

# MAX Media Manager PRO for SONY™ PS3™

1. **General Introduction**
2. **Getting Started**
  - a. Product Contents
  - b. What's NOT Included
  - c. System Requirements
  - d. Installation and Connection
  - e. General Overview
3. **Working with Video**
  - a. Introduction and Overview
  - b. Simple Mode
    - i. Choosing the right settings
    - ii. Encoding and copying to your PS3
  - c. Expert Mode
    - i. Quality Settings Tab
    - ii. Dimensions Tab
    - iii. File Size Tab
    - iv. Time Tab
  - d. DVD Ripping Specific Information
    - i. Choosing the Right Files
  - e. Suitable Source Media
  - f. Batch List Encoding
  - g. Video Conversion & PS3 Video Playback - Useful Information
    - i. Maximum Video Sizes
    - ii. 1080p Video
    - iii. Bitrates
    - iv. Bitrates & DVD
    - v. Where to get HD Video
4. **Working with Music**
  - a. Introduction and Overview
  - b. Adding MP3s
  - c. Deleting MP3s
  - d. Ripping CDs
    - i. CDDDB Lookup
    - ii. Selecting Tracks and Ripping
5. **Working with Images**
  - a. Introduction and Overview
  - b. Copy Options
  - c. Transferring your Images
  - d. Deleting Images
6. **Receiving Podcasts**
  - a. Introduction and Overview
  - b. Subscribing to Podcasts
  - c. Copying Podcasts to your Memory Card
  - d. Unsubscribing to Podcasts
7. **Saves Online**
  - a. Introduction
  - b. Powersaves
    - i. What are Powersaves?
    - ii. Overview
    - iii. Downloading and Using a Powersave
  - c. Community

- i. What are Community Saves?
    - ii. Overview
    - iii. Downloading and Using a Community Save
    - iv. Uploading a Save to the Community
  - d. My Uploads
    - i. What is My Uploads?
    - ii. Overview
    - iii. Deleting an Upload

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

- a. Overview
- b. Saves in your PC Database
- c. Editing Saves in your PC Database
- d. Deleting Saves from your PC Database
- e. Transferring Saves to your Memory Card
- f. Uploading a Save to the Community
  - i. Getting Started
  - ii. Upload your Gamesave

## **9. Saves on your PS3**

- a. Introduction and Overview
- b. Copying Saves to your PC Database
- c. Deleting Saves

## **10. Options Screen**

- a. General
- b. Gamesaves
- c. RSS Casts

## **11. Technical Support**

# **1. General Introduction**

Congratulations on your purchase of MAX Media Manager PRO for SONY's PS3 console. MAX Media Manager PRO is the most fully-featured media management solution for PS3 on the market.

Using MAX Media Manager PRO, you can create PS3-friendly audio and video directly from CDs and DVDs\*, control every detail of video, audio and image transcoding and even download and swap gamesaves using Datel's online gamesave server.

# **2. Getting Started**

## **2.a. Product Contents**

Your MAX Media Manager PRO for PS3 product should include the following; check the box to make sure everything is there:

- 1 x 'MAX Media Manager PRO for PS3' PC software disc
- 1 x User manual

## **2.b. What's NOT Included**

### **Memory Card**

MAX Media Manager PRO is designed to work with any memory card supported by the PS3, such as Memory Stick, SD and Compact Flash memory cards.

In order to use MAX Media Manager PRO you require at least one of these memory cards. For movie playback on your PS3, a card of at least 1-2GB is recommended.

### Memory Card Adapter

In order to copy files to and from your memory card, you also need a USB memory card adapter. Purchase an adapter appropriate to your type of memory card (or a multcard type adapter).

Ensure your memory card is connected to your PC using the memory card adapter whenever you use MAX Media Manager PRO.

## 2.c. System Requirements

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	Internet connection (for CDDDB lookup, gamesave downloading, product activation, podcast downloading) USB Port (USB 2.0 highly recommended)
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)
PS3 Storage	Additional Memory Stick™ DUO memory cards (optional)

## 2.d. Installation and Connection

Insert the CD-ROM titled 'MAX Media Manager PRO for PS3' 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.

