












# User's Guide



- This guide is for use with system software version 2.20.

User's Guide .....	1
About XMB™ .....	3
About XMB™ (XrossMediaBar) .....	3
Changing the way content is displayed.....	6
Using the keyboard .....	8
Using the parental control settings.....	11
Users .....	13
Users category.....	13
Creating new users.....	14
Logging in.....	15
Logging out.....	15
Editing user information .....	16
Deleting users.....	16
Settings.....	17
System Update .....	17
Game Settings .....	19
BD / DVD Settings .....	20
Music Settings.....	25
Chat Settings .....	28
Theme Settings.....	29
System Settings.....	31
Photo .....	42
Photo category .....	42
Using the control panel .....	44
Viewing images as a slideshow .....	47
Copying image files .....	49
Using Playlists .....	50
Printing images .....	53
Types of files that can be displayed.....	53
Music .....	54
Music category.....	54
Using the control panel .....	56
Obtaining or editing audio CD information.....	58
Importing audio CDs to the hard disk.....	59
Changing icons.....	60
Copying music files .....	60

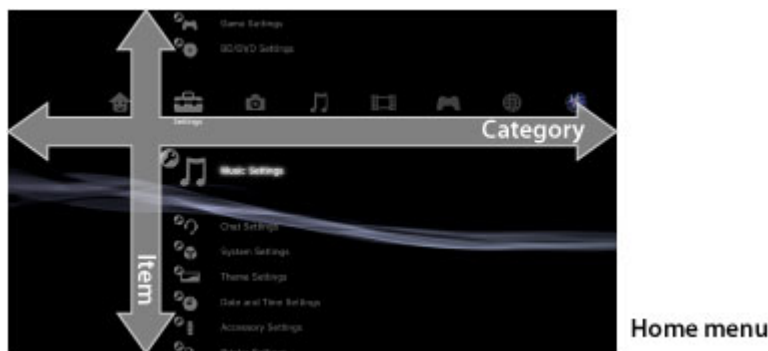
Using Playlists .....	61
Types of files that can be played.....	64
 Video .....	65
Video category .....	65
Using the control panel .....	68
Copying or moving video files .....	75
Types of files that can be played.....	76
 Game .....	77
Game category .....	77
Starting / quitting games .....	79
Adjusting wireless controller settings.....	81
Adjusting screen display settings.....	82
Saved Data .....	83
Playing games downloaded from PLAYSTATION®Store.....	91
Network.....	94
 Online Instruction Manuals.....	94
 Remote Play .....	94
 Internet Browser .....	101
 Download Management .....	115
 Information Board .....	118
 Folding@home™ .....	121
 PLAYSTATION®Network.....	123
Signing up for PLAYSTATION®Network.....	123
Signing in / signing out.....	125
Saving your password / Signing in automatically.....	126
If you forget your password.....	127
Managing account information .....	128
Associating an account with a User .....	129
 PLAYSTATION®Store .....	130
PLAYSTATION®Store overview.....	130
Using the wallet .....	131
Downloading (purchasing) products.....	133
Checking PLAYSTATION®Store usage .....	135
 Friends.....	137
Friends category .....	137
Friends List .....	139
Block List.....	142
Voice/Video Chat.....	143
Using the control panel .....	145
Message Box.....	148

# About XMB™

## About XMB™ (XrossMediaBar)

### Using XMB™

The PS3™ system includes a user interface called XMB™ (XrossMediaBar). The horizontal row shows system features in categories, and the vertical column shows items that can be performed under each category. The main screen for XMB™ is called the "home menu".



**Directional buttons** Select a category or item.

**X button** Confirm the selected item.

**O button** Cancel an operation.

View the options menu / control panel.

- Δ button**
- [Using the options menu](#)
  - [Using the control panel](#)

**PS button** View the home menu.

### Playing content

From the home menu, select the content on the disc or storage media, and then press the X button. To stop playback, press the O button.

### Hint

An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.

## Using the options menu

Select an icon from the home menu, and then press the **△** button to display the options menu. The options menu can be displayed or hidden by pressing the **△** button.



### *Options menu items*

Options menu items vary depending on the category.

**Play / Start / View** Play content.

**Eject Disc** Eject the disc.

**Delete** Delete content.

**Copy** Copy content to the hard disk or to storage media.\*1

**Information** View information on the content. Some information such as the name can be changed.

**Add to Playlist** Add content to a playlist.

**Display All** View all folders saved on storage media or a USB mass storage device.\*1

**Sort By** Sort content items by name, date, etc.

**Group Content** Change the grouping method to group by album, format or other options.\*2

**Delete Multiple** Select multiple content items and delete all at once.

**Copy Multiple** Select multiple content items and copy all at once.

\*1 An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.

\*2 Content that does not have the information required for grouping is grouped into an [Unknown] folder. Some content may not be grouped.

## Using the control panel

Select an icon from the home menu, and then press the **△** button to display the control panel. The control panel can be displayed or hidden by pressing the **△** button. Control panel items vary depending on the content being played.



## Using multiple features at the same time

Users can enjoy multiple features at the same time. For example, you can view images under **📷**(Photo) or access the Internet under **🌐**(Network) while playing music under **🎵**(Music).

Example: Viewing images under **📷**(Photo) while playing music under **🎵**(Music)

1. Play music under **🎵**(Music) in the home menu.
2. Press the PS button.
3. The home menu is displayed.
3. Select the images that you want to view under **📷**(Photo).

## Hints




- You cannot play **🎵**(Music) content with other features during Super Audio CD playback or when **⚙️**(Settings) > **🎵**(Music Settings) > [Audio CD Output Frequency] is set to [44.1 / 88.2 / 176.4 kHz].
- Depending on the type of content being played, some features that usually can be played at the same time may not be available.

## Notice

Super Audio CDs cannot be played on some PS3™ systems. For details, refer to [\[Types of Playable Discs\]](#).

## ***Changing the way content is displayed***


Content saved in the following folders at the root directory level of storage media or USB mass storage devices is displayed by default.

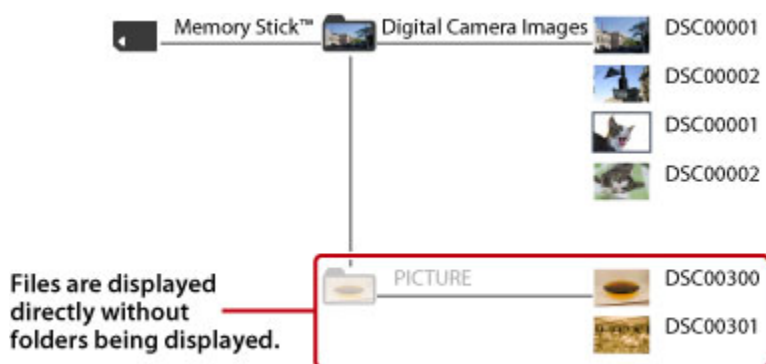
Category	Folder Name
 (Video)	VIDEO
 (Music)	MUSIC
 (Photo)	<ul style="list-style-type: none"><li>• DCIM *</li><li>• PICTURE</li></ul>

\*This is the folder for storing images recorded in DCF format when taking photographs with a digital camera.


Select the icon for the storage media or USB mass storage device, and then press the **▲** button. Select [Display All] from the options menu to display folders in addition to those listed above.

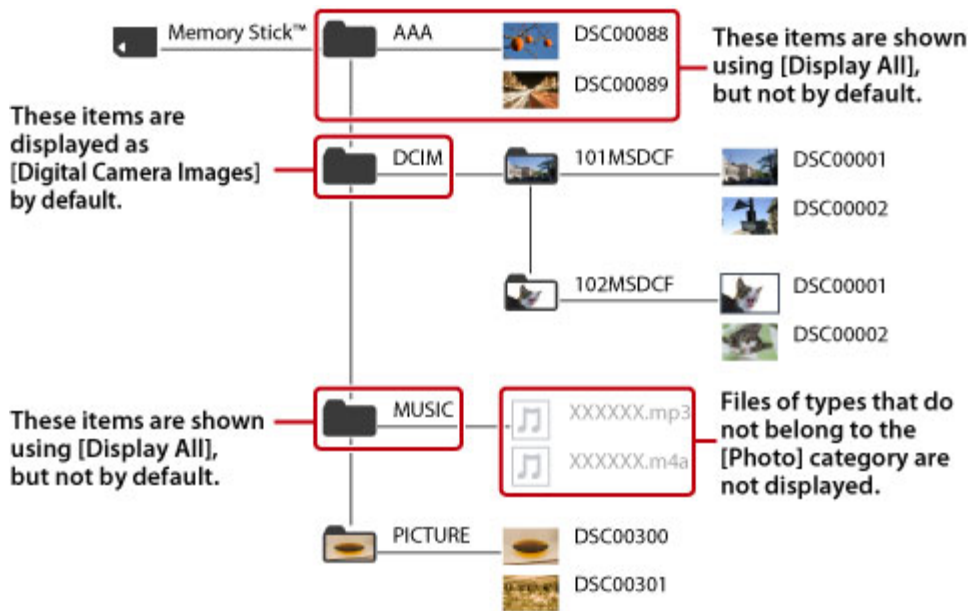
### **Example of content displayed by default**

With Memory Stick™ under  (Photo) selected:



### **Example of content displayed with [Display All]**

With Memory Stick™ under  (Photo) selected:

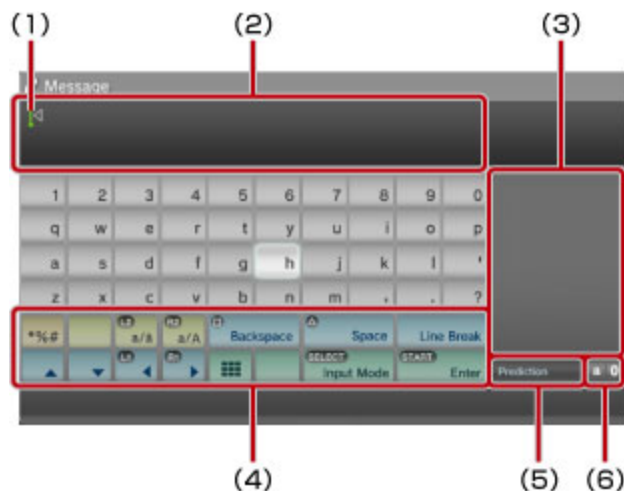


## Hints

- Only content that can be played under the selected category is displayed with [Display All]. Not all content stored on the media can be displayed.
- All folders are displayed by default when playing data discs such as CD-Rs.
- An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.

## Using the keyboard

The keyboard is automatically displayed whenever text entry is required. These instructions assume use of the English keyboard. For information on using other language keyboards, see the [user's guide for the respective language](#).



- (1) Cursor
- (2) Text entry field
- (3) Displays predictive options
- (4) Operation keys
- (5) Displays when predictive mode is on
- (6) Input mode display

## List of keys

Keys that are displayed vary depending on the input mode and other conditions.



	Inserts a symbol or emoticon
	Switches the type of characters to be entered
	Moves the cursor
	Deletes the character to the left of the cursor
	Inserts a space
	Inserts a line break
	Switches to the mini-size keyboard
	Switches the input mode
	Confirms characters that have been typed but not entered / Exits the keyboard



## Entering characters

Using predictive mode, you can enter the first few letters of the word, which will bring up a list of commonly used words that start with these letters. You can then use the directional buttons to select the word that you want. After you have finished entering text, select the "Enter" key to exit the keyboard.

## Hints

- You may not be able to use emoticons in some input modes.
- The languages you can use for text entry are the supported system languages. For example, if the system language is set to French, you can enter text in French. You can set the system language by going to  (Settings) >  (System Settings) > [System Language].


## Using a connected keyboard

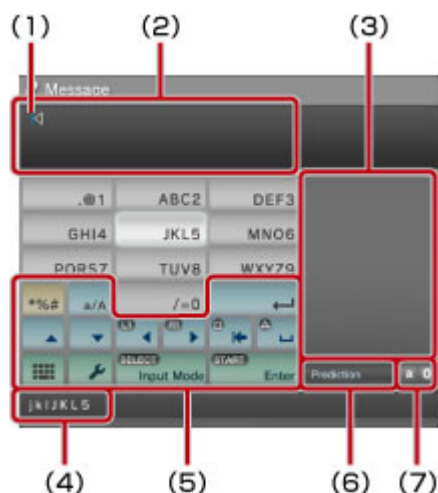
You can enter text using a USB keyboard or Bluetooth®-compatible keyboard (both sold separately). With the text entry screen displayed, if any key on the connected keyboard is pressed, the text entry screen will enable you to use the connected keyboard.

## Hint

You cannot use the predictive mode when using a connected keyboard.

## Using the mini-size keyboard


If you select  from the full-size keyboard, it will switch to the mini-size keyboard. On the mini-size keyboard, multiple characters are assigned to a single key.










- (1)Cursor  
(2)Text entry field

**(3)Displays predictive options**

Displays characters that can be entered using the selected key.

Each time you press the  button, the character that can be entered changes. For

- (4)** example, to enter [L], select  and press the  button six times. To enter [L5], select  and press the  button, and after [L] has been entered use  to move the cursor so that it is positioned after the [L]. Then select  and press the  button seven times to enter [5].

**(5)Operation keys**

**(6)Displays when predictive mode is on**











**(7)Input mode display**

## Hint

You can also use the single tap text entry method. Use the "Options" key to switch the text entry method. When using single tap, words that can be created using combinations made from one letter (or number) on each selected key are displayed as predictive text entry options. For example, if you select the "DEF3" key, words beginning with d, e, f or 3 are listed in the predictive options window on the right side of the on-screen keyboard. If the symbol ">" is displayed, keep entering letters until predictive options are displayed.

## List of keys

Keys that are displayed vary depending on the input mode and other conditions.

	Inserts a symbol
	Switches between upper and lower case
	Inserts a line break
	Moves the cursor
	Deletes the character to the left of the cursor
	Inserts a space
	Switches to the full-size keyboard
	Displays the options menu
	Switches the input mode
	Confirms characters that have been typed but not entered / Exits the keyboard



## Using the parental control settings

The PS3™ system includes parental control settings that restrict the playing of content with parental control restrictions (such as game or video content) or the use of the Internet. You can adjust these settings so that content intended for mature audiences cannot be viewed by children.







Although the restriction method and the setting method may vary depending on the type of content, all such content is restricted by one password. \* A password is required when adjusting parental control settings or when using content with parental control restrictions.














\* Does not include content from PLAYSTATION®Network.

### Setting a password


1. Select  (Security Settings) under  (Settings) in the home menu.
2. Select [Change Password]. Follow the on-screen instructions to set the password. The password is set to [0000] by default at the time of purchase.

