

# Max Media Manager PRO™ for Nintendo® Wii™ User Manual

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# 1. General Introduction

Congratulations on your purchase of MAX Media Manager PRO for Nintendo Wii. MAX Media Manager PRO is the most fully featured media management solution for the Wii™ ever released.

Using MAX Media Manager PRO, you can create Wii-friendly audio and video clips directly from CDs, DVDs\* and files you already have on your PC. You can even use MAX Media Manager PRO to download special gamesaves direct from Datel's server and turbo-charge your gaming!

\*Ripping from protected DVDs is not supported.

## 2. Getting Started

### 2.a. Product Contents

Your MAX Media Manager PRO for Wii product should include the following. Check the box to make sure everything is there:

- 1 x "MAX Media Manager PRO for Wii" PC software disc
- 1 x User manual

Some versions of MAX Media Manager PRO also include an SD Memory Card.

### 2.b. General Introduction

To get maximum functionality out of your MAX Media Manager PRO pack, you need a set-up that meets the following minimum requirements:

MINIMUM SYSTEM REQUIREMENTS	
Computer / Processor	1GHz+ processor
Communication	<ul style="list-style-type: none"><li>• Internet connection (for CDDDB look-up, gamesave downloading, product activation, podcast downloading)</li><li>• USB Port (USB 2.0 highly recommended)</li><li>• SD Memory Card Adapter</li></ul>
Operating System	Windows® XP Home or XP Pro.
Memory	512Mb RAM Install size: 10MB of free hard-disk space for program installation plus additional hard drive space for storing media (Up to 2GB recommended for larger video files)
Display	800X600 SVGA or higher, True Colour
Drive	CD-ROM drive (for installation and CD ripping)
Storage	At least one SD Memory Card

## 2.c. Installation and Connection

Insert the CD-ROM titled "MAX Media Manager PRO for Wii" into your PC CD-ROM drive and wait a couple of seconds (if you have auto-run enabled) for the installation to start. If you don't have auto-run enabled, find the SETUP.EXE program on the CD and run it. Follow the on-screen instructions.

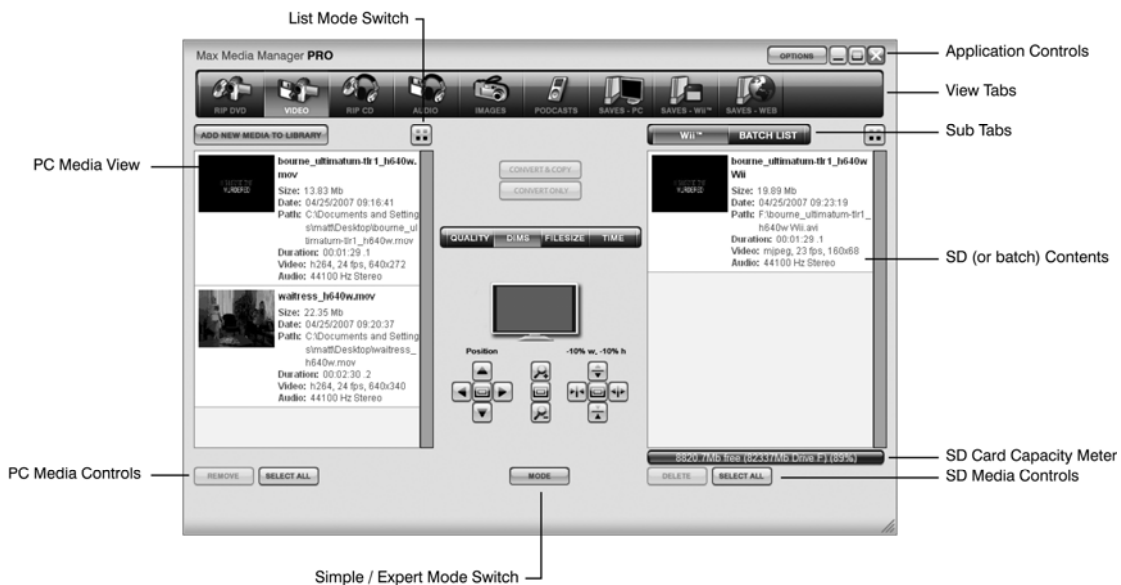
Since the Wii's SD Memory Cards act as a standard Removable Storage Device in Windows®, no additional driver installation is required.

Connect the SD Memory Card you would like to use with your Wii to your PC using a USB SD Memory Card Adapter (not included) and wait a couple of seconds for Windows® to detect it.

When you first run your PC application you're asked whether you would like to look online for an upgraded version of the software. It's *highly recommended* that you do this, as new features and improved support for different file formats are being added all the time.

NOTE: Because MAX Media Manager PRO for Wii can be improved and revised through this online update, you may find in the future that functionality described in this manual becomes out of date. If this is ever the case, the new functionality will be covered in the 'readme.txt' file included with the new release.

## 2.d. General Overview



### View Tabs

The main functions of the application are controlled by the various tabs along the top of the MAX Media Manager PRO software screen. The different tabs perform the following functions:

<p><b>RIP DVD</b> Create Wii-friendly video clips directly from an unprotected DVD</p>	<p><b>VIDEO</b> Encode video into Wii-friendly clips and transfer them to your SD Memory Card.</p>	<p><b>RIP CD</b> Create Wii-friendly MP3 directly from an audio CD.</p>
<p><b>AUDIO</b> Transfer MP3s to your SD Memory Card.</p>	<p><b>IMAGES</b> Prepare images for your Wii and transfer them to your SD Memory Card.</p>	<p><b>PODCASTS</b> Subscribe to your favourite Podcasts and transfer them to your SD Memory card.</p>
<p><b>SAVES PC</b> List the gamesaves stored on your PC's hard-drive.</p>	<p><b>SAVES – Wii</b> List the gamesaves stored on an SD Memory Card.</p>	<p><b>SAVES - WEB</b> Connect to the Codejunkies.com server to download new gamesaves or view gamesaves you have uploaded.</p>

### **MAIN WINDOW**

Depending upon which main view tab you are on you will see different content displayed in the main window.

