



MEDIA PLAYER

For Networked PlayStation®2

Enjoy Videos, Music and Photos from your Computer
on your Home Entertainment System



Watch
Digitally Stored Videos



Listen
To Audio Files



View
Digital Photos



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GameShark Media Player® Installation and Setup

Included Materials:

- GameShark Media Player CD-ROM for the Computer
- GameShark Media Player CD-ROM for the PlayStation®2

CD-Key located behind GameShark Media Player CD-ROM

This document assumes that the Sony PS2 Network Adapter and 8MB PS2 compatible Memory Card have been installed properly and that your PS2 is already connected to your home network. If not, please follow the installation instructions included with the Sony PlayStation®2 Network Adapter.

GameShark Media Player should be installed on the computer where you typically keep your digital music, video, and image files.

The installation procedure varies by platform. Please refer to the corresponding section for each platform.

Section 1



Windows Installation and Setup

Please verify that the computer is connected to the Internet. GameShark Media Player must communicate with BroadQ's player(s) to retrieve the latest installation packages the first time the installer is run. If you use a dial-up modem to connect to the Internet, please log in prior to starting the GameShark Media Player installation process. Once you have inserted the GameShark Media Player CD-ROM, open My Computer and double-click the CD drive. Open the windows folder and run the Setup file.

Once installation is completed, run GameShark Media Player Setup (from the Start/Programs menu) to connect with BroadQ's player(s) and allow updated software modules to download. This is required the first time the application is run on a computer.

At this time, you will be prompted to register your software. Please enter your email address, create and enter a password, and the CD-key provided with the software. (CD-key is located on the label behind the GameShark Media Player disc.)

You must use a valid email address. We will send a required activation code word to this address. It will also be used to notify you of new features and updates in the future. It will not be used for any other purposes.

Note: Your email address and password will allow you to easily re-install the software, or have the software installed on multiple computers.

Your CD-Key is unique.

Once you have submitted the registration, our player will email you a “Code word” at the email address you provided. You will need to enter the “Code word” when prompted in the Registration dialog box to validate your account. The software must be registered in order to communicate with the server for software updates. Software updates are required for functionality.

The registration process must be completed before running the GameShark Media Player application.

If you have not verified your account, GameShark Media Player will fail to start, or GameShark Media Player may fail to work properly.

This registration requirement is a one-time event. Once configured, GameShark Media Player will automatically update itself each time it is loaded. GameShark Media Player will also automatically update modules for GameShark Media Player while it is running.

Next you will be prompted to select directories of your digital content (digital music, video, and images) you want to access and use on your GameShark Media Player-enabled PlayStation®2. These directories may be local, removable or networked drives. As content is downloaded or moved into these directories, it is immediately available for use via GameShark Media Player on your PlayStation®2.

While in Setup: From the users tab you may also add multiple users. You may assign passwords to individual user accounts, as well as restrict access to directories on a user by user basis by simply checking boxes for the directories in the corresponding user’s column.

You can add or remove directories, or users, at any time by re-running the Setup utility.

Once you have run and saved the GameShark Media Player Setup, exit from setup and run GameShark Media Player (from the Start/Programs menu). If GameShark Media Player fails to start, please verify that you have run and saved GameShark Media Player Setup correctly.

Please note the IP address of the machine on which you installed GameShark Media Player.

That information will be required when configuring GameShark Media Player on the PlayStation®2 for the first time.

To find your IP address:

In Windows, access the command prompt (from the Start/Programs/Accessories Menu).

For Windows 95/98, type "winipcfg" into a command-line prompt on your PC.

For other versions of Windows, type "ipconfig" into a command-line prompt on your PC.

Note: *GameShark Media Player is designed to run as a background process on your computer. Your computer must be turned on with GameShark Media Player running in the background for the GameShark Media Player software to operate and communicate with the PlayStation®2.*

You must disable (or reconfigure) all software firewall product(s) (or Internet security under XP) in order for the PS2 to reach your computer. If you wish to use firewalling software on your computer, you must open port 57005 on the firewall.

You are now ready to start installation and configuration of GameShark Media Player on the PlayStation®2 as described in Section 2 of this manual.

X Macintosh OS X Installation and Setup

Please verify that the computer is connected to the Internet. GameShark Media Player must communicate with BroadQ's server(s) to retrieve the latest installation packages the first time the installer is run. If you use a dial-up modem to connect to the Internet, please log in prior to starting the GameShark Media Player installation process.

Insert the GameShark Media Player CD-ROM into your disc drive, browse it's contents and copy GSMP to your desktop.