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 is *highly recommended* that you do this as new features and improved support for different file formats are being added all the time.

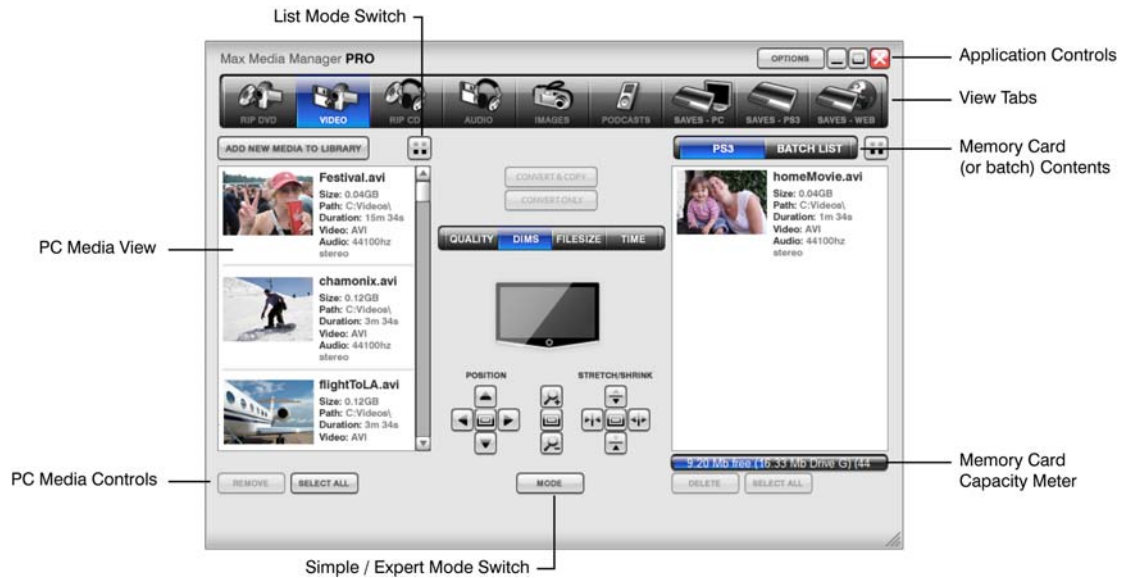
**NOTE:** Because MAX Media Manager PRO for PS3 can be improved and revised through this online update, you may find in the future that functionality described in this manual becomes out of date. If this is ever the case, the new functionality will be covered in the 'readme' file included with the new release.

Connect your memory card (see section 2.b) to your PC using a USB memory card adapter.

When you load MAX Media Manager PRO, if you find your memory card is not automatically recognised, you need to tell the software what drive letter your memory card is on. Use My Computer in Windows® to identify the drive letter your memory card has been assigned (remove it and reconnect it if necessary).

To tell MAX Media Manager PRO which drive letter your memory card is on, click the **OPTIONS** button in the top right of the screen and then select the correct drive letter on the **GENERAL** tab of the option dialogue. Click **OK** to apply.

## 2.e. 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:

### RIP DVD

Create PS3-friendly video directly from an unprotected DVD.

### VIDEO

Encode and transfer video to and from your memory cards.

### RIP CD

Create PS3-friendly MP3 directly from an audio CD.

### AUDIO

Transfer MP3s to your memory card.

### IMAGES

Adjust and transfer images to your memory card.

### SAVES PC

List the gamesaves stored on your PC's hard drive.

### SAVES - PS3

List the gamesaves stored on your memory card.

### SAVES - WEB

Connect to the Codejunkies.com server to download new gamesaves or view gamesaves you have uploaded.

## Sub Tabs

When on the video-encoding tab, use the sub tabs to determine whether you're copying directly to the memory card or to a 'Batch List' for automatic multiple encoding.

## Main Window

Depending upon which main view tab you are on, you 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

### 3.a. Introduction and Overview

The PS3 only allows playback of video files correctly named, filed and encoded to the PS3 specification. MAX Media Manager PRO takes care of this process for you (including splitting very large movie files into sequential clips).