### **PC MEDIA CONTROLS**

These buttons vary depending upon which view tab you are currently on. Use the media controls for such functions as EDIT, DELETE, DOWNLOAD etc.

### **APPLICATION CONTROLS**

Use the application controls to CLOSE, MINIMISE and MAXIMISE the MAX Media Manager PRO software, including accessing the program's many options.

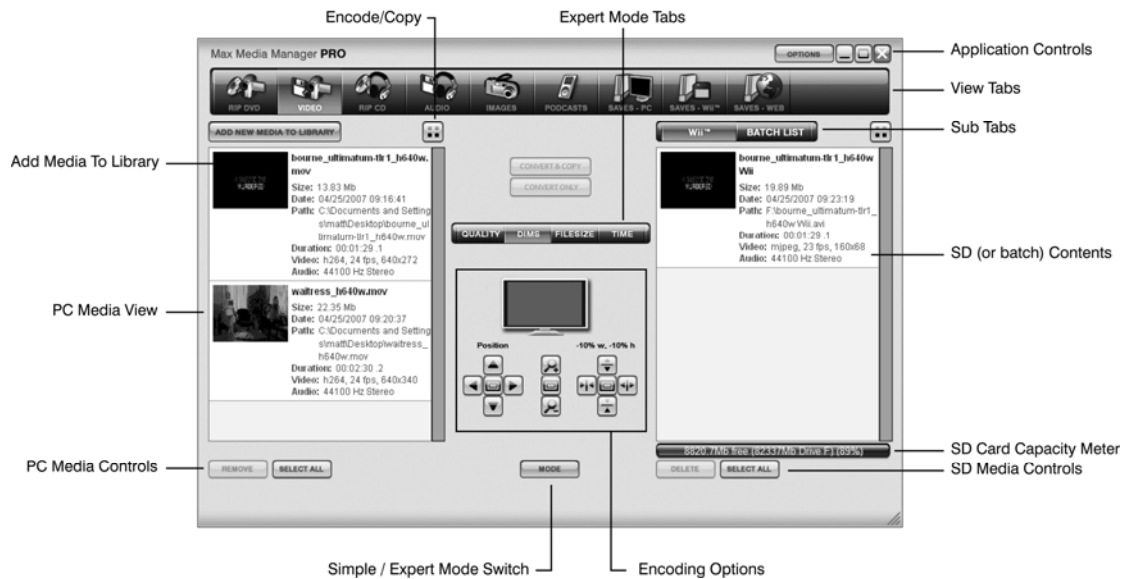
## **3. Working with Video**

### **a. Introduction and Overview**

The Nintendo Wii will only allow playback of video files correctly named, filed and encoded to the Wii specification. MAX Media Manager PRO takes care of this process for you.

MAX Media Manager PRO has two ways for you to create perfect Wii-ready video, either from a file already on your system (use the VIDEO tab) or directly from an unprotected DVD (use the DVD VIDEO tab).

Since the video-encoding options for creating a Wii video from a file or DVD are the same, we will use the VIDEO tab as an example in this section. To create a video from a DVD, use the information in the section along with the additional information specific to DVD ripping discussed in section 3.d.



## ADD MEDIA TO LIBRARY

Click to browse for video content to prepare for playback on your Wii, or simply drag and drop it into the window. (Note: if you wish to use a DVD disc as the source for your video conversion, use the DVD VIDEO tab).

## PC MEDIA VIEW

Adding a file or files to your PC MEDIA LIBRARY does not move or duplicate the original file(s), the PC Media Library simply lists links to files you add so that you can easily encode and copy them to your Wii.

## PC MEDIA CONTROLS

These controls affect the media items that have been added to your 'Media Library' list. Deleting an item removes it from your list only. The file you added to the list remains in its original location.

## WII MEDIA CONTROLS

These controls affect the video files on your Wii SD card. Choosing to delete a file permanently deletes it from your Wii's memory card. When on the Batch List tab, use the EXECUTE button to encode all jobs in the batch queue.

## ENCODING OPTIONS

Changing the quality setting of the video encoder affects the size and look of your videos when played back on the Wii. Lower quality settings result in smaller file sizes (allowing you to fit more video on your memory cards) but lower visual / audio clarity. Experiment with different settings to see which suit your needs best.

## CONVERT & COPY

Press this button after selecting a source video file and choosing your encoding settings using either the Expert Mode or Simple Mode options. The file is encoded, and transferred to your Wii SD card.

**NOTE:** Before you use the CONVERT & Copy function, make sure the right-hand window is showing the contents of your SD card. Check the coloured bar directly under the window. If this does not reference your SD card, click the Options button and under 'General', you can indicate which drive letter your SD card is located at, or unclick the 'Do not search' box to get the app to find it for you.

### **CONVERT ONLY**

The video is encoded, as above, but instead of being copied to your SD card, it's saved on your hard drive. This option is available regardless of whether there's an SD card connected to your PC. The file is saved in the same folder as the source video.

### **COPY ONLY**

This button only appears if you have selected a video file that's already playable on the Wii. Press it to copy the video to your SD card without converting or altering it in any way.

### **MODE BUTTON**

Press the MODE button to switch between Simple Mode and Expert Mode encoding options. In Simple Mode you see a reduced set of encoding options, in expert mode you will have access to MAX Media Manager PRO's full set of encoding options.

When in 'Expert Mode' (click the MODE button to toggle between modes) use these tabs to control different aspects of your video encoding such as file size, resolution, frame rate and sound. Experiment with these settings, and find which suits you best.

### **ENCODING PROGRESS** (not shown)

Encoding progress is displayed along the bottom of the screen after you have selected a source file and clicked the CONVERT or COPY buttons. Video encoding could take several minutes on large video files. If a converted file is too large to be played back on the Wii, it is automatically split into several sections.