### Content that can be restricted

Content	Restriction scheme	Method of setting restriction
Games	By setting a parental control level on a PS3™ system, you can restrict playback of games that exceed the set level.	You can set this option in <a href="#">[Parental Control]</a> under  (Settings) >  (Security Settings).
DVDs	By setting a parental control level on a PS3™ system, you can restrict playback of DVDs that exceed the set level.	You can set this option in <a href="#">[DVD Parental Control]</a> and <a href="#">[BD / DVD Parental Control Region Code]</a> under  (Settings) >  (Security Settings).
Blu-ray Discs (BD)	By setting a parental control level on a PS3™ system, you can restrict playback of BDs that exceed the set level.	You can set this option in <a href="#">[DVD Parental Control]</a> and <a href="#">[BD / DVD Parental Control Region Code]</a> under  (Settings) >  (Security Settings).




- |                                   |  |  |
|-----------------------------------|--|--|
|                                   | <p>By setting a parental control level on a PS3™ system you can restrict the ability to start the Internet browser.</p>  | <p>You can set this option in <a href="#">[Internet Browser Start Control]</a> under  (Settings) &gt;  (Security Settings).</p>   |
| <p>Web site browsing</p>          | <p>You can use a Web filtering service to check the type and appropriateness of Web sites and automatically block the display of inappropriate Web sites when using the Internet. Fees may apply to use of this service.</p>               | <p>You can set to use this type of service in  (Internet Browser) under  (Network). *1 *2</p>  |
| <p>PLAYSTATION®Network<br/>*3</p> | <p>By holding a master account, a parent or guardian can restrict voice / video chat usage or the monthly spending limit for the wallet that can be used on PLAYSTATION®Network by sub accounts (accounts that can be used by minors).</p> | <p>You can set these restrictions by logging in to the PS3™ system using the master account, selecting  (PLAYSTATION®Network) &gt;  (Account Management), and then using [Manage Sub Accounts] from the PLAYSTATION®Network page. *4</p> |
- \*1 The types of services that can be used vary depending on the country or region. The setting method varies depending on the service. For details, visit the Web site for the service provider. The Web site is specified under  (Bookmarks) in the  (Internet Browser) menu.
- \*2 The service provider. The Web site is specified under  (Bookmarks) in the  (Internet Browser) menu.
- \*3 PLAYSTATION®Network and  (PLAYSTATION®Store) are only available in certain countries/regions and languages.
- \*4 You can create a PLAYSTATION®Network account in  ([Sign Up for PLAYSTATION®Network](#)) under  (PLAYSTATION®Network).

## Hints



- Playback can only be restricted on a PS3™ system if the content in use is set with parental control restrictions.
- Content not appropriate for the age of an account holder registered with PLAYSTATION®Network will no longer be displayed in  (PLAYSTATION®Store) if the parental control option for content restriction is set for the user's account.

## Users

### *Users category*





Create users for the PS3™ system. If you create multiple users, data such as saved data for PLAYSTATION®3 format software, messages sent and received under  (Friends) and bookmarks under  (Internet Browser) are maintained separately for each user. The following icons are displayed under  (Users).



-  **Create New User** Create a new user.
-  **(user name)** Log in to the PS3™ system.

### **Hint**

The following types of data stored on the hard disk are displayed regardless of which user logs in. If data is deleted, other users will also be unable to use it. Be careful not to accidentally delete important data.

- Saved data for PlayStation®2 / PlayStation® format software
- Games displayed under  (Game)
- Video files displayed under  (Video)
- Music files displayed under  (Music)
- Image files displayed under  (Photo)

## Notices

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)], visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.

## Creating new users

To create a new user, select  (Create New User) under  (Users) in the home menu, and then enter a user name.

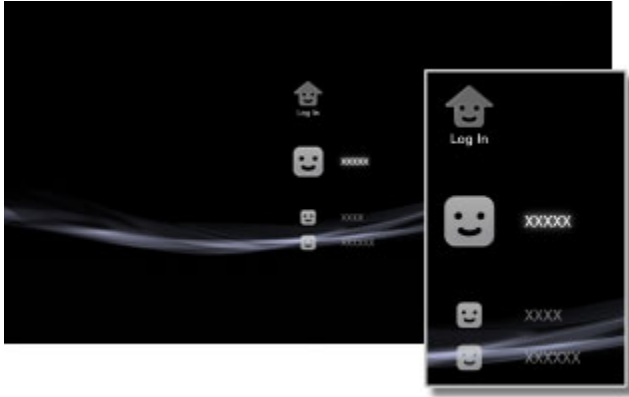


## Hints

- You can enter up to 16 characters in a user name.
- User names and icons can be changed under [Information] in the options menu.

## ***Logging in***

If there are multiple users, a login screen will be displayed when the system is started. Select the icon of the user whom you want to log in as.



### **Hint**

When you log in, ◆ will be displayed next to the icon.

## **Setting automatic login**

If there are multiple users, you can set the user you want to automatically log in as when the system is started. After logging in as a particular user, select the icon of that user, press the ▲ button, and then select [Automatic Login].


### **Hint**

Only one user can be logged in at a time. When the current user logs out, another user can log in.

## ***Logging out***

If there are multiple users, the current user can log out. Select the icon of the current user, and then press the × button. Follow the on-screen instructions to complete the operation.


## ***Editing user information***









Edit user information, such as user name and icon. Log in as the user whose information you want to edit. Select the icon of the user, press the  button, and then select [Information] from the options menu. Select the items that you want to edit.


## **Hints**

- Only information for the current user can be edited.
- You can select an icon from images saved on the hard disk or from preset icons.

## ***Deleting users***

If there are multiple users, you can delete users who are no longer needed. Log in as the user whom you want to delete. Select the icon of the user, press the  button, and then select [Delete] from the options menu. When the user is deleted, the following types of data stored on the hard disk that are managed by the user will be deleted.

- Data downloaded (purchased) from  (PLAYSTATION®Store), such as games or additional items for games\*
- Messages sent and received under  (Friends)
- Bookmarks, history and settings added under  (Internet Browser)
- Saved data for PLAYSTATION®3 format software
- Information on the image that has been set as wallpaper under  (Photo)
- Words from the predictive text dictionary, text entered via the keyboard and other content saved under  (Settings) >  (System Settings) > [Add / Edit Term]
- Keyboard or mouse settings that were set under  (Settings) >  (Accessory Settings)

\* Demos and other content downloaded for free from  (PLAYSTATION®Store) may not be deleted.

## **Hint**

Only the current user can be deleted.



## Settings

### ***System Update***

Software updates may include security patches, new or revised settings and features and other items, which will change your current operating system. It is recommended that you always maintain your system to use the latest version of the system software.

There are two ways to update as listed below:

- Update via Internet
- Update via Storage Media

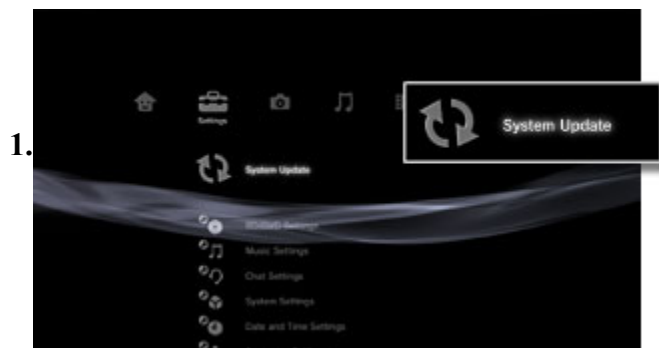
### **Notices**

- Do not turn off the system or remove media during an update. If an update is cancelled before completion, the system software may become damaged, and the system may require servicing or exchange.
- During an update, the power button on the system front and the PS button on the wireless controller are not active.
- Depending on the content, you may not be able to play without first updating the system software.

### **Update via Internet**

Download the update data directly to the system from the Internet. The latest update is automatically downloaded.

Select  (System Update) under  (Settings) in the home menu.



Select [Update via Internet].

2. Download the latest update data from the Internet. Follow the on-screen instructions to complete the operation.

## Update via Storage Media

Use update data saved on a disc, Memory Stick™ or other media. Download the update data from a Web site using a PC. For more information, visit the [SCE Web site for your region](#).

## Hints

- Update data may also be contained in some game discs, commercially available BD video software, and other types of disc media. When you play a disc that contains update data, a screen will be displayed to guide you through the update process. Follow the on-screen instructions to perform the update.
- An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.

## Game Settings

Adjust settings related to output from PlayStation®2 and PlayStation® format software.

### Notices

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)], visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.

## PS / PS2 Upscaler

Upscaling is a feature that can be used to enable video content recorded in SD resolution (NTSC: 480p / 480i, PAL: 576p / 576i) to be displayed in HD resolution (1080p / 1080i / 720p). Because the video content of PlayStation®2 and PlayStation® format software is recorded in SD resolution, higher resolution video can be achieved by enabling upscaled output.

- Off** Set to disable upscaled output.
- Normal** Set to upscale and display at a size that matches the screen size.
- Full Screen** Set to upscale and display at full screen by changing proportions and stretching the image.

### Hints

- To use this feature, a TV that is compatible with HD input and output must be connected using an HDMI or component AV cable. Also, the video output setting of the PS3™ system must be set to output video at 1080p, 1080i, or 720p.
- If image quality is reduced or the image does not look right when upscaled, set this option to [Off].
- This item is displayed as [PS Upscaler] on [some models](#).

## PS/ PS2 Smoothing

- Off** Set to disable smoothing.
- On** Set to use smoothing to reduce the roughness of the displayed image.

### Notices

- With some software, the smoothing effect may not be noticeable or image quality may be reduced even if this option is set to [On]. In this case, set to [Off].
- This item is displayed as [PS Smoothing] on [some models](#).

## ***BD / DVD Settings***

Set the play method of Blu-ray Discs (BDs) or DVDs.

### **BD Menu Language**

Set the menu language for BDs.

### **BD Audio Language**

Set the audio language for BDs.

### **BD Subtitle Language**

Set the subtitle language for BDs.

### **BD Internet Connection**

Select whether or not your PS3™ system connects to the Internet during BD playback. This setting applies only to BD that support Profile 2.0 (BD-LIVE).

<b>Confirm</b>	Set your system to prompt for confirmation before connecting to the Internet.
<b>Allow</b>	Set to allow your system to connect to the Internet without confirmation.

### **DVD Menu Language**

Set the menu language for DVDs.

### **DVD Audio Language**

Set the audio language for DVDs.

### **DVD Subtitle Language**



Set the subtitle language for DVDs.

### **Cinema Conversion**

When SD resolution video recorded in interlace format is recorded on BD / DVDs, you can convert the video to progressive format. This is possible only when using a TV that supports progressive format. Video content can include video material (TV shows or animation) and film material (movies). Set for the type of video content to be played. In most cases, set to [Automatic].

- Automatic** Set to detect the difference between video material and film material and to select the best conversion mode for each material.  
Always play in video material conversion mode.
- Video** Set when [Automatic] does not improve picture quality.

## DVD Wide Display

Set the size of the on-screen image for DVDs. This setting is active only when the TV type is set to [4:3] under  (Settings) >  (Display Settings) > [Video Output Settings].

- Pan and Scan** Set to display the image to fill the TV screen by cutting off portions at the top and bottom or left and right sides of the image.
- Letterbox** Set to display the image in its original proportions with black margins at the top and bottom of the image.

## DVD Upscaler

Adjust settings for upscaled output when playing a DVD. Upscaling is a feature that can be used to enable content recorded at SD resolution (NTSC: 480p / 480i, PAL: 576p / 576i) to be displayed in HD resolution (1080p / 1080i / 720p). Because the video content of commercial DVDs is recorded in SD resolution, higher resolution video can be achieved by enabling upscaled output.

- Off** Set to disable upscaled output.
- Double Scale\*** Set to upscale and display with double horizontal and vertical dimensions without changing the proportions.
- Normal** Set to upscale and display at a size that matches the screen size.
- Full Screen** Set to upscale and display at full screen by changing proportions and stretching the image

\* This option can be used only when the video output setting of the PS3™ system is set to 1080p or 1080i.

## Hints

- To use this feature, a TV that is compatible with HD input and output must be connected using an HDMI or component AV cable. Also, the video output setting of the PS3™ system must be set to 1080p, 1080i, or 720p.
- When playing copyright-protected DVD content such as commercially available DVD-Video, an HDMI cable is required to upscale the video content.
- If image quality is reduced or the image does not look right when upscaled, set this option to [Off].

## BD / DVD Video Output Format (HDMI)

Set the video output format to use when playing a BD or DVD. Set this option when the system is connected to a TV using an HDMI cable. Adjust the settings as necessary for the TV in use.

<b>Automatic</b>	Set to automatically select the best video output format for the TV in use.
<b>RGB</b>	Set to output in RGB.
<b>Y Pb / Cb Pr / Cr</b>	Set to output in Y Pb / Cb Pr / Cr.

## BD 1080p 24 Hz Output (HDMI)

Set whether to use 1080p 24 Hz video output mode for output of BD video. Set this option when the system is connected to a TV using an HDMI cable. Adjust the settings as necessary for the TV in use.

<b>Automatic</b>	Set to automatically switch the video output mode to match the TV that is connected.
<b>Off</b>	Set to output at the maximum resolution that has been selected in the video output settings of the PS3™ system. (The video output will not be displayed at 1080p 24 Hz.)
<b>On</b>	Set to output BD video that was recorded at 1080p 24 Hz directly at a resolution of 1080p 24 Hz.

## Hints

- The TV or AV amplifier (receiver) in use must support 1080p 24 Hz video mode. For details, refer to the instructions supplied with the device.
- The Blu-ray Disc (BD) that is to be played must also support 1080p 24 Hz video mode. In most cases, video is recorded at 1080p 24 Hz resolution for commercially available BD video software (BD-ROMs) for which "1080p" is displayed as the recording mode.
- If the video output settings do not match the TV in use, video may not be displayed on the screen when the resolution changes. However, the setting will automatically reset to the original resolution after a short while. If nothing is displayed on the screen for more than 30 seconds, turn off the system, and then turn it on again.
- If video does not display correctly when [Automatic] or [On] is selected, set this option to [Off].

## BD / DVD Dynamic Range Control







Enable or disable your PS3™ system's dynamic range control feature while playing BDs and DVDs that produce Dolby Digital sound. This setting is for use only when Linear PCM audio format is selected as the audio output format.

**Automatic** Turns the feature on or off automatically.

**Off** Disables dynamic range control.

**On** Enables dynamic range control.

## Hints

- When outputting audio via an HDMI cable, you must select [Linear PCM] under  (Settings) >  (BD / DVD Settings) > [BD / DVD Audio Output Format (HDMI)] to use this feature.
- When outputting audio via an optical digital cable, you must do the following to use this feature:
  - - For BD playback: select [Linear PCM] under  (Settings) >  (BD / DVD Settings) > [BD Audio Output Format (Optical Digital)].
  - - For DVD playback: deselect [Dolby Digital 5.1 Ch.] under  (Settings) >  (Sound Settings) > [Audio Output Settings] > [Digital Out (Optical)].