First, click on and run GameShark Media Player to connect with our server(s) and allow updated software modules to download. This is required the first time the application is run on a computer. At this time, you will be prompted to register your software. Please enter your email address as your "Email" (use a valid email address you check often), create and enter a password, and the CD-Key provided with the software.

You must use a valid email address. We will send a required activation code word to this address. It will also be used to notify you of new features and updates in the future. It will not be used for any other purposes.

Note: *Your email address and password will allow you to easily re-install the software, or have the software installed on multiple computers.*

Your CD-Key is unique.

Once you have submitted the registration, our player will email you a “code word” at the email address you provided. You will need to enter the “code word” when prompted in the Registration dialog box to validate your account.

The software must be registered in order to communicate with the server for software updates. Software updates are required for functionality.

The registration process must be completed before running the GameShark Media Player application.

If you have not verified your account, GameShark Media Player will fail to start, or GameShark Media Player may fail to work properly.

This registration requirement is a one-time event. Once configured, GameShark Media Player will automatically update itself each time it is loaded. GameShark Media Player will also automatically update modules for GameShark Media Player while it is running.

Next you will be prompted to select directories of your digital content (digital music, video, and images) you want to access and use on your GameShark Media Player-enabled PlayStation®2. These directories may be local, removable or networked drives. As content is downloaded or moved into these directories, it is immediately available for use via GameShark Media Player on your PlayStation®2.

While in Setup: From the users tab you may also add multiple users. You may assign passwords to individual user accounts, as well as restrict access to directories on a user by user basis by simply checking boxes for the directories in the corresponding user’s column.

You can add or remove directories, or users, at any time by re-running the GameShark Media Player Setup utility.

Once you have run and saved the GameShark Media Player Setup, exit from setup and run GameShark Media Player. If GameShark Media Player fails to start, please verify that you have run and saved GameShark Media Player Setup correctly.

Please note the IP address of the machine on which you installed GameShark Media Player. That information will be required when configuring GameShark Media Player on the PlayStation®2 for the first time.

Note: *GameShark Media Player is designed to run as a background process on your computer. Your computer must be turned on with GameShark Media Player running in the background for the GameShark Media Player software to operate and communicate with the PlayStation®2.*

You must disable (or reconfigure) all software firewall product(s) in order for the PS2 to reach your computer. If you wish to use firewalling software on your computer, you must open port 57005 on the firewall.

You are now ready to start installation and configuration of GameShark Media Player on the PlayStation®2 as described in Section 2 of this manual.



Linux Installation and Setup

If you do not already have Sun's Java JRE Version 1.3.1 or above installed, please go to <http://java.sun.com/j2se/1.3/> to download and install.

Insert the Blue GameShark Media Player CD-ROM into your computer. Browse the CD-ROM and copy **jinstall.bin**, the GameShark Media Player installer, into an empty temporary directory.

Next, **chmod jinstaller.bin** so that it is executable.

Execute **jinstaller.bin**.

Once installation is completed, run GameShark Media Player Setup (command line: **setup**) to connect with BroadQ's player(s) and allow updated software modules to download. This is required the first time the application is run on a computer.

At this time, you will be prompted to register your software. Please enter your email address as your "Email" (use a valid email address you check often), create and enter a password, and the CD-Key provided with the software.

Note: *Your email and password will allow you to easily re-install the software, or have the software installed on multiple computers.*

You must use a valid email address. We will send a required activation code word to this address. It will also be used to notify you of new features and updates in the future. It will not be used for any other purposes.

Your CD-Key is unique.

Once you have submitted the registration, the GameShark Media Player will email you a "Code word" at the email address you provided. You will need to enter the "Code word" when prompted in the Registration dialog box to validate your account.

The software must be registered in order to communicate with the server for software updates. Software updates are required for functionality.

The registration process must be completed before running the GameShark Media Player application.

If you have not verified your account, GameShark Media Player will fail to start, or GameShark Media Player may fail to work properly.

This registration requirement is a one-time event. Once configured, GameShark Media Player will automatically update itself each time it is loaded. GameShark Media Player will also automatically update modules for GameShark Media Player while it is running.

Next you will be prompted to select directories of your digital content (digital music, video, and images) you want to access and use on your GameShark Media Player-enabled PlayStation®2. These directories may be local, removable or networked drives. As content is downloaded or moved into these directories, it is immediately available for use via GameShark Media Player on your PlayStation®2.

While in Setup: From the users tab, you may also add multiple users. You may assign passwords to individual user accounts, as well as restrict access to directories on a user by user basis by simply checking boxes for the directories in the corresponding user's column.