## **3.b. Simple Mode**

A quick and easy way to get perfectly good video onto your Wii is to use MAX Media Manager PRO's video encoding capabilities in Simple Mode. In this mode, you can still set the encoding quality before converting your video.

### **3.b.i. Choosing the Right Quality Setting**

The quality settings affect the amount of compression MAX Media Manager PRO uses when it encodes the selected video files. Higher settings (to the right) offer sharper, smoother video, but larger file sizes. Lower settings (to the left) give less sharp, lower-quality videos, but smaller file sizes. Using a MEDIUM to HIGH setting usually produces an output file of good quality for a reasonable file size.

Results will vary from video to video based on the amount and type of movement in the source video so experiment with different settings to find ones that work best.

### **3.b.ii. Encoding and Copying to your SD Card**

To create your first Wii-ready video file from a video file you already have on your PC, follow these steps (see section 3.e. for information on what types of video make suitable source files):

1. Click the ADD NEW MEDIA TO LIBRARY button to browse for a video file to add. You can only add videos file formats listed in section 3.e.

2. Click on the video file in the PC Media Library window (the left-hand window) and then choose a Quality setting by clicking one of the six 'Quality' buttons in the centre of the screen.

3. To encode the video and transfer it directly to the Wii SD card, click the CONVERT & COPY button. If you would like to encode the video but not transfer it immediately to the card, click the CONVERT button (this creates a copy in the same folder as the source movie and lists the new outputted file in your PC Media Library). Videos that have been converted can be transferred to a Wii SD card at any time (no further encoding will be required).

Once a video has been transferred to your Wii SD card, view it by transferring the card to your Wii, and from the main Wii menu, go to Photo Channel. Press Start, then the SD Card button, and select the movie you want to watch.

If your encoded video has been split into sections, you can view them in sequence by selecting Slideshow.

### **3.c. Expert Mode**

When you click the MODE button on the VIDEO or DVD VIDEO tab you switch between Simple Mode and Expert Mode. When in Expert Mode, you see a new set of sub-tabs appear in the middle of the screen with additional encoding settings available. The options of each of these tabs are discussed below.

#### **3.c.i. Quality Settings Tab (QUALITY)**

Options on this tab affect the quality of the video and audio channels of the output video file. The option 'Keep Source' retains the settings already present in the video you're converting.

##### RESOLUTION

Pressing this button gives you a menu which allows you to select from a wide range of resolution options. You can choose your resolution according to a percentage of the original source, screen size or aspect ratio.

##### VIDEO QUALITY

This slider bar works in exactly the same way as the buttons described in Simple Mode. The higher the quality, the larger the file.

##### FRAMERATE

Again, this button gives you options to choose from. The greater the framerate, the smoother the movie, but the file size is larger. By matching a PAL or NTSC framerate and resolution, you can convert a video file to PAL or NTSC respectively.

##### SOUND

Choose between Stereo and Mono sound, and from a variety of quality settings. Where the sound coming from both channels is predominantly the same, choosing Mono over Stereo will have little impact on reducing the size of the outputted file.

### **3.c.ii. Dimensions Tab (DIMS)**

If the video you're converting is off-centre, misaligned or zoomed in or out, you can correct this with the button marked 'DIMMS' (which is short for 'Dimensions').

#### *POSITION*

Use the control arrows to change the position of the source file with relation to the output file. This can be useful for correcting an off-centre source file or for eliminating subtitles or channel logos. Use the reset button in the centre to restore to default settings.

#### *ZOOM (middle)*

Use the zoom in and zoom out controls to magnify or shrink the source file with relation to the output file whilst maintaining the aspect ratio. Use the reset button in the centre to restore to default settings.

#### *STRETCH / SHRINK*

Use the stretch and shrink controls to manually change the dimensions of the outputted file without linking those dimensions to the aspect ratio of the source file. This can be useful for correcting files that have been encoded to a different video size (widescreen, cinema screen etc) and have had their aspect ratio distorted.

### **3.c.iii. File Size Tab (FILESIZE)**

Choose this tab and press the Estimate Video Size button and MAX Media Manager PRO estimates the eventual file size of the converted video, based on the currently chosen settings. If this is larger than you would like, go back and alter a few settings to encode it smaller. If you can afford it to be a little larger, increase the quality. It's a great way of finding out how big a converted file will be before going through the process of actually converting it.

### **3.c.iv. Time Tab (TIME)**

Use the Time tab if you would like to encode only part of the source movie, for instance if you would like to crop the credits from the start or end. Use the up and down arrows for Start Time and End Time to control Hours, Minutes, Seconds and even Frames.

MAX Media Manager PRO will show you the total length of your output file after your changes.

## **3.d. DVD Ripping Specific Information**

If you would like to generate a Wii-compatible video directly from a DVD, first ensure the DVD is not CSS protected (the law prevents us from allowing you to RIP DVD video to a file, even if you own the DVD, if it is protected using CSS).

If the DVD isn't protected, insert it into your DVD drive and click on the 'RIP DVD' tab. On the tab, you might find the DVD has been automatically detected (you see the files listed in the left-hand window). Otherwise, click the Browse button above the window (the one with three dots on it) to choose your DVD drive manually. After doing this, you may need to click Refresh for the DVD contents to be displayed.

### **3.d.i. Choosing the Right Files**

When DVD has been read in, you see a list of the video files on the disc displayed in the left-hand window.

MAX Media Manager PRO will try to understand the disc and automatically select the parts of the disc containing the actual feature film (not the menus) however, you can also select which files to encode manually.

Alongside the filenames (Video 1, Video 2 etc) you see the durations of the videos on the disc displayed. Use these to identify the sections of the DVD you wish to convert. For example, most DVDs include a number of menu files (which will appear in the list as very short videos). Typically you would choose to not convert those, leaving you with 1-4 large files selected.

When you have made you section of source files, use the Simple Mode or Expert Mode encoding options to create the perfect Wii video file for your needs (see earlier in this chapter).