## BD / DVD Audio Output Format (HDMI)

Set the audio output format to use when playing a BD or DVD containing audio recorded in Dolby Digital or DTS format. This setting is used when an audio output device is connected to the system via an HDMI cable.

- |                   |  |
|-------------------|--|
| <b>Bitstream</b>  | Set to output audio with the original digital signal prioritized.          |
| <b>Linear PCM</b> | Set to output audio by converting the digital signal to Linear PCM format. |

## Hint

If [Bitstream] is selected, some portions of the audio content may not be output.

## BD Audio Output Format (Optical Digital)

Set the audio output format to use when playing a BD containing audio recorded in Dolby Digital or DTS format. This setting is used when an audio output device is connected to the system via a digital optical cable.

- |                   |  |
|-------------------|--|
| <b>Bitstream</b>  | Set to output audio with the original digital signal prioritized.          |
| <b>Linear PCM</b> | Set to output audio by converting the digital signal to Linear PCM format. |

**Hint**

If [Bitstream] is selected, some portions of the audio content may not be output.



## ***Music Settings***



### **Audio CD Import**

Adjust settings for the codec / bit rate used when importing (recording) audio CDs to the hard disk.

#### **Codec**

Set the file format for music data recorded on the hard disk. Select from AAC, MP3 and ATRAC.

#### **Hint**

To use ATRAC format files, go to  (Settings) >  (System Settings) and set [Enable ATRAC].

#### **Bit Rate**

Set the data compression ratio when recording audio CDs. The available bit rate values vary depending on the codec setting. In most cases, a higher bit rate will yield better sound quality but also a larger file size.

### **Crossfade Playback**

Adjust the interval between tracks that are overlapped (crossfaded) when playing music.

<b>Off</b>	Tracks are not crossfaded.
<b>1-10 seconds</b>	Set to play tracks with crossfading of the selected time.

#### **Hint**





This feature is not available for audio CDs and other disc media.

## Audio CD Output Frequency

Set the output frequency for audio CDs. Set to match the audio device in use.

<b>48 kHz</b>	Set to output audio at a sampling frequency of 48 kHz.
<b>44.1 / 88.2 / 176.4 kHz</b>	Set to output audio at the highest sampling frequency possible for the audio device in use. Select among 44.1, 88.2, or 176.4 kHz.

## Hints



- You can upsample the sampling frequency of an audio CD to output audio at 88.2 or 176.4 kHz.
- The following conditions are required to output audio at 88.2 kHz or 176.4 kHz.
  - - The audio device in use supports a sampling frequency of 88.2 kHz or 176.4 kHz.
  - - [Linear PCM 2 Ch. 88.2 kHz] or [Linear PCM 2 Ch. 176.4 kHz] is selected when either [HDMI] or [Digital Out (Optical)] is set under  (Settings) >  (Sound Settings) > [Audio Output Settings].
- When the audio device in use does not support frequencies of 88.2 kHz and 176.4 kHz, sound may not be emitted from the device. Also, even if it does support 88.2 kHz and 176.4 kHz, sound may be intermittent or may not be emitted from some audio devices. In this case, uncheck the [Linear PCM 2 Ch. 88.2 kHz] and [Linear PCM 2 Ch. 176.4 kHz] checkboxes under  (Settings) >  (Sound Settings) > [Audio Output Settings].

## Bitmapping

Adjust settings for the audio output of audio CDs and Super Audio CDs. Select settings for the track you are playing or to match your preferences.

- Off** Disable bitmapping.
- Type 1** Use a technique called dithering to reduce noise or distortion produced during audio output.
- Type 2** Use a technique called noise shaving to reduce noise in the audible range.
- Type 3** Use a technique developed specifically for the PS3™ system to enhance audio playback.

## Hint


When playing audio CDs, these functions are available only when audio is being output at a frequency of 88.2 kHz or 176.4 kHz. Set [Audio CD Output Frequency] under  (Settings) >  (Music Settings) to [44.1 / 88.2 / 176.4 kHz].

## Notice

Super Audio CDs cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)].

## ***Chat Settings***

### **Chat Start**

Set the type of image to display when a voice / video chat is started under  (Friends).

- |                    |  |
|--------------------|--|
| <b>Send Image</b>  | Set to display an image taken by a USB camera (sold separately) on the screen of the person you are chatting with. |
| <b>Send Avatar</b> | Set to display your avatar on the screen of the person you are chatting with.                                      |


### **Hints**

- An avatar is an icon that can be created for each account. The avatar can be set when you create a PLAYSTATION®Network account.
- For information on supported peripherals and usage instructions, contact the retailer where the peripherals are sold.

## Theme Settings

Adjust settings to customize the XMB™ screen for items such as the background or the font for on-screen text.

### Theme

Set design elements such as icons or background displayed on the XMB™ screen. You can download themes from  (PLAYSTATION®Store) or from the SCE Web site for your region.

<b>Install</b>	Install a theme that is saved on storage media onto the hard disk.
<b>Original</b>	Set to the original theme.
<b>Air Paint</b>	Set to the [Air Paint] theme.
<b>(theme name)</b>	Select a theme that is saved on the hard disk.

### Hints

- When a theme is downloaded using a PS3™ system, it is automatically installed after the download is completed.
- When a theme is downloaded using a PC, a folder named [PS3] - [THEME] is created on the storage media, and the theme is stored in this folder. Theme files should be saved with the extension [.P3T].



- **Storage media**
- A USB adaptor (not included) is required to use storage media with some models of the PS3™ system.
- If a theme file contains multiple backgrounds, the theme background will change randomly.
- PC software is available that allows you to create your own theme files for use on the PS3™ system. (Commercially available software for creation of the graphical elements is also required.) For details, visit the [SCE Web site for your region](#).

### Deleting themes


Select the theme that you want to delete, press the **X** button, and then select [Delete].

### Color / Colour

Set the background color / colour of the XMB™ screen

<b>Original</b>	Set to the original background color / colour.
<b>(color / colour swatch)</b>	Select a color to set as the background color / colour.


## Background

Set the background used in the theme or the image selected as wallpaper under  (Photo) as the background of the XMB™ screen.


**Brightness** Change the brightness of the background.

**Original** Set to the original theme.

**(theme name)** Set to use the background for the theme that was set under [Theme].

**Wallpaper** Set the image that was selected as wallpaper under  (Photo) for the background.

## Font

Set the font type to be used in the XMB™ screen or in messages under  (Friends).  
When the system language is set to Korean, simplified Chinese characters or traditional Chinese characters, this setting cannot be selected.

## Hint

The fonts that can be selected vary depending on the system language in use.

## **System Settings**

### **System Name**

Set the name for a specific PS3™ system. The name is used to distinguish among multiple PS3™ systems that are online.

### **System Language**

Set the language displayed by the PS3™ system software.

<b>Dansk</b>	Set to display in Danish.
<b>Deutsch</b>	Set to display in German.
<b>English</b>	Set to display in English.
<b>Español</b>	Set to display in Spanish.
<b>Français</b>	Set to display in French.
<b>Italiano</b>	Set to display in Italian.
<b>Nederlands</b>	Set to display in Dutch.
<b>Norsk</b>	Set to display in Norwegian.
<b>Português</b>	Set to display in Portuguese.
<b>Русский</b>	Set to display in Russian.
<b>Suomi</b>	Set to display in Finnish.
<b>Svenska</b>	Set to display in Swedish.
<b>日本語</b>	Set to display in Japanese.
<b>한국어</b>	Set to display in Korean.
<b>简体中文</b>	Set to display in simplified Chinese characters.
<b>繁體中文</b>	Set to display in traditional Chinese characters.

### **Character Set**

Set the character code for text used in ID3 tags, m3u and other types of files. It is usually not necessary to change this setting.

<b>For File Names</b>	Set the character code for text used in file names of music files and other types of files.
<b>For Text in Files</b>	Set the character code for text used in m3u and other types of files.

## Dictionary Type

Set the type of dictionary to be used for text entry when using the on-screen keyboard.

### Dictionary Type (繁體中文) (Traditional Chinese)

This setting can only be selected when the system language is set to use traditional Chinese characters.



Use the Chinese dictionary (traditional characters) for the Taiwan region.



Use the Chinese dictionary (traditional characters) for the Hong Kong region.

### Dictionary Type (English)

This setting can only be selected when the system language is set to use traditional Chinese characters.

**English (US)** Use an American English dictionary.

**English (UK)** Use a British English dictionary.

## Dictionary Type

This setting can only be selected when the system language is set to English or Simplified Chinese.

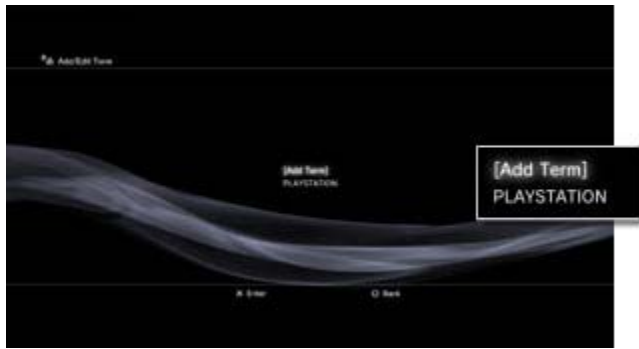
**English (US)** Use an American English dictionary.

**English (UK)** Use a British English dictionary.



## Add / Edit Term

Add words that you want to be displayed as options for predictive text entry when using the on-screen keyboard. This setting cannot be selected if the system language is set to use Korean, Chinese (simplified characters) or Chinese (traditional characters).



### Adding terms

Select [Add Term], and then follow the on-screen instructions.

### Editing terms

Select the word to edit, and then follow the on-screen instructions.

### Hint

Terms entered when the on-screen keyboard is in URL input mode will not be displayed as predictive options.

## Delete Predictive Text Dictionary

Delete the terms that have been learned by the on-screen keyboard.

### Hint

The PS3™ system's on-screen keyboard automatically saves a record of the words used during text entry. The saved words are then displayed as predictive text entry options the next time you type in a letter or letters that match the beginning of a saved word.

## Notification Messages


Set whether to display notification messages.



**Do Not Display** Set not to display notification messages.

**Display** Set to display notification messages.

## Hints

- If [Do Not Display] is set, notification about messages sent under  (Friends), notification about signing in / signing out and other messages will not be displayed. Other types of messages (such as error messages) are not affected by this setting and will continue to be displayed.
- In some cases, even with [Display] set, notification messages may not be displayed.

## Disc Auto-Start

Set whether or not to automatically start the disc when it is inserted.

**Off** Set not to automatically start the disc.

**On** Set to automatically start the disc.

## Hints

- A disc will start automatically if the system is turned on with a disc inserted or if a disc is inserted while the system is turned on.
- Even when set to [On], a disc will not automatically start in the following situations:
  - - When another operation is being performed under the XMB™ menu bar
  - - When a CD-R or another type of data disc is inserted
  - - At system start-up when there are multiple users and automatic login has not been set
- For discs on which multiple layers of data have been recorded, such as super audio CDs, the layer of data that will start automatically varies depending on the disc.

## Notice

Super Audio CDs cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)].

## Enable ATRAC

Connect to the Internet and perform an authentication procedure to enable use of ATRAC format files.


## Enable WMA Playback

To enable music data in WMA format to be played, connect to the Internet and perform an authentication procedure.

## Format Utility

Format (initialize) a Memory Stick™, SD Memory Card, CompactFlash® or the hard disk. Follow the on-screen instructions to perform this operation.

## Notices








- When you perform this operation, all data on the storage media or hard disk will be deleted. Data cannot be restored, so be careful not to accidentally delete important data. Data loss or corruption is the responsibility of the user.
- Do not turn off the PS3™ system or remove storage media during this operation. If the operation is cancelled before completion, the system software may become damaged, and the system may require servicing or exchange.
- During hard disk formatting, the power button on the system front and the PS button on the wireless controller are not active.
- System software is not deleted when the hard disk is formatted.
- Settings that are saved on the hard disk, such as bookmarks under  (Internet Browser), will be deleted.
- You can shorten the formatting time by selecting [Quick Format] from the hard disk format methods. However, in this case it may be possible for some deleted data to be restored if a specialized tool is used. Select [Full Format] when formatting a hard disk that contains important or sensitive data.
- You cannot use this feature to format a Memory Stick™, SD Memory Card or CompactFlash® on PS3™ systems that are not equipped with media slots.

## Backup Utility

Back up data saved on the hard disk to storage media or a USB mass storage device, or restore data that has been backed up.

<b>Back Up</b>	Back up data on the hard disk to storage media or a USB mass storage device.
<b>Restore</b>	Restore data that has been backed up on storage media or a USB device to the hard disk.
<b>Delete Backup Data</b>	Delete data that has been backed up on storage media or a USB mass storage device.

## Hints

- Data can be backed up on Memory Stick™, SD Memory Card, CompactFlash®, and USB mass storage devices. An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system. Disc media such as CD-R cannot be used.
- A USB hard disk can also be used to back up data and will appear under the  icon when connected. Note however that the disk must be formatted in the FAT32 file system to be recognized by the PS3™ system.
- Backed up data will be saved in the [PS3] - [EXPORT] - [BACKUP] folder. The folders are created automatically.
- If you change the folder or file name of backed up data, you may not be able to restore the data.
- If you perform any of the following operations after backing up, copyright-protected video files in the backup data may not restore correctly.
  - - Format the hard disk
  - - Restore the PS3™ system
  - - Move copyright-protected video
  - - Download copyright-protected video
- Some types of backed up data can be restored on another PS3™ system. The types of data that can be restored on another system are as follows:
  - - Saved data from PLAYSTATION®3 format software \*1
  - - Image files under  (Photo)
  - - Music files under  (Music) \*2
  - - Video files under  (Video) \*2
  - - Bookmarks added under  (Internet Browser)
  - - Terms that were added using  (Settings) >  (System Settings) > [Add/Edit Term], or predictive terms that were "learned" by the on-screen keyboard

\*1 Copy-protected data cannot be restored. Also, saved data that has been restored may not be usable in some games.

\*2 Does not include copyright-protected data.

- In some cases, you may not be able to use the Backup Utility feature to back up or restore the system correctly. It is recommended that you always copy or move important data to storage media in order to independently back up your data.

## **Restore Default Settings**

Restore the system software to its default settings. Follow the on-screen instructions to perform this operation.

After the operation has been completed, the initial setup screen will be displayed. Follow the on-screen instructions to perform initial setup of the system software.