MAX Media Manager PRO has two ways for you to create perfect PS3-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 PS3 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 PS3. (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 memory card.

## **PC MEDIA CONTROLS**

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

## **PS3 MEDIA CONTROLS**

These controls affect the video files on your memory card. Choosing to delete a file permanently deletes it from your 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 PS3. Lower quality settings result in smaller file sizes (allowing you to fit more video on your memory card) but lower visual / audio clarity. Experiment with different settings to see which suit your needs best.

If your PS3 is connected to a large widescreen TV and you have a large memory card, we suggest using fairly high quality settings.

## **ENCODE / COPY**

Press this button after selecting a source video file and choosing your encoding settings using either the EXPERT MODE or SIMPLE MODE options.

## **EXPERT MODE TABS**

When in EXPERT MODE (click the MODE button to toggle between modes) use these tabs to control different aspects of your video encoding.

## **SUB TABS**

Select PS3 to encode immediately onto your memory card or select MATCH MODE to add jobs to a batch queue pending execution of the batch list.

## **PS3 (or Batch) CONTENTS**

When on the PS3 tab, this window shows you the contents of the Video-specific folder on your memory card. When on the Batch tab, this window displays the list of encoding job waiting to run when you click EXECUTE.

## **PS3 CAPACITY METER**

This bar shows the amount of space you have left on your storage device (memory card or hard drive) for storing video.

## **ENCODE / COPY BUTTONS**

Where available choose between CONVERT & COPY, CONVERT ONLY and COPY ONLY to determine what MAX Media Manager PRO will do to the highlighted video clip. CONVERT & COPY converts the video using the current encoding settings and then copies it to your memory card. CONVERT ONLY converts the video file ready for transfer from your PC later and COPY ONLY transfers a file from your PC to your memory card without performing any conversion.

## **SIMPLE / EXPERT MODE SWITCH**

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 have access to MAX Media Manager PRO's full set of encoding options.

### 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.

## 3.b. Simple Mode

A quick and easy way to get perfectly good video onto your PS3 is to use MAX Media Manager PRO's video encoding capabilities in SIMPLE MODE. In this mode you still have access to basic encoding options such as compression quality, screen aspect and encoding type, sufficient for many encoding jobs.

To understand the encoding options, see the section below on choosing the right settings, then, when you are ready, follow the steps in 3.b.ii. to create your PS3 video.

### 3.b.i.Choosing the right settings

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) mean sharper, smoother video but larger file sizes. Lower settings (to the left) mean less sharp, lower quality videos but smaller file sizes. Using a setting of MEDIUM or HIGH usually produces an output file of good quality for a reasonable file size.

Results 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.

For a guide to how quality settings correspond to file sizes see below:

Encoding setting	Quality Settings and resultant file size (Gigabytes)		
	1min	30mins	120mins
0.5Mbps (Very Low)	0.008GB	0.25GB	1.00GB
1Mbps (Low)	0.015GB	0.40GB	1.50GB
3Mbps (Medium)	0.033GB	1.30GB	4.00GB
5Mbps (High)	0.05GB	2.00GB	6.00GB
10Mbpsk (Very High)	0.10GB	3.00GB	11.00GB
20Mbps (Max)	0.16GB	5.00GB	20.00GB

Generally changing the quality from Medium to Maximum will only have an effect on the resultant video if the video is of a superior quality to begin with. Hence, if you convert a low resolution video clip you will not notice any significant difference with these levels; But if you are converting a high quality video clip (high resolution and high bitrate) then you will notice improved video and greater file size after conversion.

Higher bitrates, resolution, sound, time and screen manipulation options can be selected in advanced mode.

### **Notes on large files:**

In order to be recognised by the PS3 any storage device needs to be formatted using the FAT32 file system. The maximum size of any one single file on the FAT32 system is 4GB. For this reason, if you attempt to encode a video with a resultant file size in excess of 4GB, MAX Media Manager PRO automatically splits the video into multiple 4GB files.

