



## **PocketMac for PlayStation Portable (PSP) 1.0 Installation & Setup**

PocketMac PSP Website: <http://www.PocketMac.net>

E-mail: [PocketMac@PocketMac.net](mailto:PocketMac@PocketMac.net)

Technical support: <http://www.PocketMac.net/support.htm>

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# 1 Before you start - configuring your Mac and PSP (PlayStation Portable)

If you're new to the PocketMac brand and line of products, welcome.

If you've used previous PocketMac titles, there are a few things that are different about this version.

With PocketMac PSP, there's no need to configure anything in your Mac's system preferences. Also, you do not have to install anything to your PSP (PlayStation Portable).

This software will work with any of the supported PSP units right out of the box.

This manual is designed to offer a tour of the new system, from the installation to synching and everything else in-between. Let's get started...

## 1.1 Basic System Requirements

Please ensure that your system meets these basic requirements before using PocketMac PSP. This can help to save time-consuming support incidents and make the overall experience much smoother.

For your PSP, please note that PocketMac PSP supports connecting/synching to the PSP either by means of a USB cable for the PSP, or by means of connecting the PSP's Memory Stick (shown at right) card to the Mac using a Memory Stick reader.



More information about either USB cables or Memory Stick readers can be found on the PocketMac for PSP website at <http://www.pocketmac.net/PSP.html>.

For your Mac, please ensure that you are running Mac OS X, 10.3 or higher, with about 8 MB of free disk space on your Mac HD.

## 1.2 Install/Uninstall

To install PocketMac for PSP 3.0 on your Mac, double-click on the installer's icon. Once you have agreed to the license agreement, the main install screen appears. This screen lets you select the location on your Mac in which the PocketMac PSP software is installed. The default location is the "Applications" folder on your main hard drive.



We recommend that all users install PocketMac for PSP to this location; only advanced users should select a different location.

At the top left of the PocketMac for PSP installation screen, the "Install" option is selected by default. To start the installation, click on the "Install" button on the lower right side of the installation screen. When the installation is complete, you will be prompted to restart your Mac.

If you should later decide to *uninstall* PocketMac for PSP, double-click on the installer's icon. You will be prompted for your Mac system password; enter it. When the PocketMac for PSP installation screen appears, select "Uninstall" from the dropdown menu box in the upper left side of the PocketMac for PSP installation screen. Next, click "Uninstall" from the lower right side of the PocketMac for PSP installation screen. When install has concluded, select "Quit" from the lower right side of the screen.

## 1.3 PSP configuration

There is nothing you need to do with the PSP itself in order to configure it for use with your Macintosh/PocketMac.

## 2 Launching PocketMac for PSP for the First Time

We recommend launching and configuring PocketMac for PSP before connecting your handheld when starting it for the first time. This way, you can do all of the configuration work, and then connect your PSP.

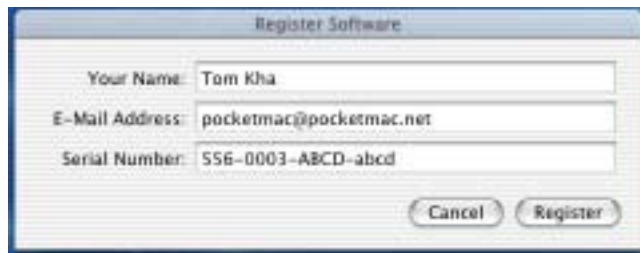
The first time you sync with PocketMac for PSP, you will be prompted for your registration information (see below).

The PocketMac for PSP screen that appears lets you synch and set preferences using icons and Mac menus. It also gives you a visual indication of your connection status between your Mac and your PSP handheld.

## 2.1 Entering the Registration Information

When PocketMac for PSP is launched for the first time, it will ask for the registration information by displaying the "Register Software" screen, as shown here.

You can register the software by entering your name, email address, and the serial number you received as part of the purchase process. (Please note that serial numbers are case-sensitive. This means that "xyz" is not the same as "XYZ" nor "xYz", etc.)



To ensure that your serial number is copied correctly, we recommend using the "Command+C" keystroke to copy the serial number and "Command+V" to paste the serial number.

You can always retrieve your serial number at any time by viewing <http://store.esellerate.net/support>

The Register Software window will connect to the Internet and "activate" the software for this Macintosh. Each serial number can be activated on a maximum of two Macintoshes.

PocketMac for PSP will automatically quit if the Register Software window is unable to activate the software. If you would like to launch it manually, you can do so from the "Applications" folder.

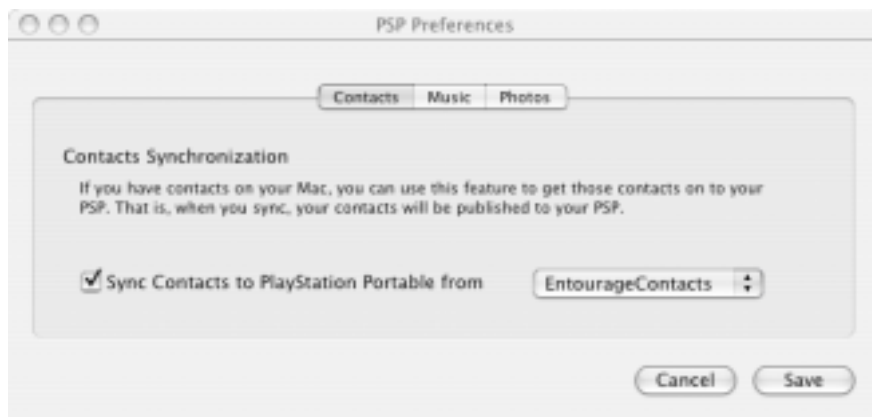
When you're done entering your registration information, click the Register button to activate the software.