## **Notices**

- When you perform this operation, the system software will be restored to its default settings. Be careful when performing this operation as changes to the settings cannot be undone. Data loss or corruption is the responsibility of the user.
- Do not turn off the PS3™ system during this operation. If the operation is cancelled before completion, the system software may become damaged, and the system may require servicing or exchange.
- During this operation, the power button on the system front and the PS button on the wireless controller are not active.
- You cannot use this feature to go back to an earlier version of the system software.

## Restore PS3™ System

Delete all hard disk content and restore the system software to its default settings. Follow the on-screen instructions to perform this operation.

After the operation has been completed, the initial setup screen will be displayed. Follow the on-screen instructions to complete the operation.

## Notices

- When you perform this operation, all data on the hard disk will be deleted. Also, the system software will be restored to its default settings. Be careful not to accidentally delete important data as the changes cannot be undone. Data loss or corruption is the responsibility of the user.
- Do not turn off the PS3™ system during this operation. If the operation is cancelled before completion, the system software may become damaged, and the system may require servicing or exchange.
- During this operation, the power button on the system front and the PS button on the wireless controller are not active.
- You cannot use this feature to go back to an earlier version of the system software.
- You can shorten the formatting time by selecting [Quick Format] from the hard disk format methods. However, in this case it may be possible for some deleted data to be restored if a specialized tool is used. Select [Full Format] when formatting a hard disk that contains important or sensitive data.

## Default System

Set which system software to use by default when turning on the system. This setting is available only when other system software options are installed on the hard disk.

**PS3™** Set to start the PS3™ system software.

**Other OS** Set to start other system software installed on the hard disk.

## Hints



- To change the default system back to the standard PS3™ system software, refer to the instructions supplied with the software for the other system in use.
- Even when other system software is set as the default system, the standard PS3™ system software will start if you touch the power button on the system front for more than five seconds when turning on the system.

## Install Other OS



Install other system software on the hard disk. For information on types of compatible system software and obtaining the installer, visit [Open Platform for PLAYSTATION®3](#).

## Notices

- Do not turn off the PS3™ system or remove the disc or storage media during installation. Doing so may cause damage to the system software.
- During this operation, the power button on the system front and the PS button on the wireless controller are not active.

1. Insert the disc or storage media that contains the installer in the system.
  2. Select  (System Settings) under  (Settings) in the home menu.  
Select [Install Other OS].
  3. The system searches for the installer. When the installer is found, its content and location will be displayed.
  4. Check the contents of the installer, and then select [Start].
- After the installer has been checked, installation will start automatically.

## Hints

- To start the newly installed system software, go to  (Settings) >  (System Settings) > [Default System], and then select [Other OS] to restart the system.
- An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.



## System Information

View information about the PS3™ system. You can check information such as system software version, current IP address, MAC address, and remaining hard disk capacity.

## Hints

- Hard disk capacity calculated using base 10 mathematics (1GB=1,000,000,000 bytes). System software versions 1.10 and higher calculate capacity using binary mathematics (1GB = 1,073,741,842 bytes), which will display lower capacity and free space. The difference in displayed values does not indicate a difference in the actual number of bytes.
- A portion of the hard disk capacity is reserved for use in connection with system administration, maintenance, and additional options. This may occur upon installation of system software or other software. As a result, the availability of hard disk capacity may vary depending on the system, system software version, or available options, and is not otherwise available for your use.

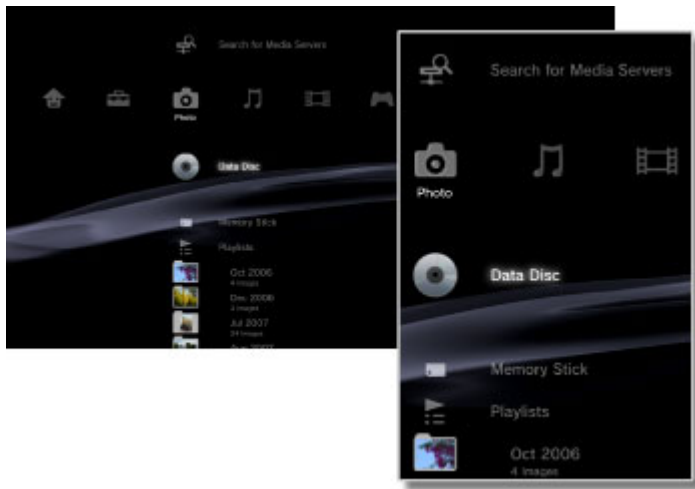
## About PLAYSTATION®3 (PS3™)

View copyright information for programs included in the PS3™ system software.

## Photo

### *Photo category*

The following icons are displayed under  (Photo). The icons displayed vary depending on the conditions of use.



**Search for Media Servers**

Initiate a search for DLNA Media Servers that are connected on the same network. Connect to DLNA Media Servers and view the stored images. The icon displayed varies depending on the type of server.



**Media Server**

View image files saved on compatible, recordable disc media such as a CD-R or DVD-R.



**Data Disc**



**Memory Stick™**

View image files saved on Memory Stick™ media.\*



**SD Memory Card**

View image files saved on an SD Memory Card.\*



**CompactFlash®**

View image files saved on CompactFlash®.\*



**PSP™  
(PlayStation®Portable)**

View image files saved on a PSP™ system's Memory Stick Duo™ media.



**Digital Camera**

View image files saved on a digital camera compatible with the PS3™ system.



**WALKMAN®/ATRAC Audio  
Device (WALKMAN®)**

View image files saved on a WALKMAN®/ATRAC Audio Device (WALKMAN®).







**ATRAC Audio Device**


View image files saved on an ATRAC audio device.





**USB Device**

View image files saved on a USB mass


	<b>Playlists</b>	storage device. You can create playlists or edit or play playlists that have been created.
	<b>Digital Camera Images</b>	View image files saved in the DCIM folder of a digital camera.
	<b>(folder)</b>	This icon is displayed when there are folders that were created on a PC.
	<b>(files saved on the hard disk)</b>	View image files saved on the PS3™ system's hard disk. Thumbnail images are displayed.

An appropriate USB adaptor (not included) is required to use storage media with some \*models of the PS3™ system. When used with a USB adaptor, storage media will be displayed as  (USB Device).

## Hints

- For details about DLNA, see  (Settings) >  (Network Settings) > [[Media Server Connection](#)] in this guide.
- In rare instances, discs and other media may not operate properly when played on the PS3™ system. This is primarily due to variations in the manufacturing process or encoding of the software.

## ***Using the control panel***

Perform various operations using the on-screen control panel. The control panel can be displayed or hidden by pressing the  button.

### **Display Mode**

Change the size of the image displayed on the screen.

- Normal** Set to display the image to fit the screen size without changing proportions.
- Zoom** Set to display the image at the full screen size without changing proportions. Portions of the image at the top and bottom or left and right are cut off.

### **Hint**

Depending on the image file, it may not be possible to switch the display mode.

### **Change Effect**

Change the method of switching images.

- Normal** Set to replace the currently displayed image with the next image.
- Slide** Set to replace the currently displayed image with the next image in a slideshow format.
- Fade** Set to use the fade effect to switch to the next image.

### **Trimming**

Delete unnecessary parts at the top, bottom, left, or right side of an image. Use the left and right sticks of the wireless controller to select the area you want to keep. Use the left stick to scroll in any direction and use the right stick to zoom in or out. Trimmed images are saved using different file names.

### **Hint**

Only images that are stored on the PS3™ system's hard disk can be trimmed.

### **Add to Playlist**

Add an image to a playlist.

## Hint

Only images that have been saved on your hard disk can be added to a playlist.

## Print

Print an image using a USB printer.



## Hint

To print, you must first configure the USB printer in [Printer Selection] under  (Settings) >  (Printer Settings).

## Set as Wallpaper

Set the image that is displayed on the screen as wallpaper. The image is set exactly as it appears on the screen, whether it is enlarged, reduced, or rotated.

## Hints

- When wallpaper is not used, adjust the setting under  (Settings) >  (Theme Settings) > [Background].
- Only one image can be set as wallpaper at any given time. If another image is selected, the current image will be overwritten.

## Delete

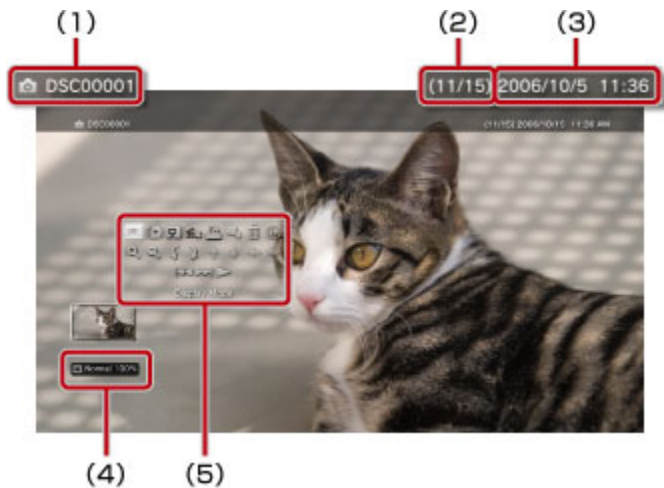
Delete images.

## Hint

Only images that have been saved on your hard disk can be deleted.

## Display

View information on an image.



- (1)Image name
- (2)Image number / total number of images  
Recorded date and time
- (3)If the recorded date and time are not available, the import date and time will be displayed.
- (4)Status icon
- (5)Control panel


### Zoom In / Zoom Out 🔍 🔍

Zoom in or out to enlarge or reduce an image. You can use the left stick of the SIXAXIS™ wireless controller to scroll in any direction and use the right stick to zoom in or out.

### Rotate Left / Rotate Right 🔄 🔄

Rotate the image 90 degrees to the left or to the right.

### Up / Down / Left / Right ⬆️ ⬇️ ⬅️ ➡️

Move the image to display any hidden portions such as when  (Display Mode) is set to [Zoom].

### Previous / Next ⏮️ ⏭️

View the previous or next image.

### Slideshow ▶️

Automatically view each image in order.

## Viewing images as a slideshow

Each image is automatically displayed in order. After selecting the icon for a folder or media containing images and then pressing the START button, the slideshow will begin.









### Hints

- The slideshow can also be started from the control panel or options menu for an image.
- If the slideshow cannot be started by pressing the START button, perform this operation from the control panel.


### Using the slideshow control panel

After pressing the **△** button during a slideshow, the control panel will be displayed.





	<b>Slideshow Style</b>	Select one of five slideshow display patterns.
	<b>Slideshow Speed</b>	Select one of three slideshow speeds: [Fast] > [Normal] > [Slow].
	<b>Previous</b>	Move to previous image.
	<b>Next</b>	Move to next image.
	<b>Play</b>	Start the slideshow.
	<b>Pause</b>	Pause the slideshow.
	<b>Stop</b>	Stop the slideshow.
	<b>Repeat</b>	Play the slideshow repeatedly.

### Hint



When  (Slideshow Style) is set to [Photo Album] or [Photo Album 2], use the SIXAXIS™ wireless controller's right stick to operate functions such as enlarging or reducing the image size or adjusting the slideshow speed.

## Playing a slideshow while playing music

You can play a slideshow and music at the same time.

1. Start playback of music under  (Music) in the home menu.
2. Press the PS button.  
The home menu will be displayed.
3. Go to  (Photo), select the images or folder that you want to view in the slideshow and then press the START button.

## Hints


- If you press the PS button during simultaneous playback, the home menu will be displayed and you can change the music or images.
- To quit, you must stop playing the slideshow and music separately. After stopping either one, select the track or image that is being played from the home menu and stop playback.
- You cannot play a super audio CD at the same time as a slideshow.
- If  (Settings) >  (Music Settings) > [Audio CD Output Frequency] is set to [44.1 / 88.2 / 176.4 kHz], you cannot play an audio CD at the same time as a slideshow.

## Notice

Super Audio CDs cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)].



## ***Copying image files***

Import image files saved on storage media to the hard disk or copy imported files to storage media. With the file you want to import or copy selected, press the  button, and then select [Copy] from the options menu. Follow the on-screen instructions to complete the operation.

## **Hints**





- Image files copied to storage media are saved in the [PICTURE] folder. If there is no [PICTURE] folder on the media, it will be created automatically.
- Depending on the device in use, some copied files may not be viewable.
- An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.
- Take care not to infringe the intellectual property of others.
- Image files cannot be copied during content playback.\*

\* Includes content playback using other features, such as playback of music files.

## Using Playlists




### Creating or playing playlists

You can collect images you like from among the images saved on your hard disk and rearrange them in the order you like to create and play playlists.


1. Select  (Playlists) under  (Photo) in the home menu.
2. Select  (Create New Playlist). Follow the on-screen instructions to create the playlist.
3. Select a playlist that was created, and then press the  button.  
Select [Edit].
4. The images saved on the hard disk are displayed on the left side of the screen, and the playlist items are displayed on the right side of the screen.



Select the image that you want to add to the playlist.

5. The image is added to the playlist. When the image is added, press the  button to stop editing. You can play the playlist that was created under  (Photo) > .




### Hints

- Only images that have been saved on your hard disk can be added to a playlist.
- You can start a slideshow while browsing images in a playlist. Select a picture icon in the playlist, and then press the  button. From the options menu, select [Slideshow].

## Editing playlists


You can add images to or delete images from a playlist or rearrange the images in a playlist.

### Adding images to playlists






1. Select  (Playlists) under  (Photo) in the home menu.
2. Select the playlist you want to edit, and then press the  button.  
Select [Edit].
3. The images that are saved on the hard disk are displayed on the left side of the screen and the playlist items that are being edited are displayed on the right side of the screen.



Using the directional buttons, select the image that you want to add to the playlist from among the images saved on the hard disk.

4. The image is added to the playlist. When you are finished adding images, press the  button to stop editing.

### Deleting images from playlists

1. Select  (Playlists) under  (Photo) in the home menu.
2. Select the playlist you want to edit, and then press the  button.  
Select [Edit].
3. The images saved on the hard disk are displayed on the left side of the screen, and the playlist items that are being edited are displayed on the right side of the screen.  
Select the image that you want to delete from the playlist, and then press the  button.
4. The image is deleted from the playlist. When you are finished deleting images, press the  button to stop editing.

### Hints

- Even if an image is deleted from a playlist, the image file is not deleted from the hard disk.
- If an image that was added to a playlist is deleted from the hard disk, the image will also be automatically deleted from the playlist.

### Rearranging images in playlists

1. Select  (Playlists) under  (Photo) in the home menu.

2. Select the playlist you want to edit, and then press the **△** button.  
Select [Edit].
3. The images saved on the hard disk are displayed on the left side of the screen, and the playlist items that are being edited are displayed on the right side of the screen.
4. Select the image that you want to move, and then press the **×** button.



- Use the **▲▼** buttons to move the image to the desired position, and then press the **×** button. The image is moved to the desired location. When you are finished moving images, press the **○** button to stop editing.
- 5.