### **3.b.ii. Encoding and copying to your PS3**

To create your first PS3-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 MEDIA button to browse for a video file to add. You can only add video file formats listed in section 3.e.
2. Click on the video file in the PC Media Library window and then choose a Quality Setting (for a guide to quality settings and file sizes see the previous section).
3. To encode the video and transfer it directly to the PS3, click the CONVERT & COPY button. If you would like to encode the video but not transfer it immediately to the PS3, click the CONVERT ONLY 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 the PS3 at any time (no further encoding is required) using the COPY ONLY button.

To view the video you've just encoded and copied to you memory card, remove the card from your adapter and plug it into your PS3.

Using the PS3®'s browser menu, scroll across to the 'Video' folder and then select the memory card to view its contents.

For full details on browsing, playing, moving and copying files on internal or external hard drives, consult your PS3® owners manual.

### **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.

##### **RESOLUTION**

Specify the resolution of the output video. Never choose a resolution higher than that of the source video. Resolutions available from 160x120 (which produces an extremely blurry and blocky image on even a small screen) to 1080p, designed specifically for high-definition video on a large widescreen TV.

##### **VIDEO BITRATE**

Specify the data rate of the video in the output video. Lower bit-rates produce lower quality files which are smaller in file size. Higher bit-rates are better quality, but result in larger files. For an indication of how bit-rate affects file size, see the table in section 3.b.i.).

### **AUDIO BITRATE**

Specify the data rate of the audio channel in the output video. Changing the bit-rate of the audio channel has a smaller effect on the total file size than changing the video bit-rate. Again, lower bit-rates produce lower-quality audio but smaller file sizes, and vice versa.

### **FRAMERATE**

Determine the number of frames per second in the output video. Lower framerates produce less smooth motion but produce higher image quality for a given bitrate, and vice-versa.

### **AUDIO HZ**

Specify the frequency of the audio in the output video. Reducing the frequency of the audio reduces the sharpness of the audio, but means less compression is required to achieve a given audio bitrate.

### **AUDIO CHANNELS**

Choose how many audio channels will be used in the output video. Choose between two-channel (normal stereo) and 5.1 (surround sound).

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

Use the dimensions tab to take total control of the aspect ratio, alignment, cropping and zoom of your output video. Keep an eye on the PS3 screen on the control too see how your changes affect the output.

### **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 ration 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)**

MAX Media Manager PRO features two ingenious ways to help you determine settings based on a desired size for your output file.

### **ESTIMATE VIDEO SIZE**

Once you have selected a source movie (in the Media Library window), use the Estimate Video Size button to have MAX Media Manager PRO calculate an estimated file size for your output video based on the settings you have made in the other tabs. This eliminates the need for you to keep changing your settings and then re-encoding until you produce a file of the desired size.

When you click the button, MAX Media Manager PRO uses a real sample of the source file you have selected and perform a sample encode. Once this is complete, it reports back with an estimate for the entire file given your current settings.

## **FIT TO MEMORY SETTINGS**

As an alternative to the method above, if you know the total file size that you would like the output file to be, for example if you want the movie to fit on your 2GB memory card, then use the fit to memory card button.

When you click the button, you see a dialogue with various 'fit to memory' options.

### *Fit to a memory card size*

To fill a memory stick completely with your chosen source file, choose 'Fit to a Memory Stick™ Size' and then use the up and down arrows to find the setting that matches the capacity of your Memory Stick™.

### *Fit to a set size*

If you would like to specify the total size of the output movie yourself, choose this option and then use the up and down arrows to set the actual size of the encoded file.

### *Fit to free memory card space*

This is a particularly useful option if you already have files on your memory card but would like the encoded video file to fill the remaining space. If you select this option and then click Auto Detect, MAX Media Manager PRO tells you exactly which settings it uses and also gives you an estimated file size for the encoded video file.

When you have made a selection, choose 'Keep Settings' to set Max Media Manager PRO to use these settings or press cancel to use your own encoding settings.

## **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 shows you the total length of your output file after your changes.