NOTE: When MAX Media Manager PRO encounters multiple files for encoding from a DVD, it will automatically 'stitch' the movie files back together to create one continuous output file.

### **3.e. Suitable Source Media**

The following types of video file are accepted source media for the Max Media Manager software:

- AVI
- MPG / MPEG
- VOB (DVD)
- WMV 1&2
- MOV
- MPE
- 3GP
- MP4

We are always looking to expand our support for new file types, so ensure you have the latest version of the software for the maximum support.

### **3.f. Batch List Encoding**

If you have a large number of files that you would like encode and copy to your SD card, MAX Media Manage PRO includes a 'Batch List' mode where you can add encoding jobs to a list (rather than encode immediately) ready for you to execute when you are ready (like when you are not using your PC).

To create batch jobs, use MAX Media Manager PRO in the normal way but set the sub tab on the VIDEO or DVD VIDEO tab to BATCH LIST rather than PSP. In this mode, when you click the CONVERT & COPY button, the job, with all its parameters will be added to the batch list window awaiting execution.

When you have built up your batch list and would like to begin encoding, click the EXECUTE button below the batch list. MAX Media Manager PRO will now encode all the jobs in the list, using the individual settings specified.

NOTE: Batch list encoding is only available for VIDEO encoding.

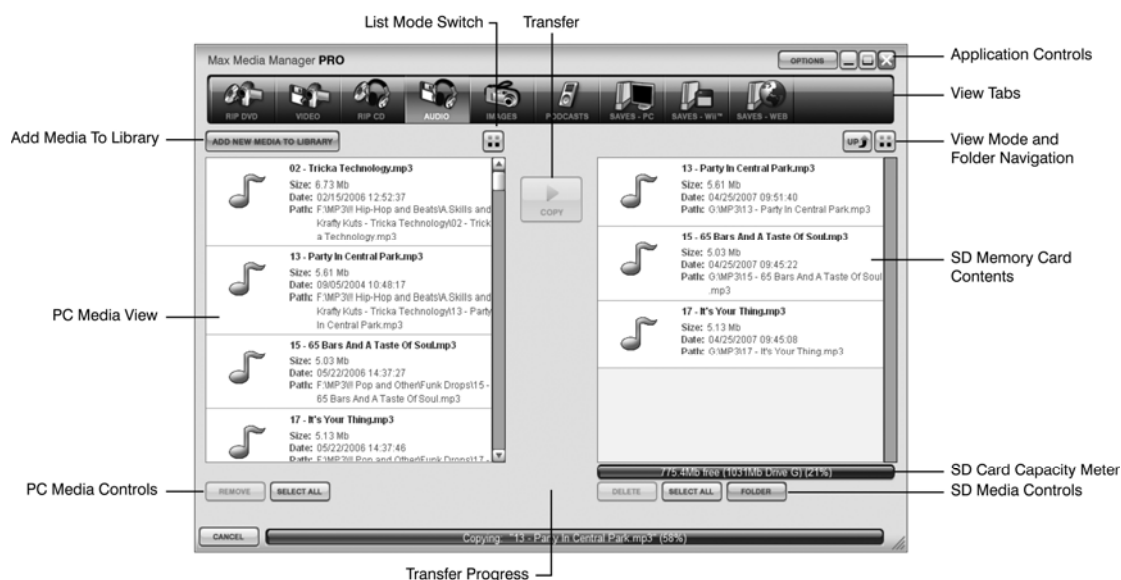
## 4. Working with Music

### 4.a. Introduction and Overview

Use MAX Media Manager PRO to copy MP3s from your computer to your Wii by clicking on the AUDIO tab. If you would like to create MP3s for playback on your Wii directly from a CD, use the RIP CD tab (see section 4.d.)

Because the Wii includes native support for a MP3s, when used to transfer music to your Wii MAX Media Manager PRO does not need to perform any encoding operations. However, MP3s can only be played back on the Wii as a background to a slideshow. More on this later.

MAX Media Manager PRO for Wii does not convert files from other audio formats such as ogg vorbis or flac. Do do this, you must use a separate audio converter. For this you need an app suitable for this task such as the program All To MP3 Converter, which is downloadable from the internet.



### 4.b. Adding MP3s

Click 'Add new media to library' to open a file browse dialogue box with allows you to search your computer for MP3 files. You can also open a 'My Computer' window and use that to drag and drop files into the PC Media View from where they can be added to your Wii SD card.

Highlight one or more files in the PC Media View (use CTRL+ click to highlight multiple files) and then click the 'Copy' button to transfer them to your SD card.

Keep an eye on the Capacity Meter underneath the PSP Contents window to see how much space you have free for adding MP3s to your Wii SD card. If you want more space for MP3s, try using MAX Media Manager PRO to delete other files from your card, like videos, game-saves or images.

## 4.c. Deleting MP3s

Highlight files in the Wii Contents window and click the Delete button to remove them from your SD card and free up more space for other MP3s or files like game-saves or videos.

## 4.d. Ripping CDs

If you would like to listen to tracks from a CD you own on your Wii, click on the RIP CD tab at the top of the screen.

Insert your audio CD in your CD ROM drive and wait a few seconds. MAX Media Manager PRO may detect the CD automatically, if not, click the REFRESH button to index the CD.

### 4.d.i. CDDB Lookup

MAX Media Manager PRO includes the ability to connect to a CD Database to automatically retrieve and name the tracks on your CD (this will only work on commercially available CDs, not home compilations). If you have an active Internet connection, you will see the names of the tracks on your CD alongside their track number in the main window.

### 4.d.ii. Selecting Tracks and Ripping

Use the check boxes alongside each track to choose which tracks to convert and copy to your Wii SD card. When you are ready, choose either TO PC (to copy the track to the location on your PC specified in the FOLDERS tab of the OPTIONS menu) or TO SD to put the MP3s directly onto your card. You can also use this screen to play the tracks on your PC, or rename them before ripping; just use the respective buttons next to each track in the list.