## Copying playlists to a PSP™ system




Copy playlists to a PSP™ system so you can display your photos in the order you like.




1. Connect the PSP™ system to your PS3™ system using a USB cable.
2. On the PSP™ system, select **USB Connection** under **Settings** in the home menu.
3. On your PS3™ system, select **Playlists** under **Photo** in the home menu.
4. Select the playlist icon you would like to use, and then press the **△** button.  
Select [Copy].
5. Select **PSP™ (PlayStation®Portable)** as the destination.

## Hints


- To use this feature, the system software of the PSP™ system must be version 3.80 or higher.
- You cannot copy playlists from the PSP™ system to the PS3™ system.

## ***Printing images***

Print images under  (Photo). To use this function, you must first configure a USB printer in [Printer Selection] under  (Settings) >  (Printer Settings).

1. Connect a USB printer to the USB connector of the PS3™ system.
2. Under  (Photo), select the image that you want to print, and then press the  button.
3. Select [Print].  
Check the print settings.
4. You can press the  button to display the options menu and change the print settings or number of copies to be printed. The items that can be set vary depending on the printer in use.
5. Select [Print].  
The image is printed.

## **Hints**

- USB printers that can be used vary depending on the country or region. For more information, visit the [SCE Web site for your region](#).
- To print an image that is currently displayed, press the  button to display the on-screen control panel, and then select [Print].
- To print an image that is saved on a DLNA Media Server, you must first copy the image to the PS3™ system's hard disk.

## ***Types of files that can be displayed***

The following types of files can be displayed under  (Photo).














- JPEG (DCF 2.0/Exif 2.21 compliant)
- TIFF
- BMP
- GIF
- PNG






## ♪ Music


### *Music category*

The following icons are displayed under ♪(Music). The icons displayed vary depending on the conditions of use.





	<b>Search for Media Servers</b>	Initiate a search for DLNA Media Servers that are connected on the same network.
	<b>Media Server</b>	Connect to DLNA Media Servers and play the music that is stored there. The icon displayed varies depending on the type of server.
	<b>(title name)</b>	Play a Super Audio CD.
	<b>(CD title)</b>	Play an audio CD.
	<b>Data Disc</b>	Play music files saved on compatible, recordable disc media such as a CD-R or DVD-R.
	<b>DSD Disc</b>	Play DSD-format music files saved on compatible disc media, such as a DVD-R.
	<b>Memory Stick™</b>	Play music files saved on Memory Stick™ media.*
	<b>SD Memory Card</b>	Play music files saved on an SD Memory Card.*
	<b>CompactFlash®</b>	Play music files saved on CompactFlash®.*
	<b>PSP™</b>	Play music files saved on a PSP™ system's
	<b>(PlayStation®Portable)</b>	Memory Stick Duo™ media.
	<b>Digital Camera</b>	Play music files saved on a digital camera.
	<b>WALKMAN®/ATRAC</b>	Play music files saved on a
	<b>Audio Device</b>	WALKMAN®/ATRAC Audio Device
	<b>(WALKMAN®)</b>	(WALKMAN®).

	<b>ATRAC Audio Device</b>	Play music files saved on an ATRAC audio device.
	<b>USB Device</b>	Play music files saved on a USB mass storage device.
	<b>Playlists</b>	You can create playlists or edit or play playlists that have been created.
	<b>(folder)</b>	This icon is displayed for folders that were created on the storage media using a PC.
	<b>(files saved on the hard disk)</b>	Play music files saved on the PS3™ system's hard disk. When image data is available, thumbnail images are displayed.

An appropriate USB adaptor (not included) is required to use storage media with some \*models of the PS3™ system. When used with a USB adaptor, storage media will be displayed as  (USB Device).


## Hints

- For details about DLNA, see  (Settings) >  (Network Settings) > [[Media Server Connection](#)] in this guide.
- In rare instances, discs and other media may not operate properly when played on the PS3™ system. This is primarily due to variations in the manufacturing process or encoding of the software.
- When audio from Super Audio CDs is output from the system's digital out (optical) connector, simple playback (playback at 44.1 kHz using 16 bits) occurs.


## Notice

Super Audio CDs cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)].

## ***Using the control panel***

Perform various operations using the on-screen control panel. The control panel can be displayed or hidden by pressing the  button.

### **Volume Control**

Adjust the volume output level of content played under  (Music). You can select one of five levels.



#### **Hint**

If the volume output level is too high, the audio may crack. In this case, lower the level.

### **Visual Player**

Select one of multiple backgrounds to be displayed during content playback.

#### **Hint**

You cannot change Visual Player backgrounds when  (Photo) or  (Internet Browser) content is displayed.

### **Add to Playlist**

Add content that is playing to a playlist.

#### **Hint**

Only music files that have been saved on your hard disk can be added to a playlist.

### **Delete**

Delete content that is playing.

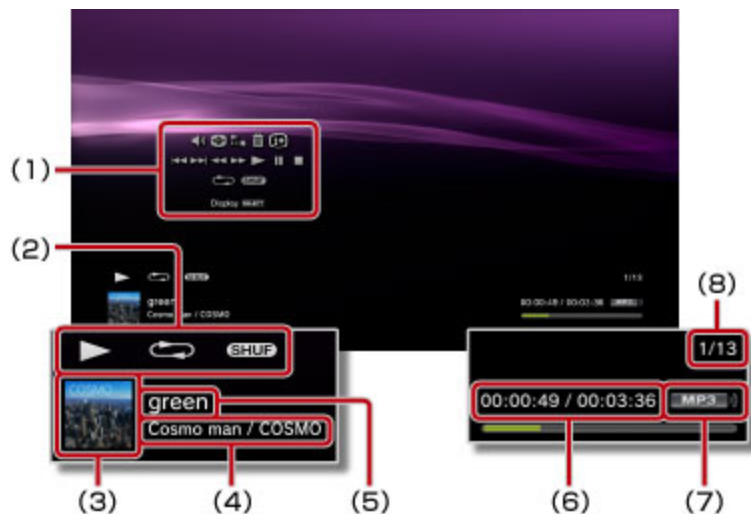
#### **Hint**

Only music files that have been saved on your hard disk can be deleted.

### **Display**

View status and other information during playback. Information items vary depending on the content being played.





- (1) Control panel
- (2) Status icon
- (3) Track icon
- (4) Artist name / album name
- (5) Track name
- (6) Track elapsed time / total time
- (7) Codec
- (8) Track number / total number of tracks

### Previous ⏮

Go back to the beginning of the current or previous track.

### Next ⏭

Go to the beginning of the next track.

### Fast Reverse / Fast Forward ⏮ ⏭

Fast forward or fast reverse the content being played. If you press and hold down the **X** button, the content will be fast forwarded or fast reversed as long as you hold down the button.

### Play ▶

Start playback of content.

### Pause ⏸

Temporarily pause playback.

## Stop ■

Stop playback.

## Repeat

Play content repeatedly. You can select one of three repeat modes by pressing the **X** button.



Play one content item repeatedly.



Play all content repeatedly.

**No display** Clear repeat play and play all content in order.

## Shuffle

Play content in a random order.

## *Obtaining or editing audio CD information*

### Obtaining audio CD information

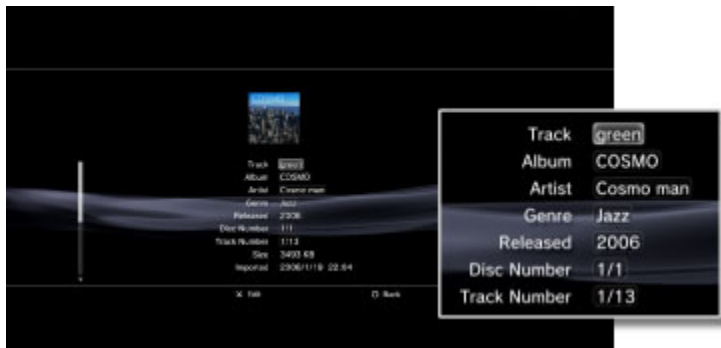
When you insert an audio CD, the PS3™ system automatically connects to the Internet and obtains CD information. To obtain CD information, you must first accept the user agreement that is displayed on the screen.

### Hints

- You can also obtain CD information from the options menu. With the CD icon selected, press the **△** button, and then select [Obtain CD Information]. Follow the on-screen instructions to complete the operation.
- If you have not obtained CD information, detailed album and track names will not be displayed when you insert a CD in the system.

### Editing audio CD information

You can edit the CD information that was obtained. With the audio CD or track icon selected, press the **△** button and then select [Information] from the options menu. Select the item that you want to edit.



## Hints

- You can also send modified information over the Internet to the All Media Guide company if the CD information that was automatically obtained by the PS3™ system is not correct. Select the icon of the audio CD icon, press the **△** button and then select [Send CD Information] from the options menu.
- All Media Guide is a company that provides a CD information database.
- You cannot send information to All Media Guide if the [Album], [Artist] and [Genre] fields do not contain any information.
- You cannot change or send CD information for Super Audio CDs.

## Notice

Super Audio CDs cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)].

## Importing audio CDs to the hard disk

You can import (record) tracks from an audio CD to the hard disk. With the audio CD or track icon selected, press the **△** button and then select [Import] from the options menu. Follow the on-screen instructions to complete the operation.

## Hints


- The default codec is [AAC] and the default bit rate is [128 kbps]. You can change the codec and bit rate under **Ⓕ**(Settings) > **🎵**(Music Settings) > [Audio CD Import].
- In some cases, you may not be able to import tracks from Super Audio CDs or audio CDs with copyright protection.
- Tracks from audio CDs cannot be imported during content playback.\*

\* Includes content playback using other features, such as display of image files.

## Notice

Super Audio CDs cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)].


## Changing icons

Change the icon (thumbnail image) associated with a folder or file saved on the hard disk. With the folder or file selected, press the  button, and then select [Information] from the options menu. Select an icon, and then follow the on-screen instructions to complete the operation.

## Hints

- If you select a folder to perform this operation, icons for all files within the folder will be changed.
- If you select [Default Icon], the icon will go back to the default icon.

## Copying music files

Import music files saved on storage media to the hard disk or copy files imported from audio CDs to storage media. With the file you want to import or copy selected, press the  button, and then select [Copy] from the options menu. Follow the on-screen instructions to complete the operation.

## Hints





- Music files copied to storage media are saved in the [MUSIC] folder. If there is no [MUSIC] folder on the storage media, it will be created automatically.
- Depending on the device in use, some copied files may not be playable.
- An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.
- Take care not to infringe the intellectual property of others.
- Copyright-protected music files cannot be copied to the hard disk.
- Music files cannot be copied during playback.\*

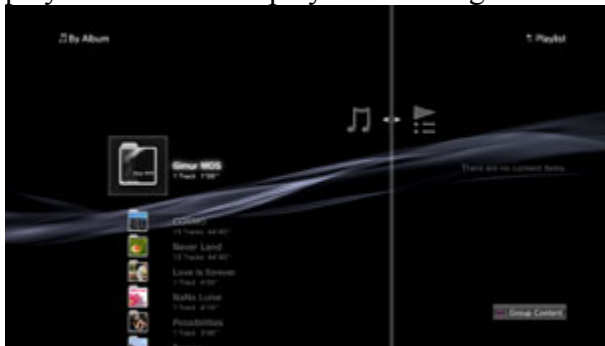
\* Includes content playback using other features, such as display of image files.

## Using Playlists




### Creating or playing playlists

You can collect tracks you like from among the tracks saved on your hard disk and rearrange them in the order you like to create and play playlists.

1. Select  (Playlists) under  (Music) in the home menu.
2. Select  (Create New Playlist). Follow the on-screen instructions to create the playlist.
3. Select a playlist that has been created, and then press the  button.  
Select [Edit].
4. The tracks saved on the hard disk are displayed on the left side of the screen, and the playlist items are displayed on the right side of the screen.



Select the track that you want to add to the playlist.

5. The track is added to the playlist. When the track is added, press the  button to stop editing. You can play the playlist that was created under  (Music) >  (Playlists).




### Hint

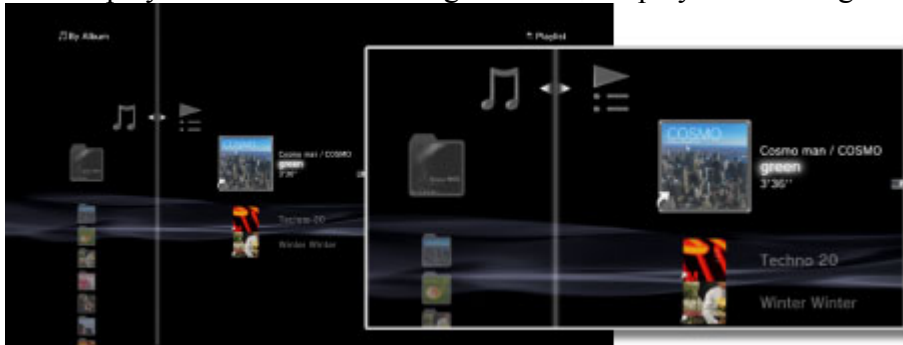
Only tracks that have been saved on your hard disk can be added to a playlist.


## Editing playlists

You can add tracks to or delete tracks from a playlist or rearrange the tracks in a playlist.






### Adding tracks to playlists

1. Select  (Playlists) under  (Music) in the home menu.
2. Select the playlist you want to edit, and then press the  button.  
Select [Edit].
3. The tracks that are saved on the hard disk are displayed on the left side of the screen and the playlist items that are being edited are displayed on the right side of the screen.



- Using the directional buttons, select the track that you want to add to the playlist from among the tracks saved on the hard disk.
4. The track is added to the playlist. When you are finished adding tracks, press the  button to stop editing.




### Deleting tracks from playlists

1. Select  (Playlist) under  (Music) in the home menu.
2. Select the playlist you want to edit, and then press the  button.  
Select [Edit].
3. The tracks saved on the hard disk are displayed on the left side of the screen, and the playlist items that are being edited are displayed on the right side of the screen.  
Select the track that you want to delete from the playlist, and then press the  button.
4. The track is deleted from the playlist. When you are finished deleting tracks, press the  button to stop editing.

### Hints

- Even if a track is deleted from a playlist, the music file is not deleted from the hard disk.
- If a track that was added to a playlist is deleted from the hard disk, the track will also be automatically deleted from the playlist.

### Rearranging tracks in playlists

1. Select  (Playlists) under  (Music) in the home menu.
2. Select the playlist you want to edit, and then press the  button.
3. Select [Edit].

The tracks saved on the hard disk are displayed on the left side of the screen, and the playlist items that are being edited are displayed on the right side of the screen.