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

If you would like to generate a PS3 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 that the DVD has been automatically detected (you see the files listed in the left-hand window), otherwise, click the browse button above the window 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 the 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 tries 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 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 PS3 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 automatically 'stitches' 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
- 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 memory 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 PS3. In this mode, when you click a COPY / ENCODE button, the job, with all its parameters, is 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 now encodes all the jobs in the list, using the individual settings specified.

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

### **3.g. Video Conversion & PS3 Video Playback - Useful Information**

#### **3.g.i. Maximum Video Sizes**

When you select to convert a video, MAX Media Manager will check what the expected output file size will be automatically. If the expected file size is greater than 4 gigabytes the software will produce two or more files of less than 4 gigabytes in length. This is because the PS3 reads disks that are formatted with the FAT32 file system which has a maximum file length of 4 gigabytes.

Please also be aware that the file size “estimate” that this feature is based on is just an estimate. The actual file produced will probably be a fair amount smaller than estimated. Estimating the size of the video is not precise as video sometimes compress more in some parts than others. For this reason PS3 MMM overestimates the size by 2-5% in order to be sure the converted video is less than 4 gigabytes (or split into files less than 4 gigabytes).

For more control over your video files, quality and size, see the “File Size” tab in advanced video mode. Here PS3 MMM Pro will calculate the expected file size for you and/or you can specify a size to fit the video to and PS3 MMM Pro will calculate video and audio bitrates to achieve this.

### **3.g.ii. 1080p Video:**

If you want to produce videos at higher resolutions than 720p you can do this using Advanced mode. Please note, to display a 1080p video, you must connect your PS3 to your TV/monitor using an HDMI cable and have a TV/monitor that can display the 1080p signal.

### **3.g.iii. Bitrates:**

In easy mode, the maximum bitrate used is “30 Mbps”. However, even the highest MPEG4 encoded HD video is about 25 Mbps, most are around 19 Mbps.

### **3.g.iv. Bitrates & DVD:**

A DVD film has a bitrate of up to 9 Mbps, usually 6 Mbps on average, but this is a bitrate of an MPEG2 encoded DVD which is about the equivalent of a PS3 AVC video encoded at 4Mbps (AVC is MPEG4). So converting a DVD with a setting of 4Mbps at a resolution of around 720x480 (or 720x576 for PAL) will produce a PS3 video of equal quality.

### **3.g.v. Where to get some HD Video:**

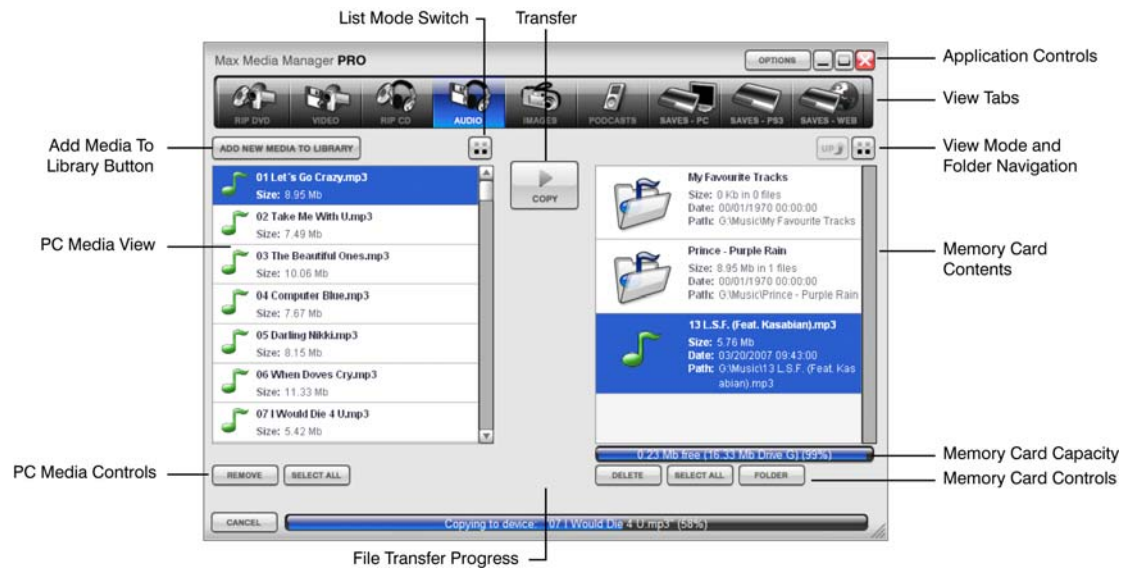
Currently the best source of high definition video is the internet. The purest, highest resolution (1080p) and highest bitrates (16Mbps and higher) is in the form of high definition “.TS” files and high definition WMV files. Be warned that a 2 hour film will be in the size of around 15 gigabytes!