You can add or remove directories, or users, at any time by re-running the GameShark Media Player Setup utility. Once you have run and saved the GameShark Media Player Setup, save and exit. If GameShark Media Player fails to start, please verify that you have run and saved GameShark Media Player Setup correctly.

Note: GameShark Media Player is designed to run as a background process on your computer. Your computer must be turned on with GameShark Media Player running in the background for the GameShark Media Player software to operate and communicate with the PlayStation®2.

You must disable (or reconfigure) all software firewall product(s) in order for the PS2 to reach your computer. If you wish to use firewalling software on your computer, you must open port 57005 on the firewall.

You are now ready to start installation and configuration of GameShark Media Player on the PlayStation®2 as described in Section 2 of this manual.

Section 2

GameShark Media Player Network Configuration

Turn on your PlayStation 2 entertainment system. Make sure your memory card is in Slot 1 (an 8meg PS2-compatible Memory Card is a requirement for the Sony PlayStation 2 Network Adapter), and that your Sony PlayStation Network Adapter has been properly installed and is connected to your home network in such a way that it can "talk" to the computer on which you installed GameShark Media Player.

For Recommended Network Configurations, (see page 14 of this manual)

Please verify that you have approximately 700kbytes of free space available on the memory card. When the PS2 boots (without a disc in the tray), from the PS2 launch screen, select the "Browser".



In the browser, select the memory card. The amount of free space on the memory card should be displayed in the top left of the TV screen. If you do not have adequate free space on the memory card, you will need to acquire another memory card with adequate free space, or delete files from your existing card. Be certain of what you are deleting. You do not want to delete valuable saved games.

Place the GameShark media Player disc in the tray and restart the PS2.

The first time GameShark Media Player boots, it will ask you to configure the network settings.



Select either automatic or manual configuration. If you do not make a selection after 15 seconds, it will automatically try to autodetect your IP address.

Autodetect:

Once you've chosen autodetect settings, GameShark Media Player will search for servers running GameShark Media Player.

A list of GameShark Media Players will then be presented to you. At this point, you have the option to a) choose the appropriate server, OR b) choose to go back and manually specify a server not listed.

Once the server is selected, the GameShark Media Player will attempt to connect. Once connected, you will be presented with the Main Menu for GameShark Media Player.

Manual:

Once you've chosen to manually configure your network settings, you will then instruct GameShark Media Player to either use DHCP or use a fixed (static) IP number, subnet and gateway for your home network.



If you select DHCP, GameShark Media Player will search for servers running GameShark Media Player and the remainder of the configuration process will be identical to choosing "Autodetect" settings (see Autodetect section).

If you select to use a fixed (static) IP number, GameShark Media Player will present you with the options of a) have GameShark Media Player suggest settings for you, OR b) specify the network settings yourself.

You will then be presented with the Advanced Network Configuration screen where you may accept suggested settings, or manually alter the network settings.

Once you have your network configured, GameShark Media Player will save this configuration to your memory card, and default to this configuration in the future.

Once you have completed the network configuration, the software will attempt to connect to your computer for the first time. Once it connects, it may update itself (which will automatically cause it to restart one or more times).

Note: If you have created more than one user account you will first be brought to the Use Select Screen. After selecting a user you will be brought to the Main Menu.

Using Your GameShark Media Player Software

Main Menu

From the Main Menu, you can choose which type of digital media (Images/Music & Video) you would like to browse using Your GameShark Media Player Software. You can also select Network Configuration to change your Network Settings. You may want to do this in order to access a different computer running Qcast Station or to change users.



Player Options: Hitting “L1” brings up the Player Options screen. Here you can control Random play, Repeat (Playlist), Scale Image (on/off), Slideshow (Time Interval), and Transition (from image to image) functions.

Player Queue: Hitting “R1” from the Media Player screen brings up the Player Queue screen. Here you can see a list of media in your playlist, scroll through items (using up-down arrows or L2, R2), and select items for immediate Play (“X”).

Music Player

Player Controls

After hitting Play (“X”) in the Playlist Editor screen, the Media Player associated with the selected item in the Playlist will load and begin playing the selected file. Using the directional arrow keys, select the Stop, Pause, Play, and skipping options. Hitting “L2” or “R2” while in Player Mode will also skip to previous, or next items, respectively, in the Playlist.

Player Options: Hitting “L1” brings up the Player Options screen. Here you can control Random play, Repeat (Playlist), Repeat (Song), and ID3 Tag (on/off) functions. Also, with the Music Player on screen, hitting Select will toggle ID3 Tag function on/off; and Start will Play/Pause.