## 2.2 Configuring your PocketMac Preferences

As you can see, there are 3 sections to the preferences for PocketMac for PSP:

- Contacts
- Music
- Photos

The first section allows you to tell PocketMac what application you want to use to sync Contacts to your PSP.



The Music section, then, allows you to tell PocketMac to sync your iTunes music with your PSP; similarly, the Photos section allows you to tell PocketMac to sync your iPhoto pictures with your PSP.

## 3 Connecting your PSP

There are 2 ways to connect your PSP to your Mac with PocketMac for PSP:

1. USB cable
2. Memory Stick reader

Please note that when disconnecting and then reconnecting a handheld, it's necessary to wait approximately a few seconds between connections so that PocketMac for PSP can "clean up" and get ready for the next connection.

### 3.1 *USB cable*

A Universal Serial Bus (USB) cable is probably the most direct way to connect a PSP to a Mac. While the PSP itself does not come with a cable, it does have a USB port along the top edge of the unit, as shown here.

This port can be connected with to the Macintosh's USB port with the correct cable.



### 3.2 *Memory Stick Reader*

You have probably noticed that your PSP stores data on a Sony Memory Stick Duo card.

This card can be removed from the PSP using the slot on the lower left edge of the PSP. (It's covered by a small door that says "Memory Stick Duo")



You can then use a Memory Stick reader, similar to the one shown here, to connect the Memory Stick to your Macintosh.



## 4 Running PocketMac for PSP 1.0



After installation, you should have a "PocketMac for PSP" icon on the desktop, similar to the one shown here.

Double-click this icon to launch PocketMac for PSP.

## 5 Synchronizing

The main PocketMac window will look very much like the image shown at right.

It has two toolbar buttons: Synchronize and Preferences. Once you've configured your preferences as detailed above, you can click Synchronize to sync data to your PSP.



Let's take a look at what happens when you sync...

### 5.1 All

Selecting the "All" option for syncing simply performs all sync operations enabled in the preferences. What follows is a detailed listing of the various "Plug-ins" offered with PocketMac for PSP, along with a brief summary of what they can sync.

## 5.2 Contacts

### 5.2.1 Address Book Plug-in

The Address Book plug-in will sync PSP contacts with those stored in the OS X Address Book that comes standard with every OS X installation.

### 5.2.2 Entourage Contacts plug-in

The Entourage Contacts plug-in will synchronize PSP contacts with those stored in Entourage on your Mac.

Please note that for best results with the Entourage plug-in, we recommend launching Entourage before synchronizing and ensuring that you are running at least version 10.1.4<sup>1</sup> of Entourage.

## 5.3 Music

### 5.3.1 iTunes plug-in

The Music plug-in will copy iTunes stored in iTunes' "PocketMac Mobile Tunes" playlist. This playlist is created automatically during PocketMac for PSP installation. Do not delete or rename this playlist if you wish to synch music files between your Mac and your PSP.

When you click the "Synchronize" button with the Music option checked, a separate window will appear, with a progress bar and a status message. This is the actual plug-in which does the work of copying the music to the PSP.



## 5.4 Photos

### 5.4.1 iPhoto plug-in

The Photos plug-in will copy picture files stored in iPhoto's "PocketMac Mobile Album" album. This album is created automatically during PocketMac for PSP installation. Do not delete or rename this album if you wish to synch digital picture files between your Mac and your PSP.

When you click the "Synchronize" button with the Photos option checked, a separate window will appear, with a progress bar and a status message. This is the actual plug-in which does the work of copying the photos to the PSP.



<sup>1</sup> Entourage updates are available free of charge from <http://www.microsoft.com/mac>

## 6 Exporting from iPhoto

PocketMac for PSP also offers the ability to export individual photos directly from within iPhoto. PocketMac for PSP installs an export plugin within iPhoto, as shown here:



## 7 iSync integration

PocketMac for PSP 3.0 offers integration with Apple's iSync product. This means that you can use all of the iSync settings to sync your PSP. Specifically, you can configure iSync (and therefore, PocketMac for PSP) to automatically synchronize every X minutes so that your iSync devices and your PSP stay as up-to-date as possible.

There is no difference between using iSync and accessing PocketMac for PSP directly to perform your sync; it's entirely a matter of personal preference.



## 8 Support & Troubleshooting

If you need support for PocketMac for PSP, please contact us through one of the following means:

Through our website at <http://www.PocketMac.net/support.htm>. This form will get you in touch with our engineers who will be happy to help solve whatever might be wrong. Our turnaround time for most support requests is 24-48 hours.

Through our support documents located at <http://www.PocketMac.net>

Most support issues can be easily resolved with an email or two, but we're happy to help even on more complex issues.

## 9 Thank you

Once again, thank you for your purchase. We thank you for being a part of a community that believes in supporting innovative software solutions.