## **4. Working with Music**

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

Use MAX Media Manager PRO to copy MP3s from your computer to your memory card by clicking on the AUDIO tab. If you would like to create MP3s for playback on your PS3 directly from a CD, use the RIP CD tab (see section 4.d.).

Because the PS3 includes native support for a wide range of MP3s, when used to transfer music to your PS3, MAX Media Manager PRO does not need to perform any encoding operations.



#### 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 memory 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 memory card.

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

#### 4.c. Deleting MP3s

Highlight files in the PS3 Contents window and click the Delete button to remove them from your PS3 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 PS3, 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 Look-up

MAX Media Manager PRO includes the ability to connect to a CD Database to automatically retrieve and name the tracks on your CD (this only works on commercially-available CDs, not home compilations). If you have an active Internet connection, you 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 specify whether you would like to convert and copy them to your memory card. When you are ready, choose either TO PC (to copy the

track to the location on your PC specified by the DESTINATION button on the right hand side) or TO PS3 to put the MP3s directly onto your PS3's memory card.

Use the capacity meter to ensure you have sufficient space on your PS3 for the tracks you wish to rip.

## **5. Working with Images**

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

If you've got lots of great digital pictures on your computer, why not copy them onto your memory card and show them off properly on your big-screen TV using your PS3?

The PS3 requires your images to be in JPG format (native format for most digital cameras). It is also worth remembering that normal definition TVs have a native resolution of 640x480 whilst high definition screens will be outputting in 1280x720 or 1920x1080, so if you want to maximise the number of pictures you fit on your memory card (without distortion), use MAX Media Manager PRO's image re-sampling options when copying the images to your memory card.

### **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 PS3).

#### **STRAIGHT COPY**

This leaves your original image as it is. Using this option, if the image you copy is larger than a high definition screen, you can use the PS3 to zoom in on the image to see additional detail. File sizes may be large using this setting, and loading times slower.

#### **RESCALE TO PS3 TV WIDESCREEN**

Use this setting to resize the image to a maximum of 1920x1080 pixels. Aspect ratio is maintained.

#### **STRETCH AND DISTORT**

This stretches and distorts the image to be 1920x1080 pixels. Using this setting, all images fill the screen of a HDTV.

#### **RESIZE TO FILL**

This effectively zooms the image so it fills the screen. The image's aspect ratio is maintained but some edges may be clipped.

### **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 JPG 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 memory 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 memory card.

Keep an eye on the Capacity Meter underneath the PS3 Contents window to see how much space you have free for adding images to your memory card. If you want more space for images try deleting other files from your memory card like videos, game-saves or MP3s.