### 4.d.iii. Recording Options

To the right of the window displaying the CD tracks are the Recording Options, which function as follows:

#### VBR ENCODING

By checking or unchecking the box, you can turn on or off the VBR (Variable BitRate) Encoding. This option lowers the encoding rate when there's very little going on during an MP3 track, so it reduces the resulting file size with little or no drop in quality. Ripping the tracks takes a little longer when it's activated, though.

#### AUDIO SAMPLE RATE

You can set the audio sample encoding rate with the slider. The higher the encoding rate, the better the MP3 sounds, but the larger the file size.

#### DESTINATION

Click here to choose or create the destination folder for when you rip your CDs to your PC's hard drive.

Use the capacity meter to ensure you have sufficient space on your PSP for the tracks you wish to rip.

## 4.e. Playing Back your MP3s on your Wii

Because the Nintendo Wii lacks a dedicated MP3 player, the only way to play back MP3s is to use them as the background to a slideshow. Simply put the MP3s you wish to play in a folder on your SD card, and add one or more jpegs. Transfer the card to your Wii, and from the opening screen, go into Photo Channel, and watch the jpeg you put in the folder with your MP3s as a slideshow. When in Slideshow Mode, select Settings to choose the background tunes, which can be one or all of the MP3s stored in the folder with the jpeg.

If you elect to play all your MP3s, it will play them in the order in which they appear in the folder. If you want to play them in a specific order, edit the file names by adding '01' to the first track you wish to hear, '02' to the second, etc.

## **5. Working with Images**

### **5.a. Introduction and Overview**

Your Wii is ideal for showing off your digital pictures in the comfort of your living room, so why not use your MAX Media Manager PRO to copy them from your PC to your Wii SD card?

The Wii requires your images to be in JPG format (native format for most digital cameras).

### **5.b. Copy Options**

Before you click the COPY button, choose which (if any) of MAX Media Manager PRO's re-sampling options you would like to apply to your images. These options automatically resize your images to get the best picture quality in the smallest file size (which also makes them quicker to load on the Wii).

#### *STRAIGHT COPY*

This will leave your original image as it is. Using this option, if the image you copy is larger than your TV screen, you can use the Wii to zoom in on the image to see additional detail. File sizes may be large using this setting, and loading times slow.

#### *COPY AND STRETCH TO 16:9*

This option stretches your image so that it's the same aspect ratio a widescreen television. This option avoids wasted space at the edge of the screen, but causes distortion in your images as they're stretched to fit.

#### *COPY AND LIMIT SIZE TO 800x600*

If your images are considerably bigger than your TV screen, you can use these options to reduce the size to a more appropriate level. Not only does this save space on your SD card, it also means you can display the whole image on the screen without shrinkage, making loading faster. An 800x600 ratio is ideal for small TVs.

#### *COPY AND LIMIT SIZE TO 1600x1200*

As above, but a size setting of 1600x1200 for larger TV screens.

## 5.c. Transferring your Images

Click 'Add new media to library' to open a file browse dialogue box which allows you to browse your computer for image files. You can also open a 'My Computer' window and use that to drag-and-drop files into the PC Media View from where they can be added to your Wii's SD card.

Highlight one or more files in the PC Media View (use CTRL+ click to highlight multiple files) and then click the 'Copy' button to transfer them to your card.

Keep an eye on the Capacity Meter underneath the Wii Contents window to see how much space you have free for adding images to your card. If you want more space for images, try deleting other files from your Wii's SD card like videos, game-saves or MP3s.

## c. Deleting Images

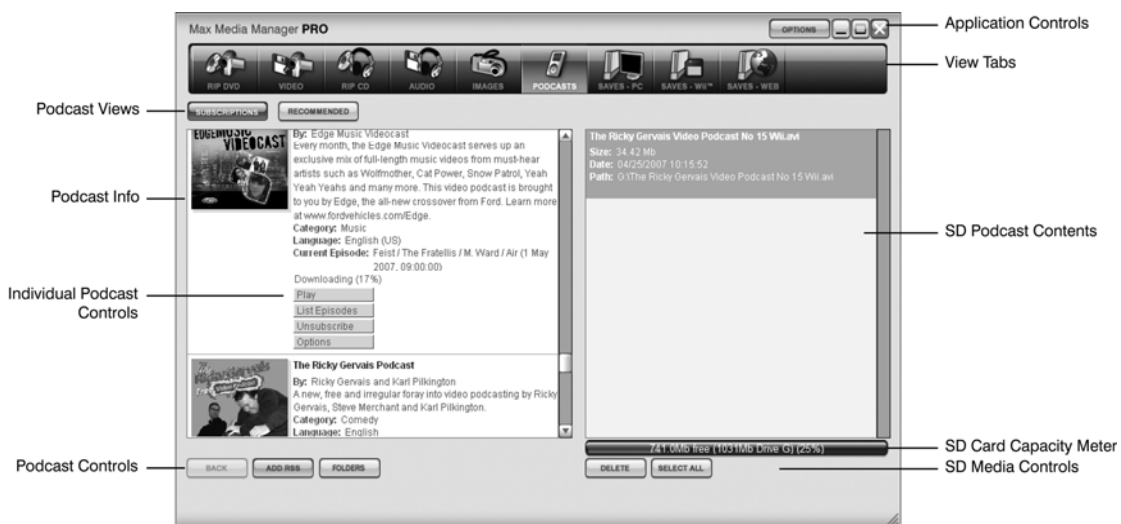
Highlight files in the Wii Contents window and click the Delete button to remove them from your SD card and free up more space for other images or files like game-saves or videos.

## 6. Receiving Podcasts

### 6.a. Introduction and Overview

MAX Media Manager PRO includes a fully featured Podcast subscription management system which allows you to subscribe to any number of Podcasts, browse recommended Podcasts and even have selected shows (audio and video) downloaded automatically and encoded ready for playback on your Wii.

To get started, click on the PODCASTS tab in the top bar.



### IDEA:

If you're not already a part of the Podcast revolution, read a few primers on the Internet to get you up to speed on what Podcasts are and who's making them to get the most out of this great feature.