Player Queue: Hitting “R1” from the Media Player screen brings up the Player Queue screen. Here you can see a list of media in your playlist, scroll through items (using up-down arrows or L2, R2), and select items for immediate Play (“X”).

Video Player



Player Controls

After hitting Play (“**X**”) in the Playlist Editor screen, the Media Player associated with the selected item in the Playlist will load and begin playing the selected file.

Using the directional arrow keys, select the Stop, Pause, Play, and skipping options. While watching video, you can also use the “**Start**” key on the game pad or remote to pause and play.

Rewind/Fast-Forward: While watching video, use the “**L2**” and “**R2**” buttons to rewind and fast-forward. Hold down the button to accelerate the selected function.

Player Options: While playing video, pushing a directional arrow key brings up the Video Player overlay. While the overlay is on screen, hitting “**L1**” brings up the Player Options screen. Here you can control Random play, Repeat (Playlist), and Repeat (Item).

Player Queue: While the overlay is on screen, hitting “**R1**” brings up the Player Queue screen. Here you can see a list of media in your playlist, scroll through items (using up-down directional arrows), and select items for immediate Play (“**X**”).

Customer Support

Please refer to the Frequently Asked Questions in the previous section before contacting our customer service department.

If you still cannot resolve the problem, please contact us as follows:

Phone: (619) 683-2815

E-Mail: support@gameshark.com

World Wide Web: <http://www.gameshark.com>

Mailing Address:

Mad Catz, Inc.

ATTN: GameShark Support

7480 Mission Valley Road Suite 101

San Diego, CA 92108

Troubleshooting Guide

PC Installation

Cannot move past CD-key entry screen or CD-key is written in Red letters.

Make sure you are entering the CD-Key from inside the case behind the "Computer Disk".

Make sure you use a VALID email address and remember your password. You may need to use these in the future to reinstall. And you will receive your key-word at the email address you specify.

PS2 Configuration Screen:

Error Message: "Could not connect to DHCP server!"

GameShark Media Player either couldn't communicate successfully with your DHCP server or there is no DHCP server on the network. If this happens you will need to set a static IP address.

Error Message: "Could not connect to server!"

Quick check:

- GameShark Media Player running
- PS2 IP settings correct
- Cabling correct
- No firewall on PC

Make sure you are running the GameShark Media Player on the PC. You can tell this in Windows by looking at the systray (where the clock is) and finding the shark icon, or in your "dock" for Mac OSX.

If you are having trouble connecting and the MediaPlayer is, in fact, running on the PC, you need to make sure you have set the "Server IP" on the PS2 to the address of the PC.

You can get your IP in Windows by opening a Command Prompt and typing "ipconfig" or "winipcfg" in ME or 98.

If you cannot get a DHCP address or you cannot connect to the Server, then try setting a static IP. You will want to use the settings from your PC as a guide. The gateway and netmask will be the same and the IP address should be the same except for the last set of numbers. That group of three digits needs to be a unique number between 1 and 254.

Example Static IP Settings:

If your **PC** settings are:

IP 192.168.0.2
netmask 255.255.255.0
Gateway 192.168.0.1

Then your **PS2** would be configured like this:

IP 192.168.0.10
netmask 255.255.255.0
Gateway 192.168.0.1

Symptom: PS2 won't keep settings

If the PS2 keeps rebooting and continually asks you to re-enter the IP information: You need to check the free space on your memory card. To do this, remove the CD from the PS2 and reboot the PS2 with only the memory card and a controller. When it boots, select the "Browser". In the browser, select the memory card. The amount of free space on the memory card should be displayed in the top left of the TV screen. If you do not have at least 500 Kbytes of free space on the memory card, you will need to acquire another memory card with adequate free space, or delete files from your existing card. Be certain of what you are deleting. You do not want to delete valuable saved games.

Once you have freed up adequate space on your memory card, retry GameShark Media Player.

If the first step doesn't solve your problem, make sure you are using an official Sony 8MB memory card. Some aftermarket cards are not read properly and will not keep your settings. Cards that require a boot disk before use will NOT work.

Hardware and Network Configurations

Hardware Requirements

PC

Pentium II 300Mhz + Processor
64 Megs RAM+
20MB+ Free Hard Drive Space
Network Card

Mac

G3 or G4 Processor
64 Megs RAM+
20MB+ Free Hard Drive Space
Network Card

Additional Requirements:

PlayStation 2
PS2 controller
Sony Network Adapter with PS2 memory card
Network Card (for computer)
Internet connection (for computer)

Using DHCP

The easiest setup for GameShark Media Player is using a Router with DHCP. In this situation you would connect your PS2 and your PC to the Router and your broadband would connect to the uplink or internet port.

