tracks. Results may vary with damaged or unsupported files.

MP3

Local 44.1 kHz MP3 playback supports seeking and automatic track advance. MP3 transitions may include a short gap.

Unsupported or damaged files should be skipped without preventing the rest of the library from being used.

Settings

Auto Cassette

Choose 15, 30, or 60 seconds for automatic entry from eligible, actively playing Now Playing, or Never to turn off automatic entry. Manual Cassette access remains available.

Confirm / Cancel

System follows the Vita confirmation convention; Swapped reverses its Confirm and Cancel roles inside PSVITAMAN.

Playback Speed

The Settings ON/OFF control shows or hides the Now Playing speed control. Hiding it does not reset the selected speed.

Reset Settings

Reset returns app preferences to their defaults. Your music files, playlists, and Favorites remain in place.

Cassette View



- Open Cassette from Now Playing or the app route. It may also open automatically after the configured idle period.
- The two reels turn while music plays and stop when playback is paused.
- Left and Right cycle the five solid colors. The selection persists across launches.
- Tap L or R for Previous or Next; holding a shoulder button follows the seek behavior.
- Confirm, Cancel, Square, Triangle, or a completed touch tap returns to Now Playing. START exits the app cleanly.

Information, diagnostics, and safe exit

Track information

Open the available information view for file and metadata details. Return with Cancel.

Diagnostics

If you report a problem, preserve the diagnostic log at ux0:/PSVITAMAN-HW-DIAG.log after a clean START exit. The app also keeps a local session log under ux0:/data/PSVITAMAN/.

Suspend and resume

Let the Vita finish its normal suspend or resume transition. If playback or controls do not return as expected, note the exact steps and retain the log.

Safe exit

Press START to shut down PSVITAMAN and wait for LiveArea before removing storage or powering off.

Supported files and limits

Audio

Local playback supports FLAC and MP3. FLAC source files up to 24-bit / 192 kHz are supported; MP3 playback supports 44.1 kHz files.

Library and storage

- The library supports up to 10,000 compatible tracks.
- Music is scanned under ux0:/data/PSVITAMAN. On expanded storage, ensure your intended storage is mounted as the ux0 volume.

Artwork and text

Embedded cover art is shown when compatible. Unsupported art may fall back to No Cover without stopping audio. Japanese filenames and folder names are supported.

Local playback supports FLAC and MP3. Jellyfin network playback can stream supported FLAC and MP3 from a configured server. Other audio formats remain unsupported.

Network playback with Jellyfin

Connect

Open Network -> Jellyfin. Enter the address for your Jellyfin server, including http:// and the port when required. Alpha 2 is intended for a trusted local-network HTTP server.

Quick Connect

Choose Quick Connect. PSVITAMAN shows a code. Approve that code from another Jellyfin client or the Jellyfin web interface, then return to the Vita. Your Jellyfin password should never be entered on the Vita.

Browse and play

Use the Albums, Artists, or Songs views available under Network. Select a supported track to open the normal PSVITAMAN Now Playing screen. When a remote track is active, JELLYFIN appears on the same format line as FLAC / MP3, sample rate, and bit depth. That label confirms the current track is coming from Jellyfin.

Jellyfin: limits and troubleshooting

What PSVITAMAN streams

- Supported FLAC and MP3 enter PSVITAMAN's normal decoder, EQ, speed, and output path.
- Playback begins before the whole file is downloaded. A file appearing in Jellyfin does not make an unsupported codec playable.
- Jellyfin artwork is shown when available. Remote Favorites and other unsupported Jellyfin features may be hidden.
- Movies, TV, photos, offline sync/downloads, casting, and server administration are outside Alpha 2.

Before reporting a Jellyfin problem

- Confirm that the Vita can reach the server and, when possible, that the same track plays from another Jellyfin client.
- Tell us the symptom, one track or all tracks, FLAC/MP3, sample rate / bit depth, whether JELLYFIN is visible, and the server version if known.
- Attach PSVITAMAN-HW-DIAG.log when available. Never post passwords, access tokens, Quick Connect secrets, credential-bearing URLs, or copyrighted music.

Troubleshooting: startup and library

App does not appear or open

Confirm that the VPK installed in VitaShell and the Vita can run homebrew applications. Check the release notes for the supported system configuration.

No songs found

Put FLAC or MP3 files under ux0:/data/PSVITAMAN. Confirm that the desired card is mounted as ux0: , then restart and let scanning finish.

Confirm / Cancel feels reversed

Open Settings and check the System or Swapped selection. The current mapping should match the labels shown in the app.

The library is incomplete

Check format support and available storage. Record a diagnostic log if compatible files repeatedly fail to appear.

Troubleshooting: artwork and playback

Cover art is missing

An unsupported or damaged image may show No Cover while playback continues. Try another file with embedded JPEG or PNG artwork.

Playback pauses or skips

Check the file itself and storage connection. For a repeatable failure, note the file format, bit depth, sample rate, and exact action that led to it.

Report a problem

Use the PSVITAMAN reporting instructions on obsoletesony.com/psvitaman. Include Vita model, storage setup, app version, reproduction steps, and the local diagnostic log when available.

Credits, support, and legal

Support

- Website: obsoletesony.com/psvitaman
- Development: github.com/obsoletesony/PSVITAMAN

For updates, release notes, and support, visit obsoletesony.com/psvitaman.

License and notices

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PSVITAMAN uses PocketJS and QuickJS for its interface, with a native Vita audio and media path. It also uses SolidJS, libFLAC, minimp3, VitaSDK libraries, and other licensed components. Third-party notices and license texts accompany the release.

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