4. Select the track that you want to move, and then press the **X** button.



- Using the **▲▼** buttons, move the track to the desired position, and then press the **X** button.
5. The track is moved to the desired location. When you are finished moving tracks, press the **○** button to stop editing.

## Copying playlists to a PSP™ system


Copy playlists to a PSP™ system so you can play your music in the order you like.

1. Connect the PSP™ system to your PS3™ system using a USB cable.
2. On the PSP™ system, select  (USB Connection) under  (Settings) in the home menu.
3. On the PS3™ system, select  (Playlists) under  (Music) in the home menu.
4. Select the playlist icon you would like to use, and then press the  button.
5. Select [Copy].
5. Select  (PSP™ (PlayStation®Portable)) as the destination.

### Hints





- To use this feature, the system software of the PSP™ system must be version 3.10 or higher.
- You cannot copy playlists from the PSP™ system to the PS3™ system.

## Types of files that can be played

The following types of files can be played under  (Music).

- Memory Stick Audio Format(ATRAC)
- MP3(MPEG-1/2 Audio Layer 3)
- MP4(MPEG-4 AAC)
- WAVE(Linear PCM)
- WMA


### Hints

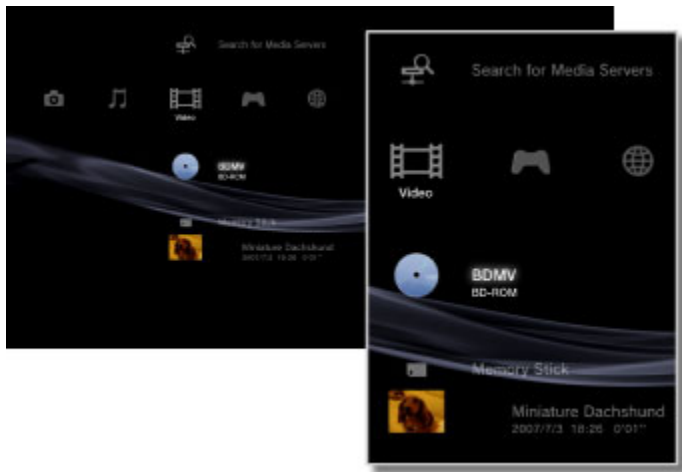
- Some files cannot be played due to the data type.
- Some music files distributed over the Internet have playback restrictions. For details, contact the content provider.
- To play ATRAC format files, you must go to  (Settings) >  (System Settings) and set [Enable ATRAC].
- To play WMA format files, you must go to  (Settings) >  (System Settings) and set [Enable WMA Playback].
- WMA format files that are copyright protected cannot be played.
- When using a USB adaptor to play music files, you may need to use a USB adaptor (not included) that supports copyright-protection features (to play copyright-protected files).



## Video

### *Video category*

The following icons are displayed under  (Video). The icons displayed vary depending on the conditions of use.



**BD Data Utility**

Administrative data used by Blu-ray Discs (BDs) is saved.



**Search for Media Servers**

Initiate a search for DLNA Media Servers that are connected on the same network.



**Media Server**

Connect to DLNA Media Servers and play the video files that are stored there. The icon displayed varies depending on the type of server.



**BD-ROM / BD-R / BD-RE**

Play a Blu-ray Disc (BD).



**DVD-ROM / DVD-R /  
DVD+R / DVD-RW /  
DVD+RW**

Play a DVD or an AVCHD Disc.



**Data Disc**

Play video files saved on compatible, recordable disc media such as a CD-R or DVD-R.



**Memory Stick™**

Play video files saved on Memory Stick™ media.\*



**SD Memory Card**

Play video files saved on an SD Memory Card.\*



**CompactFlash®  
PSP™**

Play video files saved on CompactFlash®.\*  
Play video files saved on a PSP™ system's Memory Stick Duo™ media.




**(PlayStation®Portable)**













**Digital Camera**

Play video files saved on a digital camera compatible with the PS3™ system.

	<b>WALKMAN® / ATRAC Audio Device (WALKMAN®)</b>	Play video files saved on a WALKMAN®/ATRAC Audio Device (WALKMAN®).
	<b>ATRAC Audio Device</b>	Play video files saved on an ATRAC Audio Device.
	<b>USB Device</b>	Play video files saved on a USB mass storage device.
	<b>Digital Camera Movies</b>	Play video files saved in the DCIM folder of the storage media.
	<b>(folder)</b>	This icon is displayed for folders that were created on the storage media using a PC.
	<b>(files saved on the hard disk)</b>	Play video files saved on the PS3™ system's hard disk. Thumbnail images are displayed.
	<b>(data downloaded to the hard disk)</b>	This icon is displayed for video files downloaded to the hard disk. When started, the data is installed and the video file can be played.

An appropriate USB adaptor (not included) is required to use storage media with some \*models of the PS3™ system. When used with a USB adaptor, storage media will be displayed as  (USB Device).

## Hints

- For details about DLNA, see  (Settings) >  (Network Settings) > [[Media Server Connection](#)] in this guide.
- For the system to output copyright-protected Blu-ray Discs at a resolution of 1080p, you must use an HDMI cable to connect the system to a device that is compatible with the HDCP (High-bandwidth Digital Content Protection) standard.
- Thumbnail images may not be displayed for some types of copyright-protected video files.
- When playing a BD that contains content with parental control restrictions, playback will be limited according to the parental control level set on the PS3™ system. The BD parental control level can be adjusted under  (Settings) >  (Security Settings).
- When playing a DVD that contains content with parental control restrictions, a password may be required to play content. The password can be adjusted under  (Settings) >  (Security Settings).
- Content with parental control restrictions are displayed as . You can enable playback of such content by entering a 4-digit password. The password can be set or changed under  (Settings) >  (Security Settings).
- Disc-locked BDs are displayed as . To play content on such discs, enter the password that was set by the disc developer.

- In rare instances, discs and other media may not operate properly when played on the PS3™ system. This is primarily due to variations in the manufacturing process or encoding of the software.
- If a device that is not compatible with the HDCP (High-bandwidth Digital Content Protection) standard is connected to the system using an HDMI cable, video and/or audio cannot be output from the system.

## **Renewing the AACS encryption key**

You may have to renew the AACS encryption key to play content such as movies on commercially available BD video software (BD-ROM). The encryption key is renewed when you perform a system software update.

AACS (Advanced Access Control System) is a copyright-protection technology that is used on Blu-ray Discs. The copyrighted content is protected by setting an encryption key on both the disc and the device used to play the disc.


An AACS encryption key expires in 12 to 18 months and must be renewed. There may also be other times when the key has to be renewed.

## **Blu-ray Disc (BD) Local Storage**




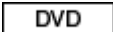
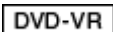

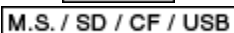
If an error message indicating that the Local Storage space is insufficient is displayed during BD playback, delete unnecessary files on the hard disk to increase the amount of free space.

Local Storage is a data storage area that is defined in the BD-ROM Profile 1.1 / 2.0 standard. This data is stored on the PS3™ system's hard disk.

## Using the control panel

Perform various operations using the on-screen control panel. The control panel can be displayed or hidden by pressing the  button.

The icons displayed on this page are defined as follows:

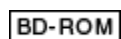
	Video recorded on a read-only Blu-ray Disc (BD)
	Video recorded on a rewritable BD
	Video recorded in AVCHD format
	<ul style="list-style-type: none"><li>• Video recorded on a DVD-ROM, such as commercially available DVD-Video content</li><li>• Data recorded on DVD+R / DVD+RW or DVD-R / DVD-RW</li></ul>
	Video recorded in VR Mode on DVD-R / DVD-RW
	Video files saved on the hard disk
	Video files saved on storage media*

\*An appropriate USB adaptor (not included) is required to use storage media with some models.

## Notice

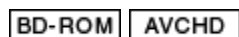
Some content may have playback conditions preset by the content developer. In such cases, some control panel items may not be available.

## Red / green / blue / yellow icons



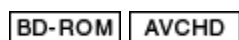
Perform the operations corresponding to the icon. Features assigned to the icon vary depending on the content.

## Up / Down / Left / Right



Select an item.

## Enter



Confirm the selected item.

## Numeric Pad

**BD-ROM** **AVCHD** **DVD**

Enter numbers.

## Pop-Up Menu

**BD-ROM**

View the pop-up menu.

## Menu

**DVD**

View the menu.

## Top Menu

**BD-ROM** **AVCHD** **DVD**

View the top menu.

## Return

**BD-ROM** **AVCHD** **DVD**

Return to a specific point in the video.


## Go To

**BD-ROM** **AVCHD** **BD-RE** **DVD** **DVD-VR** **HDD** **M.S. / SD / CF / USB**

Play from a specified chapter or time.

**Title X** Specify the title number.  
**Chapter X** Specify the chapter number.  
**XX:XX / XX:XX:XX** Specify the time.

## Hint

Depending on the video file, you may not be able to use  (Go To).

## Angle Options

**BD-ROM** **DVD**

Select one of the available viewing angles for content recorded with multiple angles.

## Audio Options

**BD-ROM** **AVCHD** **BD-RE** **DVD** **DVD-VR** **HDD** **M.S. / SD / CF / USB**

Select one of the available audio options for content recorded with multiple audio tracks.

## Subtitle Options

**BD-ROM** **AVCHD** **BD-RE** **DVD** **DVD-VR** **HDD** **M.S. / SD / CF / USB**

Select one of the available subtitle options for content recorded with multiple subtitle languages.


## Subtitle Style Options

**BD-ROM**

Select one of the available viewing options for content recorded with multiple subtitle styles.

## Volume Control

**BD-ROM** **AVCHD** **BD-RE** **DVD** **DVD-VR** **HDD** **M.S. / SD / CF / USB**


Adjust the volume output level of content played under  (Video). Select one of five levels.

## Hint

This setting may be disabled when using certain audio devices or when outputting certain types of audio.

## AV Settings

**BD-ROM** **AVCHD** **BD-RE** **DVD** **DVD-VR**

Adjust settings related to the output of content played under  (Video). The items that are displayed vary depending on the content.

**Frame Noise Reduction** Set to reduce fine noise.

**Block Noise Reduction** Set to reduce mosaic-like block noise displayed on the screen.



**Mosquito Noise Reduction** Set to reduce mosquito noise that appears on the edges of visual images.  
Set for upscaled output.



### Upscaling



The value that you set is reflected in [DVD Upscaler] under  (Settings) >  (BD / DVD Settings).



### Video Output Format



Set the video output format.

Select the video output format for playback of DVDs or BDs. The value that you set is reflected in [BD / DVD Video Output Format (HDMI)] under  (Settings) >  (BD / DVD Settings).  
Set for super-white display.

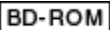
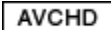
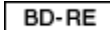
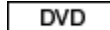
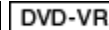
**Y Pb / Cb Pr / Cr Super-White** Super-white signal can now be output when playing a DVD, BD, or AVCHD disc. The value that you set is reflected in [Y Pb / Cb Pr / Cr Super-White (HDMI)] under  (Settings) >  (Display Settings).  
Set for RGB full range display.

**RGB Full Range** The value that you set is reflected in [RGB Full Range] under  (Settings) >  (Display Settings).  
Set the dynamic range control.

**Dynamic Range Control** Enable or disable your PS3™ system's dynamic range control feature while playing BDs and DVDs that produce Dolby Digital sound. The value that you set is reflected in [BD / DVD Dynamic Range Control] under  (Settings) >  (BD / DVD Settings).  
Set the audio output format.


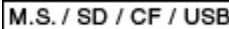
**Audio Output Format** Select the audio output format for playback of DVDs or BDs. The value that you set is reflected in [BD / DVD Audio Output Format (HDMI)] or [BD Audio Output Format (Optical Digital)] under  (Settings) >  (BD / DVD Settings).

## Time Options

Select to display either the elapsed time or the remaining time for a title or a chapter. Items displayed vary depending on the content being played.

## Screen Mode

Change the screen mode.

**Normal**

Set to display the video to fit the screen size without changing proportions.

**Zoom**

Set to display the video at the full screen size without changing proportions. Portions of the video at the top and bottom or left and right are cut off.

**Full Screen**

Set to to display the content on the entire screen by

## Original


changing proportions and stretching the image top to bottom and left to right.  
Set to display the video in its original size.

## Hint

Depending on the video file, it may not be possible to change the screen mode.

## Change Icon

HDD

Change the icon (thumbnail image) associated with a video file. During playback of the video file, select  (Change Icon) at the point when the image that you want to select as the icon is displayed.

## Hints

- Depending on the video file, it may not be possible to change the icon.
- A video file shorter than two seconds cannot be used as an icon.

## Delete

HDD

Delete a video file that is playing.

## Display

BD-ROM AVCHD BD-RE DVD DVD-VR HDD M.S. / SD / CF / USB

View playback status and other related information. Information displayed varies depending on the content being played.







- (1)Media
- (2)Title
- (3)Control panel
- (4)Sound codec / channel number / sampling rate / bit rate
- (5)Video codec / bit rate
- (6)Status icon
- (7)Title / chapter
- (8)Elapsed time / total time

### Previous (Return to Beginning) / Next


Go to the previous or next chapter.

### Hint

When playing video files saved on storage media or the hard disk,  (Next) will not be available. Also, selecting  (Previous) will cause playback to start from the beginning of the video file.

### Fast Reverse / Fast Forward


Fast reverse or fast forward the content being played. Each time you press the  button, the playback rate changes.

### Play

Start playback of content.

### Hint

In most cases, the next time you play video content that has been stopped during playback, playback will resume from the previous stopping point.  
To play from the beginning, press the PS button to stop playback and to display the home menu. Select the icon, press the  button, and then select [Play from Beginning] from the options menu.

### Pause

Temporarily pause playback.

## Stop ■

BD-ROM AVCHD BD-RE DVD DVD-VR HDD M.S. / SD / CF / USB

Stop playback.

## Instant Replay / Instant Advance ◀▶

BD-ROM AVCHD BD-RE DVD DVD-VR HDD M.S. / SD / CF / USB

Move to a place in the video 15 seconds back or 15 seconds forward.

## Slow (Back) / Slow (Forward) ◀▶

BD-ROM AVCHD BD-RE DVD DVD-VR HDD M.S. / SD / CF / USB

Play in slow mode.

## Frame Reverse / Frame Advance ◀▶

BD-ROM AVCHD BD-RE DVD DVD-VR HDD M.S. / SD / CF / USB

Play one frame at a time.

## A-B Repeat A-B

BD-ROM AVCHD BD-RE DVD DVD-VR

Play a specified section of content repeatedly.

1. At the beginning of the section to be repeated, select **A-B** (A-B Repeat).  
The starting point, point A, is set.
2. At the ending of the section to be repeated, press the **X** button.  
The ending point, point B, is set and the specified section begins to play repeatedly.

## Hint

To clear the A-B Repeat function, select **A-B** (A-B Repeat).