Using a Network Switch

Connect the PS2 and the PC and the broadband connection to a switch or hub. This method requires you to have two IP addresses from your ISP.

Direct Connection with "crossover" cable

The most basic way of connecting is with a direct connection from your PC to the PS2. You will also need another connection to get updates and to register. In this setup you will need a "crossover" cable. Once you have them connected you will need to give both the PC and PS2 static IP addresses.

MADE IN HONG KONG ASSEMBLED IN THE UNITED STATES

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Triangle

Principale De Menu (Joueur De Browser Et De Médias De Dossier)
(Menus Virtuels De Clavier)

R2

Prochaine Page
D'Image/song/video Vers le
bas (Browser De Dossier)

Start

Cabillots Play/Pause
(Media Player)

L2

Page Précédente
D'Image/song/video Vers le
haut (Browser De Dossier)

R1

Accédez Aux Menus D'Au
loin-Écran Du Bon Côté

L1

Accédez Au Côté Des
Menus On/Left D'Au
loin-Écran



Select

Taggle ID3 Tague
On/Off (Media Player)

Circle

Effacement (Rédacteur De
Playlist) Enter/Done (Menus
Virtuels De Clavier)

Directional Pad

Choix Haut/bas Rive/Droit De
Mouvement De Liste De Rouleau

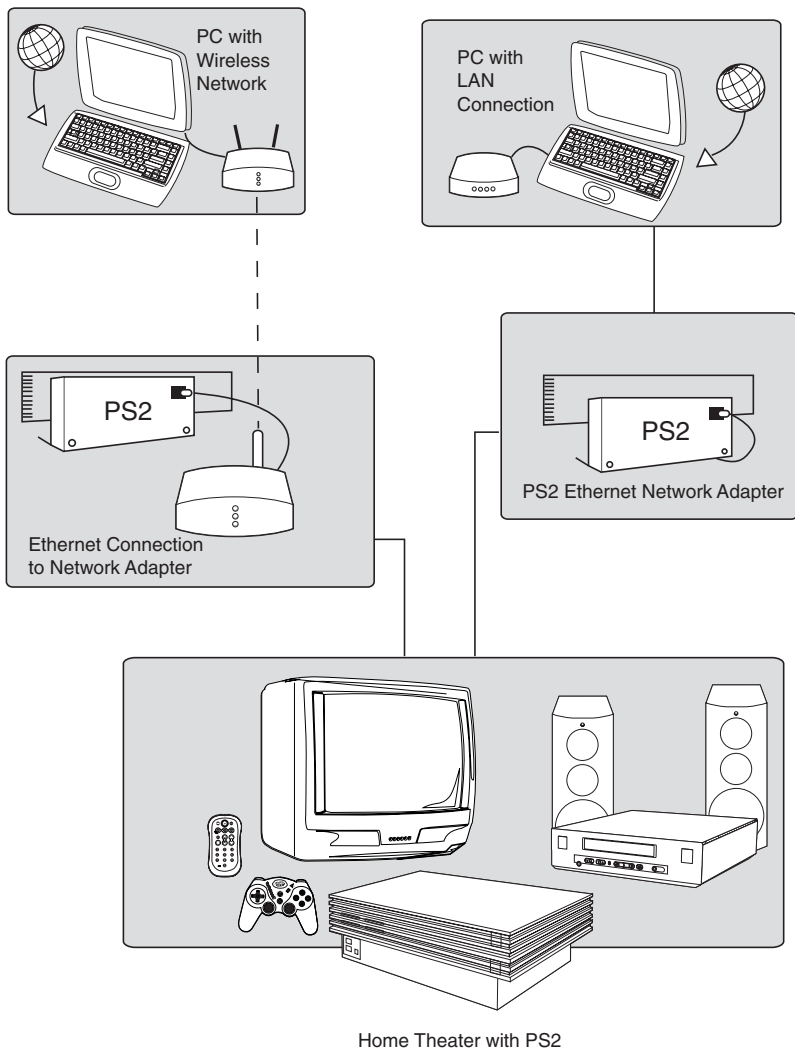
X

Menus virtuels de clavier d'options
de jeu d'annuaire d'Add/Open
(browser de dossier) (rédacteur
de Playlist) Enter/Add

Square

Ajoutez tout l'effacement de
mouvement (de browser de
dossier) (rédacteur de Playlist)
(les menus virtuels de clavier)

Set-Up Diagram



Mad Catz, Inc.
7480 Mission Valley Road Suite 101 • San Diego, CA 92108
(619) 683-2815
support@gameshark.com
<http://www.gameshark.com>