## **6.b. Subscribing to Podcasts**

MAX Media Manager PRO uses the highly flexible and standardised RSS method for managing Podcast subscriptions. This means that anywhere you see a Podcast linked to with the RSS symbol, you should be able to copy that link and use it to subscribe to that Podcast using MAX Media Manager PRO.

Subscribing to a Podcast means that MAX Media Manager PRO keeps a record of the location of the Podcast and gives you the option of having it automatically downloaded when new episodes become available (click on the OPTIONS button next to a subscribed Podcast and Choose 'Automatically download the latest episode').

Click on the SUBSCRIPTIONS tab to view any Podcasts you are already subscribed to or use the ADD RSS button at the bottom of the screen to open a dialogue where you can enter the URL for the Podcast (which will often, though not always, end in '.xml'). Having entered the URL, click 'OK'. MAX Media Manager PRO will now try to connect to that document to receive the information relating to the chosen Podcast. If the process is successful, you see lots of information (and often a picture) associated with your chosen Podcast Info window.

When you first subscribe to a Podcast, MAX Media Manager PRO will automatically start downloading it and notify you when it is complete.

## **6.c. Copying Podcasts to your Wii**

Once a Podcast has finished downloading, you see a COPY TO WII button shown with its information in the Podcast Info window. Click this button to have the Podcast transferred to your SD card. Keep an eye on the capacity meter to ensure you have enough free space on your card.

Once again, the only way to play a Podcast on your Nintendo Wii is as the background track to a slideshow. See Section 4.e – Playing back your MP3s on Your Wii for more information.

## **6.d. Unsubscribing to Podcasts**

To unsubscribe from a Podcast, simply click the UNSUBSCRIBE button alongside its entry in the Podcast Info window. MAX Media Manager PRO will now no longer display the Podcasts information or automatically download new episodes.

Note: If you have any episodes stored on your PC or SD card, they will not be deleted by unsubscribing from a Podcast. If you no longer want them, delete them in the conventional way.

## **7. Saves Online**



## 7.a. Introduction

As well as being the most fully featured media manager on the market, MAX Media Manager PRO is also your key to the exciting world of downloading and exchanging awesome gamesaves.

When you click on the SAVES - WEB tab you are instantly connected to the Codejunkies.com server where you can browse and download POWERSAVES - gamesaves created by full-time professional gamers to put you right where you want to be in all your favourite Wii games. See section 7.b. You can even download and exchange saves which would normally be tied to your console, ie. only functional on the Wii which created them!

You can also check out gamesaves that have been uploaded to the Codejunkies.com community server by gamers like you. Hit the COMMUNITY sub-tab to pick up where other gamers left off or check out customised players/stats/vehicles etc. See section 7.c.

After seeing what others can do by downloading saves from the Codejunkies.com community, you're going to want to join in the fun yourself, and you can! Once you've registered with Codejunkies.com (which is free and quick) you can upload and share as many gamesaves you've created as you like. See section 7.c.iv. and 7.d.

Some gamesaves are tied to your console, and cannot be used on any other Wii. You can get around this by downloading a save from the CodeJunkies server which has had this restriction removed, and use it when playing the game. You can then upload this save once more, when you've explored the game further and opened more of its features. However many times you save your game when starting from a CodeJunkies modified save, it will still work on other Wiis.

## 7.b. Powersaves

### 7.b.i. What Are Powersaves?

Powersaves are created exclusively by Datel's team of professional gamers to give you the freedom to pick up your gaming just where and how you want in your games. Unlike saves in the Community (which are uploaded by fellow gamers), you know that the titles and descriptions of Powersaves are accurate; you can download them and play with confidence.

## 7.b.ii. Overview



Each save in the POWERSAVES and COMMUNITY SAVES section contains the following information:

### **SAVE TITLE**

This is the name that has been given to the specific gamesave by the person who created it, followed by the file size in brackets.

### **GAME**

The name of the game in question.

### **SAVE ID**

A unique identifier for that particular save.

### **BY (Community Saves only)**

The name of the person who created the save.

### **LAST UPDATED**

The time and date when it was uploaded in its current form.

### **RATING (Community Saves only)**

What others thought of a gamesave before you download it. One Star means they didn't like it, five stars means they loved it!

## 7.b.iii. Save Controls

The controls at the foot of the screen in the SAVES – WEB tab are as follows:

### **BACK**

Takes you back to the previous screen.

### **RATE IT**

Once you have downloaded and used a save you can go back into Max Media Manager PRO and let others know what you thought of the save by 'rating it'. Click the RATE IT button and then choose your rating from 1 star (you didn't like it at all) to 5 stars (you loved it).

### **DOWNLOAD**

Click the download button to download the currently-highlighted gamesave to your download target(s).

### **DOWNLOAD TARGETS (TO PC and TO SD)**

Alongside the download button are two checkboxes representing the two places that the highlighted gamesave can be downloaded to. To download the gamesave directly to your Wii's SD card, tick the Wii box. To download the gamesave to your PC database, tick PC. You can download to either or both locations, but you must specify at least one target location.

### **7.b.iv. Downloading and Using a Powersave**

When using Max Media Manager PRO, ensure you have an active Internet connection on your PC and that your Wii's SD card is connected to your PC.

Downloading a Powersave and using it on your SC card couldn't be simpler. Having made sure you're on the POWERSAVES sub-tab on the ONLINE tab, click on the first letter of the name of the game you would like to download a gamesave for to begin searching.

When the results come back, scroll down the list to find the game you are looking for. Click on the game to retrieve a list of gamesaves for that game.

When the list appears, click on the Powersave you would like to download to highlight it (often there will be more than one per game).

Now look to the bottom of the screen and select your download target. To put the gamesave directly onto your SD card and also save a copy in your PC's database, tick both targets and press the DOWNLOAD button.

Use the BACK button at the bottom of the screen to go back to the previous browse screen.