## Repeat ↺


BD-ROM AVCHD BD-RE DVD DVD-VR HDD M.S. / SD / CF / USB

Play content repeatedly.

## Hint

To clear the Repeat function, select **↺** (Repeat) until [Repeat Off] is displayed.

## ***Copying or moving video files***



Import video files saved on storage media to the hard disk or copy imported files to storage media. With the file you want to import or copy selected, press the  button, and then select [Copy] from the options menu. Follow the on-screen instructions to complete the operation.

## **Differences between copying and moving**

Copyright-protected video files cannot be copied. Instead they can be moved (save location can be moved). If such files are moved, they will no longer exist in the original save location.


	<b>Types of video files</b>	<b>Save destinations for video files</b>
<b>Copy</b>	Common video files	Hard disk and storage media
<b>Move</b>	Copyright-protected video files	Hard disk or Memory Stick PRO™

## **Hints**

- The only type of storage media that can be used to move copyright-protected video files is Memory Stick PRO™.
- Video files that have been copied or moved to storage media are usually saved in the [VIDEO] , [MP\_ROOT] , [MPE\_ROOT] or [MLE\_ROOT] folder. If the storage media does not contain these folders, they will be created automatically.
- When copying or moving video files that have parental control restrictions, you must enter a password. You can set the password in [Change Password] under  (Settings) >  (Security Settings).
- Depending on the device in use, some copied files may not be playable.
- Depending on the model of PS3™ system in use, an appropriate USB adaptor (not included) may be required to use storage media. Also, when moving video files to Memory Stick PRO™ media, a USB device that supports copyright-protection features such as the PSP™ system or MSAC-US40 (a Sony product) is required.
- For some copyright-protected video files, you may not be able to use the Move feature.
- Take care not to infringe the intellectual property of others.
- Video files cannot be copied or moved during playback.\*



\* Includes content playback using other features, such as playback of music files.

## ***Types of files that can be played***

The following types of files can be played under  (Video).

- Memory Stick Video Format
- - MPEG-4 SP (AAC LC)
- - H.264/MPEG-4 AVC Main Profile (AAC LC)
- MP4 file format
- - H.264/MPEG-4 AVC High Profile (AAC LC)
- MPEG-1 (MPEG Audio Layer 2)
- MPEG-2 PS (MPEG2 Audio Layer 2, AAC LC, AC3(Dolby Digital), LPCM)
- MPEG-2 TS (MPEG2 Audio Layer 2)
- AVI
- - Motion JPEG (Linear PCM)
- - Motion JPEG (μ-Law)
- AVCHD (.m2ts / .mts)
- DivX
- WMV
- - VC-1 (WMA Standard V2)

## **Hints**










- Depending on the data type, some files may not be playable or some control panel options may not function during playback.
- Some video files distributed over the Internet have playback restrictions. For details, contact the content provider.
- To play WMV format files, you must go to  (Settings) >  (System Settings) and set [Enable WMA Playback].
- When using a USB adaptor to play video files, you may need to use a USB adaptor (not included) that supports copyright-protection features (to play copyright-protected files).
- When using a USB adaptor to play AVCHD-format video files saved on Memory Stick™ media, use a device that supports Hi-Speed USB (USB 2.0).
- Files that were encoded using DivX 3.11 cannot be played.
- DivX and WMV format copyright-protected files cannot be played.

## **Game**





### ***Game category***

The following icons are displayed under  (Game). The icons displayed vary depending on the conditions of use.



	<b>(title name)</b>	Play a PLAYSTATION®3 format software title. An image is displayed when the icon is selected.
	<b>PlayStation®2 Format Disc</b>	Play a PlayStation®2 format software title.
	<b>PlayStation® Format Disc</b>	Play a PlayStation® format software title.
	<b>Saved Data Utility</b>	Copy / delete or view information on saved data for PLAYSTATION®3 format software.
	<b>Memory Card Utility (PS / PS2)</b>	Create and assign slots for internal memory cards to save data for PlayStation®2 / PlayStation® format software. You can also copy / delete or view information on the saved data.
	<b>Game Data Utility</b>	Additional data can be saved for some games. You can delete or view information on the data.
	<b>(PLAYSTATION®3 or PlayStation®2 format software installed on the hard disk)</b>	PLAYSTATION®3 or PlayStation®2 format software installed on the hard disk. A thumbnail image for the game is displayed.
	<b>(PlayStation® format software installed on the hard disk)</b>	PlayStation® format software installed on the hard disk. A thumbnail image for the game is displayed.
	<b>(data downloaded to the hard disk)</b>	This icon is displayed for game or expansion data downloaded to the hard disk. When started, the data is installed. The icon varies depending on the type of data.

## Hints

-  or  is displayed for content restricted by parental control. The content can be played by entering a four-digit password. The password can be set under  (Settings) >  (Security Settings).
- If a device that is not compatible with the HDCP (High-bandwidth Digital Content Protection) standard is connected to the system using an HDMI cable, video and/or audio cannot be output from the system.
- Copyright-protected Blu-ray Discs may only output at 1080p using an HDMI cable connected to a device that is compatible with the HDCP standard.
- In rare instances, discs and other media may not operate properly when played on the PS3™ system. This is primarily due to variations in the manufacturing process or encoding of the software.

## Notices

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)], visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.

## ***Starting / quitting games***

### **Starting a game**

When you insert the disc, the game starts automatically.

### **Quitting a game**

During gameplay, press the PS button on the wireless controller, and then select [Quit Game].




### **Notice**

When you start or quit PlayStation®2 format software, controller number assignments are cleared. Follow the steps below to assign controller numbers.

When starting a game: Press the PS button on the controller when the game is displayed on the screen.

When quitting a game: Press the PS button on the controller when the home menu is displayed.

### **Hint**

To save data from PlayStation®2 / PlayStation® format software, you must create an internal memory card. For details about internal memory cards, see  (Game) > [Saved data] > [[Saved data for PlayStation®2 / PlayStation® format software](#)] in this guide.

### **Resetting games**

During gameplay, press the PS button on the wireless controller, and then select [Reset Game] from the screen that is displayed. You can only reset a game when playing a PlayStation®2 or PlayStation® format software title.

## Notices

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)], visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.



## ***Adjusting wireless controller settings***

You can adjust controller settings during gameplay. Press the PS button on the wireless controller, and then select [Controller Settings] from the screen that is displayed.

## **Changing to analog mode**

You can change the controller mode when playing PlayStation®2 or PlayStation® format software. Select a mode that is supported by the software. Note that some software will automatically select the mode.

## **Changing the controller assignments**

You can change the controller port/number assignments. If the controller port/number is specified by the software, assign the appropriate controller port/number.\*

\* Controller port 2-D cannot be assigned using the PS3™ system.

## **Hint**

You can check the current controller assignments by pressing the PS button on the controller.

## **Setting the vibration function**

You can turn the vibration function on or off. This option is available only when using a controller that supports the PS3™ system's vibration function.

## **Hints**

- This setting is effective for all connected controllers that support the vibration function.
- If this option is set to [Off], the controller will not vibrate even if the vibration feature is turned on in the game.

## **Notices**

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [\[Types of Playable Discs\]](#), visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.

## ***Adjusting screen display settings***

You can adjust screen display settings during gameplay. Press the PS button on the wireless controller, and then select [Other Settings] on the screen that is displayed. You can only adjust display settings for a PlayStation®2 or PlayStation® format software title.

### **Screen Mode**



Switch the screen mode. You can set the screen mode only when 1080p, 1080i, or 720p is selected as the resolution in the video output settings of the PS3™ system.

**Normal** Set to display the content to fit the screen size without changing proportions.

**Full** Set to display the content on the entire screen by changing proportions and

**Screen** stretching the image top to bottom and left to right.

### **Hint**

If [PS / PS2 Upscaler] under  (Settings) >  (Game Settings) is set to [Off], this setting will not be displayed.



### **Smoothing**

Adjust the image quality of a PlayStation®2 or PlayStation® format software title.

**Off** Disable smoothing.

**On** Use smoothing to reduce the roughness of the displayed image.

### **Hints**


- With some software, the smoothing effect may not be noticeable or image quality may be reduced even if this is set to [On]. In this case, set to [Off].
- The value that you set is reflected in [PS / PS2 Smoothing] under  (Settings) >  (Game Settings).

### **Notices**

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [\[Types of Playable Discs\]](#), visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.




## **Saved Data**

### **Saved data for PLAYSTATION®3 format software**


Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under  (Saved Data Utility).



## **Hints**

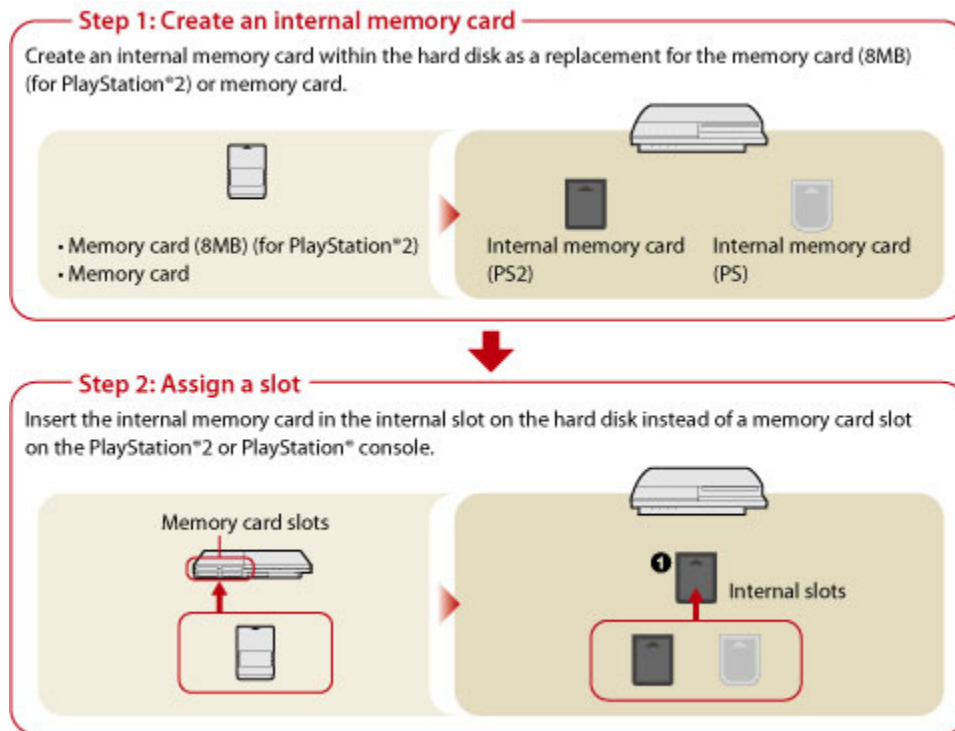
- Saved data is managed separately by each User. If there is more than one User under  (Users), items displayed under  (Saved Data Utility) will vary depending on the User that is logged in.
- If you select a saved data icon and press the  button, you can sort saved data by update date or group saved data by title from the menu that is displayed.

### **Saved data for PlayStation®2 / PlayStation® format software**

Saved data for PlayStation®2 or PlayStation® format software is saved on internal memory cards created within the hard disk. Internal memory cards can be used by assigning them to slots after they have been created. The data is displayed under  (Memory Card Utility (PS / PS2)).

## **Notices**

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [\[Types of Playable Discs\]](#), visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.



## Create an internal memory card

Select (Memory Card Utility (PS / PS2)) under (Game) in the home menu.



2. Select (New Internal Memory Card).  
Follow the on-screen instructions to complete the operation.

## Hint

Internal memory card names or icons can be changed under [Information] in the options menu.

## Assign a slot

1. Select (Memory Card Utility (PS / PS2)) under (Game) in the home menu.
2. Select the internal memory card that you want to use, and then press the button.
3. Select [Assign Slots].

## Hints









- Depending on the software, slots may be preassigned. For details, refer to the instructions supplied with the software.
- You can assign slots during gameplay. Press the PS button on the wireless controller, and then select [Assign Slots] on the screen that is displayed.

## Using saved data on memory cards

To use saved data on a memory card (8MB) (for PlayStation®2) or a memory card to play a game, you must copy the data to an internal memory card within the hard disk. You must use a memory card adaptor (sold separately) to copy the data.

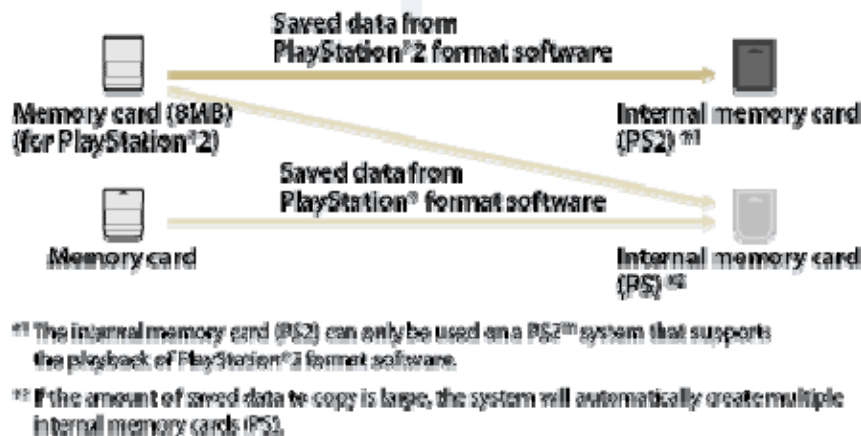
### Notices

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)], visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.

1. Select  (Memory Card Utility (PS / PS2)) under  (Game) in the home menu.
2. Connect the memory card adaptor to the PS3™ system and insert a memory card. An icon for  (Memory Card (PS)) or  (Memory Card (PS2)) is displayed.
3. Select the icon of the saved data that you want to copy from the displayed memory card, and then press the  button. Select [Copy].
4. Select the destination to copy to. If no destinations are listed, select  (New Internal Memory Card) and follow the on-screen instructions to create an internal memory card. Assign slots
5. Select the internal memory card that you want to use from  (Memory Card Utility (PS / PS2)), and then press the  button. From the options menu select [Assign Slots].

### Hints

- Depending on the data type, saved data from a memory card (8MB) (for PlayStation®2) or a memory card is copied to an internal memory card as shown below.



- For some saved data, copying may take up to several minutes.
- To copy all saved data that is saved on a memory card (8MB) (for PlayStation®2) or a memory card, select the memory card in step 3, press the **△** button, and then select [Copy] from the options menu.
- Copying may be prohibited for some saved data. When using such data on a PS3™ system, select [Move] in step 4. The saved data will be moved to the hard disk and will be deleted from the memory card.
- You can move the saved data back to the memory card later.