## 5.d. Deleting Images

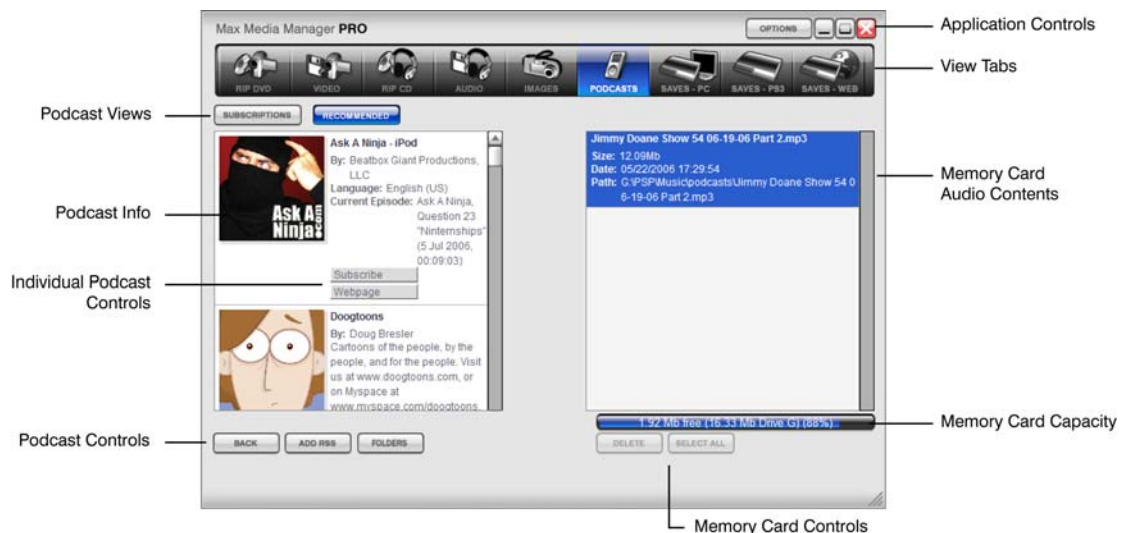
Highlight files in the PS3 Contents window and click the Delete button to remove them from your memory card and free up more space for other images or files like game-saves or videos.

# 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 to your memory card ready for playback on your PS3.

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 now tries 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 automatically starts downloading it and notifies you when it is complete.

### 6.c. Copying Podcasts to your Memory Card

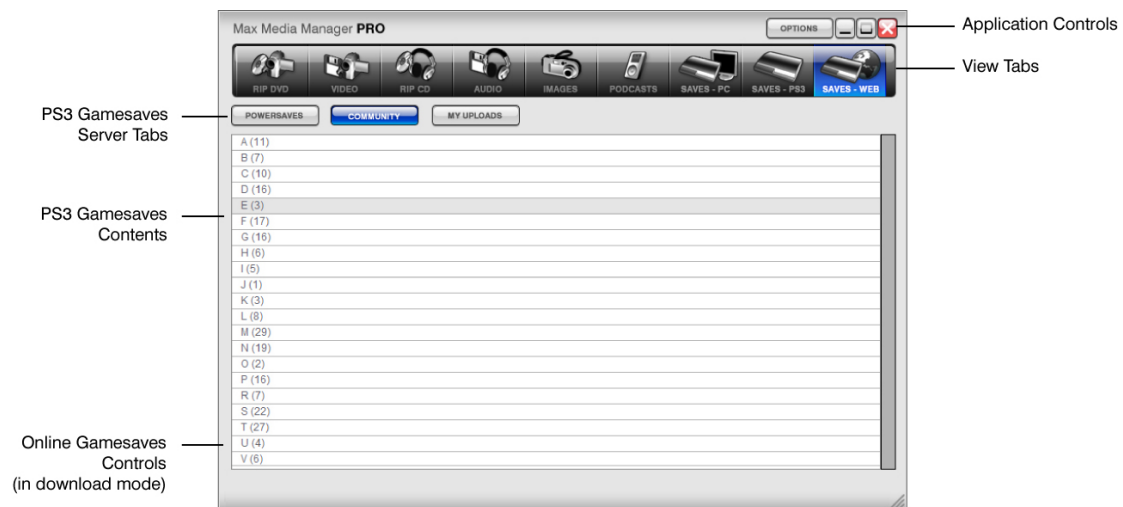
Once a Podcast has finished downloading, you see a COPY TO PS3 button shown with its information in the Podcast Info window. Click this button to have the Podcast transferred to your memory card. Keep an eye on the capacity meter to ensure you have enough free space on your memory card.

### 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 now no longer displays the Podcast's information or automatically downloads new episodes.

Note: If you have any episodes stored on your PC or memory card, they aren't 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 PS3 games. See section 7.b.

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.