## **7.c. Community**

### **7.c.i. What Are Community Saves?**

Clicking on the COMMUNITY server tab sets MAX Media Manager PRO to display gamesaves that have been uploaded by fellow MAX Media Manager PRO users. If you upload a gamesave using MAX Media Manager PRO, this is where it will appear!

### **7.c.ii. Overview**

Much of the functionality for the COMMUNITY server screen is the same as the POWERSAVES tab (see earlier in this section), however, particular to this tab are:

#### **CREATED BY**

Because saves in the COMMUNITY have been uploaded by gamers just like yourself, when they are listed they always include a credit to the person who uploaded them.

#### **RATINGS**

To help reward people who upload the best saves to the community and help users decide which saves to download a ratings system is in place for all user-uploaded saves. You can rate every save on Codejunkies.com to help other MAX Media Manager PRO users decide which saves to download but remember: **ONLY RATE SAVES YOU HAVE DOWNLOADED AND TRIED**. There is no point in rating a save that you have not tried.

To rate a save (after you have downloaded and tested it), find it listed in the community and click to highlight it before clicking on the **RATE IT** button at the bottom of the screen. You can only rate each save once.

### **7.c.iii. Downloading and Using a Community Save**

You download and use a gamesave from the community in much the same way as you would a POWERSAVE (see section 7.b.iii) but clicking on the **COMMUNITY** sub-tab instead of the **POWERSAVES** tab before searching.

When you have searched and found a gamesave you would like to download, highlight it and then choose where you would like to download it to by ticking the appropriate download targets at the bottom of the page before clicking the download button.

### **7.c.iv. Uploading a Save to the Community**

To upload a gamesave to the community server, you need to be registered with Codejunkies.com. Follow the link from the options dialogue to sign up (it's quick and free).

To upload a gamesave you have created, you first need the gamesave to be in your PC Database. To do this follow the instructions in section 9.b, Copying Saves to your PC Database.

Once the gamesave is stored in your PC Database, correctly named and described, click on **PC DATABASE** tab and find the gamesave. To upload the gamesave follow the instructions in section 8.f, Uploading a Save to the Community).

## **7.d. My Uploads**

### **7.d.i. What is My Uploads?**

My Uploads is your way to view, edit, delete and download gamesaves that you have uploaded to the server.

You will only see any content if you have uploaded saves to the community (see section 8.f, Uploading a Save to the Community).

If you have uploaded one or more gamesaves, you can use this sub-tab to keep your gamesaves up to date (for instance, if you keep improving a gamesave) or to edit the save name or description to make them more helpful to other users.

You should also try to delete gamesaves that you have replaced or that you no longer wish to list in the community. This helps to keep the content fresh for other users and ensure that only the best saves are shared online.

### **7.d.ii. Overview**

Much of the functionality for the COMMUNITY server screen is the same as the POWERSAVES tab (see earlier in this section), however, particular to this tab is:

### DATE ADDED

Look at the date added to identify different versions of saves you have uploaded.

### DELETE

Because the gamesaves shown on this tab-tab were uploaded by you, you will see a delete button at the bottom of the screen.

### RATINGS

Use the ratings on your gamesaves to see how popular your gamesaves have been. This can help you make your gamesaves even more popular in future by enabling you to see which types of gamesaves people like the most!

### 7.d.iii. Deleting an Upload

To delete a gamesave you have uploaded to the community, highlight the gamesave you would like to remove by clicking on it then press the delete button at the bottom of the screen. You will be asked to confirm this action before the save is actually removed.

## 8. Saves in your PC Database

### 8.a. Overview



### 8.b. Saves in your PC Database

When you first install MAX Media Manager PRO, you will find your PC Database empty. This soon changes as you download gamesaves from the online server (click the SAVES - WEB tab) and use MAX Media Manager PRO to copy gamesaves from your Wii's SD card.

Think of your PC Database as being your central store for all your gamesaves. When you download community gamesaves (see section 7.c.iii) or Powersaves (see section 7.b.iii) save a copy to your PC Database so you can access them another time without even going online.

Also, use your PC Database as a back-up for important Wii gamesaves. Not all saves can be transferred in this way – some are locked to your console and cannot be moved to an SD card. But if you own such a game, and play using one of our modified saves obtained from the Powersaves section, you can upload it to the server or send it to your friends even if you've saved your game again since downloading. See section 9.b, Copying Saves to your PC Database for instructions on how to do this.

### **8.c. Editing Saves in your PC Database**

It is important that you keep gamesaves in your PC Database accurately named and described. This will help you identify them in the future, and also make the saves a lot more useful to other users if you choose to upload them to the Community.

After highlighting the gamesave you would like to edit and clicking EDIT, you see the save details dialogue. Make any modifications you would like and click UPDATE to commit your changes.

Note: You cannot make any changes to the game details or the credit.

### **8.d. Deleting Saves from your PC Database**

Remember that there is probably plenty of space to store as many gamesaves on your PC as you want, but if you are sure you would like to delete one, click to highlight it and then press the DELETE button at the bottom of the screen.

### **8.e. Transferring Saves to your Wii**

#### **Important!**

Before a save can be transferred to the Wii console, that game must be played at least once before the console will allow the transfer to take place. If you have not played your game at least once on your console please do so before attempting following the instructions in the section.

#### **Step 1 – Copy the save to your SD memory card**

When you want to transfer a gamesave from your PC Database to your Wii simply highlight the gamesave by clicking on it and then press the TO SD button at the bottom of the screen. This will copy the save to your SD memory card. Next you will need to delete any gamesaves you may already have for that particular game from your Wii's memory. Do this using the

#### **Step 2 – Delete any existing saves**

Next you need to delete any gamesaves you may already have for the game you are copying the save for. If you would like to use your original save in the future please be sure to back it up to another SD memory card before following these steps: From your Wii's main menu click:

Wii > Data Management > Save Data > Wii

Click on the icon for the correct game and then choose 'Erase' and then 'Yes' to confirm.

### **Step 3 – Copy the save from the SD card to your Wii**

You're now ready to copy the new save to your Wii. Slot the SD memory card into your Wii and use your Wii's interface to copy the save to your Wii as follows:

Wii > Data Management > Save Data > Wii

Click on the 'SD Card' tab and then click on the game icon for the new save and choose 'Copy' and then 'YES' to confirm.

The Powersave is now on your Wii ready to be played!

## **8.f. Adding Saves To Your PC Database From Your Wii**

To add gamesaves to your database from your Wii you need first to be on the Wii view tab, see section 9.b for full instructions.

## **8.g. Uploading A Save To The Community**

### **8.g.i. Getting Started**

When you've made a gamesave that you'd like to share with the community, the first step is to make sure it's in your PC Database. Follow the steps described in 9.b to do this.

The next step is to find the save in your PC Database (click onto the PC DATABASE tab on the view tabs). Make sure you have filled out all the relevant details for your gamesave so that other users know exactly what your gamesave includes, where it puts them, etc. If you want to modify the details do so now (see section 8.c for instructions).

Next, make sure you have entered your Codejunkies.com username and password into MAX Media Manager PRO on the options screen. If you have not already got a Codejunkies.com username and password, go to the options screen and follow the link to the Codejunkies.com registration page. Registration is quick and free, and just allows us to prevent spamming of the server.

### **8.g.iii. Upload Your Gamesave**

Once you have completed the steps described simply highlight the save and click the UPLOAD button.

You will see a progress bar (at the bottom of the screen) display the status of the upload. Once complete, switch to the MY UPLOADS (section 7.d) to see your gamesave live on the server. You can even look on the community (section 7.c) to see your gamesave as others would.

## **9. Saves on your Wii SD card**

### **9.a. Introduction and Overview**



When you click on the SAVES - Wii tab-view, you are looking at the gamesaves you currently have on your SD card. The information about the gamesaves is limited to the icon image, the region, the game ID and the date and size.

Additional information such as save titles and description (as seen on the Online and PC Database tabs) are not compatible with the Wii and as such are no longer visible.

## 9.b. Copying Saves to your PC Database

To transfer gamesaves from your SD card to your PC Database, first highlight the save or saves you would like to copy. You can select multiple files by using your keyboards 'CTRL' key when you click your mouse or by clicking the SELECT ALL button on the MAX Media Manager PRO interface.

Once you have made your selection, click the TO PC button on the interface.

For each game-save you selected, you will then be asked to complete the FILE DETAILS dialogue. This is so you will be able to identify exactly what the save does amidst your growing collection. Once you have completed the save details dialogue for each save, you can switch to your PC Database view where the saves will be visible.

## 9.c. Deleting Saves

To delete a save or saves on your SD card, simply highlight them (use CTRL and click or SELECT ALL for multiple saves) and then press the DELETE button underneath the Wii contents window.

WARNING: Deleting a game save is permanent, and cannot be undone.

## 10. Options Screen

Click the OPTIONS button on the top bar to access the options screen.

You will see four tabs relating to settings for different aspects of the MAX Media Manager PRO product.

## 10.a. General

Use this tab to specify the drive letter for your SD card (if it cannot be automatically detected) and check for online updates.

### *CHECK FOR UPDATES*

The current version of your MAX Media Manager PRO software is shown here. You may need this when speaking to Datel technical support.

You should keep your MAX Media Manager PRO software up to date by downloading new versions when they become available. MAX Media Manager PRO should automatically notify you when new updates are available, but if not, you can manually check for and download updates by clicking the UPDATE NOW button.

### *DEVICE DRIVE*

On certain PC configurations it may be necessary to tell your MAX Media Manager PRO software which drive letter the Wii's SD card is on (for instance, if you have another USB storage device present). If this is the case, tick the box that says 'DO NOT SEARCH', and then choose the drive letter for the SD card in the drive letter selector.

If you are not sure which drive letter your card is, connect your SD card to your PC (using the supplied USB lead) and open 'My Computer'. Look at the drives listed under 'Devices with Removable Storage'. You should see something like 'Removable Drive (F)'.

## 10.b. Ggamesaves

Use this tab to enter your Codejunkies registration details (required for uploading), check your product license number and filter your gamesave content.

### *USERNAME*

The username you chose when you registered on Codejunkies.com

### *PASSWORD*

The password you chose when you registered on Codejunkies.com

### *LICENCE KEY*

This is the registration key supplied with your MAX Media Manager PRO product. Enter it here.

### *REGION FILTER*

This is where you set the default region of your MAX Media Manager PRO software. MAX Media Manager PRO can connect to up to three databases, USA, EUROPE and JAPAN. Whenever you browse Powersaves, Community saves or upload your own gamesaves, you will be connected to the database you specify with these checkboxes.

If you own games from one region only, eg. USA, then you need only tick the USA checkbox. You will subsequently always be connected your chosen server. However, if you own games from different regions (for instance Japanese import games) then you should change the region setting accordingly depending upon which gamesaves you are looking for (or uploading).

Choosing ALL will show you gamesaves from all the regions. If you select this option, pay attention to the region of gamesaves you intend to download to ensure they are for the same region as the game you own.

## **10.c. RSS Casts**

### *AUDIO*

Specify the folder where you would like audio Podcasts saved to on your PC. Browse for a new folder by pressing the button with three dots on it.

### *VIDEO*

Specify the folder where you would like video Podcasts saved to on your PC. Browse for a new folder by pressing the button with three dots on it.

Also, specify whether you would like Podcasts displayed on the relevant audio or video tabs.

## **10.d. Folders**

Choose where you would like to store MP3s generated by CD ripping on your PC.

## **11. Technical Support**

If you are experiencing difficulties any aspect of your MAX Media Manager PRO product, please ensure you have read and understood the contents of this user manual before contacting Datel's technical support department.

When you contact Datel customer services or technical support department, please have ready the version number of the software you are using (normally found on the inner ring on the underside of the software disc) along with when and where you purchased the product.

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