## 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



## SUB TABS

When you are on the ONLINE tab (See section 7.b.ii) you have three sub-tab views. Click the POWERSAVES button for this view.

## SAVE TITLE

This is the name that has been given to the specific gamesave by the user who created it.

## DESCRIPTION

This is the description given to the specific gamesave by the user who created it.

## DOWNLOAD

Click the Download button to download the currently-highlighted gamesave to your download target(s); see below.

## DOWNLOAD TARGETS

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 memory card, tick the PS3 box. To download the gamesave to your PC database, tick PC. You can download to either or both locations however you must specify at least one target location.

## RATING

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

## **RATE IT**

Once you've 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 one star (you didn't like it at all) to five stars (you loved it).

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

When using MAX Media Manager PRO, ensure you have an active Internet connection on your PC and that your memory card is connected to your PC via the supplied mini USB to USB lead (if you wish to download directly to your memory card). See section 2.c for connection info.

Downloading a Powersave and using it on your PS3 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're looking for. You should see its icon shown on the folder image. Click anywhere on the game's entry 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's 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 memory card as well as 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 appears!

### **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 is:

#### **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've 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 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 sub-tab were uploaded by you, you 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, your PC Database is empty. This will soon change as you download gamesaves from the online server (click the ONLINE tab) and use MAX Media Manager PRO to copy gamesaves from your memory 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.

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

It is important you keep gamesaves in your PC Database accurately named and described. This helps you identify them in the future, and also makes 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

There's probably plenty of space to store as many gamesaves on your PC as you want, but if you're 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 Memory Card**

When you want to transfer a gamesave from your PC Database to your memory card (for use on your PS3), simply highlight the gamesave by clicking on it and then press the TO PS3 button at the bottom of the screen.

### **8.f. Adding Saves to your PC Database from your Memory Card**

To add gamesaves to your database from your memory card, you need first to be on the PS3 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 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've 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've 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 allows us to prevent spamming of the server.

#### **8.g.ii. Upload your Gamesave**

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

You 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 Memory Card**

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



When you click on the PS3 tab-view, you're looking at the gamesaves you currently have on your memory 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 available with saves stored on a memory card, and therefore are no longer visible.

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

Ensure any gamesaves you would like to copy to your PC are already on your memory card.

Make sure you're on the SAVES-PS3 tab, then highlight the save or saves you would like to copy. You can select multiple files by using your keyboard's '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're asked to complete the FILE DETAILS dialogue. This is so that you can 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 are visible.

## 9.c. Deleting Saves

To delete a save or saves on your memory card simply highlight them (use CTRL and click or SELECT ALL for multiple saves) and then press the DELETE button underneath the PS3 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 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 memory card (if it cannot be automatically detected) and check for online updates.

### **CURRENT VERSION**

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

### **UPDATE NOW**

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.

### **FIND PS3 & DRIVE LETTER**

You may need to tell your MAX Media Manager PRO software which drive letter corresponds to your memory card. If this is the case, tick the box and then choose the drive letter for the memory card in the drive letter selector.

If you're not sure which drive letter your memory card is, connect the memory card to your PC and open 'My Computer' on your PC, then look at the drives listed under 'Devices with Removable Storage'. Try attaching and re-attaching the memory card. You should see the drive appear and disappear. This is the drive letter you need to use in MAX Media Manager.

## **10.b. GAMESAVES**

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

### **DEFAULT REGION**

This is where you set the default region of your MAX Media Manager PRO software. MAX Media Manager PRO can connect to one of three databases, USA, EUROPE and JAPAN. Whenever you browse Powersaves or Community Saves, or upload your own gamesaves, you're connected to the database you specify on this tab.

If you own games from all one region, eg. USA, you only need to set the region once. 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 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.

## **VIDEO**

Specify the folder where you would like video Podcasts saved to on your PC.

Also, specify whether you would like Podcasts displayed on the relevant audio or video tabs and choose the encoding type to use when Podcasts are automatically prepared for PS3 playback.

## **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 that 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. If you are having difficulties with the PS3™ software please have ready the PS3™ revision number (SCPH#) found on a sticker on the reverse of your PS3 console.

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