## Copying saved data to a memory card


Copy saved data of PlayStation®2 / PlayStation® format software that was saved on the hard disk to a memory card or a memory card (8MB) (for PlayStation®2). You must use a memory card adaptor (sold separately) to copy the data.

1. From the PS3™ system's home menu, select **■** (Memory Card Utility (PS / PS2)) under **■** (Game).
2. Connect the memory card adaptor to the PS3™ system and insert a memory card. Select the icon of the saved data that you want to copy from **■** (Internal Memory Card (PS)) or **■** (Internal Memory Card (PS2)) where the data is saved, and then press the **△** button.
3. Select [Copy].
4. Specify **■** (Memory Card (PS)) or **■** (Memory Card (PS2)) as the copy destination.


## Hints

- Multiple saved data items on an internal memory card cannot be collectively copied to a memory card.
- Copying may be prohibited for some saved data. When using such data on a PS3™ system, select [Move] in step 4. The saved data will be moved to the hard disk and will be deleted from the internal memory card.
- You can move the saved data back to the memory card later.

## Copying to storage media (making a backup)

Data that was saved to the hard disk can be exported to storage media, and saved data that has been exported can be imported to the hard disk. Select the saved data that you want to export or import, press the  button, and then select [Copy] from the options menu. Follow the on-screen instructions to complete the operation. It is recommended that you copy important data for backup purposes.

## Hints

- Some saved data cannot be copied.
- Saved data cannot be copied during content playback using other features, such as playback of music files.
- Saved data of PlayStation®2 or PlayStation® format software can also be copied to a memory card (8MB) (for PlayStation®2) or a memory card. For details, see [\[Using saved data on memory cards\]](#) under  (Game) > [Saved data] in this guide.
- An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.

## Notices

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [\[Types of Playable Discs\]](#), visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.



## Copying to a PSP™ system (using saved data on a PSP™ system)

By copying saved data from PlayStation® format software from a PS3™ system to the Memory Stick Duo™ media of a PSP™ system and vice versa, you can do the following:

- Use saved data from the PS3™ system on the PSP™ system to continue playing the game while away from home \*1
- Use saved data from the PSP™ system on the PS3™ system to continue playing the game at home\*1
- Copy saved data that was created on a PlayStation® system to the PSP™ system \*2









\*1 The PlayStation® format software must be compatible with both PS3™ and PSP™ systems.

Copy the saved data to the PS3™ system's hard disk using a memory card adaptor \*2(sold separately), and then copy it to the PSP™ system. PlayStation® format software that is supported by the PSP™ system is required for the PSP™ system.



### Hint

To use this feature, the system software of the PSP™ system must be version 3.40 or higher.









## Copying saved data from a PS3™ system to a PSP™ system

1. Connect the PSP™ system to the PS3™ system using a USB cable.
1. You must have Memory Stick Duo™ media inserted in the PSP™ system.
2. From the PSP™ system's home menu, select  (USB Connection) under  (Settings).
3. From the PS3™ system's home menu, select  (Memory Card Utility (PS / PS2)) under  (Game).
4. Select the icon of the saved data to be copied from the  (Internal Memory Card (PS)) where the data is saved, and then press the  button.  
Select [Copy].
5. Specify  (PSP™ (PlayStation®Portable)) as the destination. To enable the saved data to be used on a PSP™ system, you must convert the data format. If a confirmation screen is displayed, select [Yes] to proceed.  
Select the save destination to copy to.
6. Multiple instances of  (Internal Memory Card (PS)) are prepared for one game on the Memory Stick Duo™ media of the PSP™ system. Select any of these as the destination.

## Copying saved data from a PSP™ system to a PS3™ system

1. Connect the PSP™ system to the PS3™ system using a USB cable.
1. You must have Memory Stick Duo™ media inserted in the PSP™ system.
2. From the PSP™ system's home menu, select  (USB Connection) under .


(Settings).

3. From the PS3™ system's home menu, select  (Memory Card Utility (PS / PS2)) under  (Game).
4. Select  (PSP™ (PlayStation®Portable)).  
Select the icon of the saved data to be copied from the  (Internal Memory Card (PS)) where the data is saved, and then press the  button.
5. The saved data is displayed in  (Internal Memory Card (PS)) on the PS3™ system.  
There are multiple instances of  (Internal Memory Card (PS)) for one game.  
Select [Copy].
6. Select the destination to copy to. If no destinations are available, select \* (New Internal Memory Card) and then follow the on-screen instructions to create an internal memory card.

## Hint

If you insert the Memory Stick Duo™ media in the PS3™ system's media slot or use a USB adaptor (sold separately), the saved data will not be recognized. You must connect the PSP™ and PS3™ systems using a USB cable.


## ***Playing games downloaded from PLAYSTATION®Store***

You can play games that you download (as a purchase or for free) from  (PLAYSTATION®Store). Availability of games varies depending on the country or region. For details, contact the [technical support line for your region](#).



From the PS3™ system's home menu, select  (PLAYSTATION®Store) under .

1. (PLAYSTATION®Network) . To use  (PLAYSTATION®Store), you must create a PLAYSTATION®Network account.

Download (as a purchase or for free) the game that you want to play.


2. When downloading is completed, the game is automatically installed. You can start the installed game under  (Game).

### **Hint**

When PlayStation® format software that was downloaded (as a purchase or for free) for use on a PSP™ system becomes compatible with the PS3™ system, you can play the game on the PS3™ system if you re-download it from  (PLAYSTATION®Store). You can download the previously downloaded game (as a purchase or for free) without additional charge from [Download List] in  (PLAYSTATION®Store).

## **Playing PlayStation® format software**

### ***Saved data***

To save data from PlayStation® format software, you must create an internal memory card. For details, see  (Game) > [Saved data] > [[Saved data for PlayStation®2 / PlayStation® format software](#)] in this guide.

### ***Software manuals***

You may be able to display the software manual for PlayStation® format software that you downloaded (purchased). During the game, press the PS button of the wireless controller and then select [Software Manual] from the screen that is displayed.







### ***Games that require switching of discs***

Some PlayStation® format games that are downloaded (purchased) require the switching of discs. When playing such games on the PS3™ system, the switching of discs is performed virtually. If a message asking you to switch discs is displayed, press the PS

button on the wireless controller, and then select [Switch Discs] on the screen that is displayed. Follow the on-screen instructions to complete the operation.

## Copying PlayStation® format software to play on a PSP™ system


If the PlayStation® format software that you downloaded (as a purchase or for free) is compatible with the PSP™ system, the game can also be played on the PSP™ system.

1. Connect the PSP™ system to the PS3™ system using a USB cable.
1. You must have Memory Stick Duo™ media inserted in the PSP™ system.
2. From the PSP™ system's home menu, select  (USB Connection) under  (Settings).
3. From the PS3™ system's home menu, select the PlayStation® format software that you want to copy under  (Game) and then press the  button. Select [Copy].
4. Follow the on-screen instructions to copy the software. You can start the copied PlayStation® format software on the PSP™ system in  (Memory Stick™) under  (Game).


## Hints



- To use this feature, the system software of the PSP™ system must be version 3.40 or higher.
- For information about playing games on the PSP™ system, refer to the [user's guide](#) for the PSP™ system.



## Using saved data on both a PS3™ system and PSP™ system

If the downloaded PlayStation® format software (downloaded as a purchase or for free) is compatible with the PSP™ system, its saved data can be used on both PS3™ and PSP™ systems. You can copy saved data back and forth between PS3™ and PSP™ systems to continue where you left off in a game on the other device. For details, see  (Game) > [Saved Data] > [[Copying to a PSP™ system \(using saved data on a PSP™ system\)](#)] in this guide.

## Activating a PSP™ system

To start PlayStation® format software that was downloaded (as a purchase or for free) from  (PLAYSTATION®Store) on another PSP™ system, that PSP™ system must be activated with the PS3™ system. If a message indicating that activation is required is displayed when the game is started on the PSP™ system, activate the device according to the following procedure.

1. Connect the PSP™ system to the PS3™ system using a USB cable.
2. From the PSP™ system's home menu, select  (USB Connection) under  (Settings).

3. From the PS3™ system's home menu, select  (Account Management) under  (PLAYSTATION®Network).
4. Select [Activate System] under [Account Management].
4. Follow on-screen instructions to complete the activation procedure.


## Hints

- To perform device activation, you must be logged in to the PS3™ system as the User that was logged in when downloading the PlayStation® format software.
- Device activation is a procedure that allows playback of content on authenticated devices only as a means of protecting the digital rights of the content.

# Network

## ? *Online Instruction Manuals*



### Viewing online manuals

Start  (Internet Browser) and view the user's guide for the PS3™ system.

## *Remote Play*












### About remote play

Remote play is a feature that enables the PS3™ system screen to be displayed on a PSP™ system and allows you to operate remotely over a wireless LAN. To use this feature, you must first perform the following steps.

- Update the PSP™ system software to version 3.50 or later.
- Activate [Enable ATRAC] under  (Settings) >  (System Settings).

### Operations that can be performed from the PSP™ system

The main PS3™ system features that can be operated from the PSP™ system using remote play are the following:

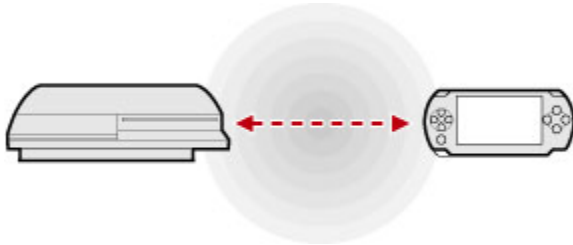
-  (Settings) \*1
-  (Photo)
-  (Music)
-  (Video) \*2
-  (Saved Data Utility) ,  (Memory Card Utility (PS / PS2)) and  (Game Data Utility) under  (Game)
-  (Internet Browser)
-  (PLAYSTATION®Store)
-  (Friends)

\*1 Only limited features can be revised via remote play.



\*2 Blu-ray Discs and DVDs cannot be played. Also, copyright-protected video files cannot be played.

## Using remote play (via the wireless LAN feature of the PS3™ system)





Connect a PSP™ system to the PS3™ system using the wireless LAN feature of the PSP™ system. This connection method is available only on PS3™ systems that are equipped with the wireless LAN feature.



### Preparing for use

To use remote play for the first time, you must register (pair) the PSP™ system with the PS3™ system. Register the system under  (Settings) >  (Remote Play Settings) > [Register Device].

### Using remote play

1. Select  (Remote Play) under  (Network) in the PS3™ system's home menu.  
The system will enter remote play connection standby mode.
2. Select  (Remote Play) under  (Network) in the PSP™ system's home menu.
3. Select [Connect via Private Network].  
Select [PLAYSTATION(R)3] from the list of connections.



If the connection is successful, the PS3™ system screen will be displayed on the PSP™ system.

### Hint

Remote play can be used within range of the PS3™ system's wireless LAN.

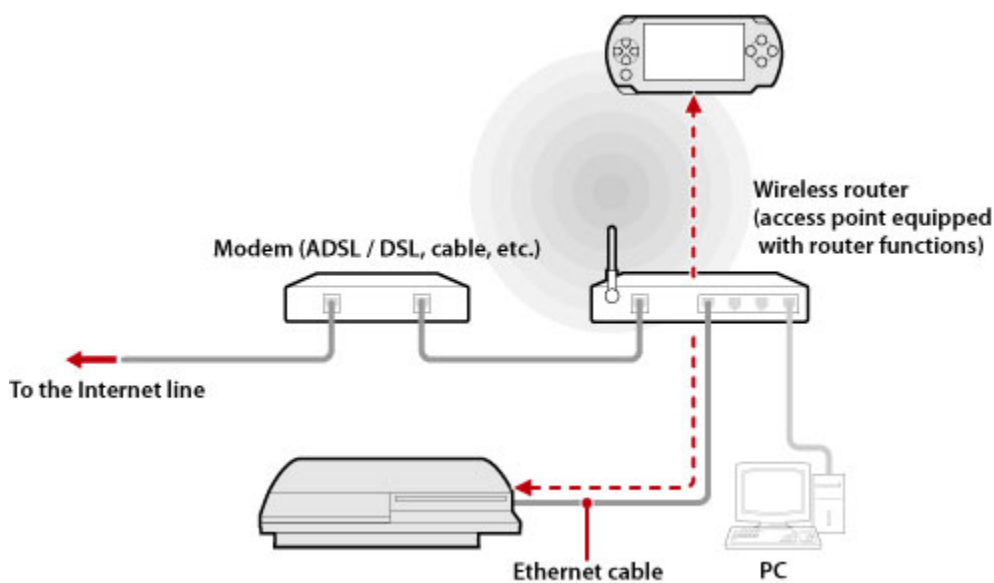
## Quitting remote play

Press the home button on the PSP™ system, and then select [Quit Remote Play].

## Using remote play (via an access point)

Connect the PS3™ system to an access point using an Ethernet cable and use the PSP™ system's wireless LAN feature to connect to the PS3™ system through the access point.

### *Example of a common configuration*





## Hints

- A wireless router is a device that adds access point functionality to a router. An access point is a device that allows you to connect to a network wirelessly. A router is a device used when sharing one Internet connection among multiple devices.
- A modem may be equipped with router functionality. Connect the PS3™ system to a device that is equipped with router functionality.
- If the access point and modem both are equipped with router functionality, turn the router functionality off on one of these devices. The PS3™ system and PSP™ system must be connected within the same network. If two or more routers are used at the same time, the PS3™ system and PSP™ system may be connected to separate networks and you may not be able to use remote play.







## Preparing for use (PS3™ system and PSP™ system)

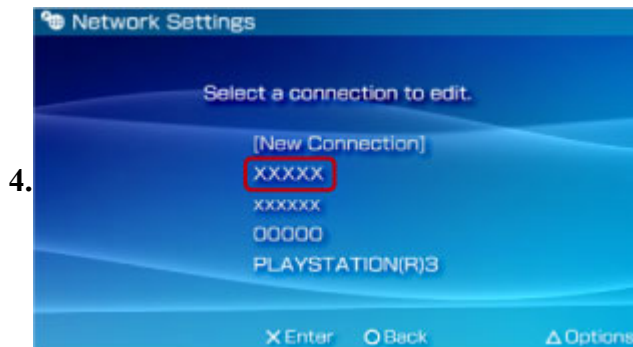
To use remote play for the first time, you must register (pair) the PSP™ system with the PS3™ system. Register the system under  (Settings) >  (Remote Play Settings) > [Register Device].

## Preparing for use (PSP™ system)

Create a network connection for connecting the PSP™ system to an access point. If the PSP™ system already has a saved network connection for use in connecting to a network via an access point, you do not have to create a new network connection. For details on creating a network connection, refer to the [user's guide](#) for the PSP™ system.

## Using remote play

1. Select  (Remote Play) under  (Network) in the PS3™ system's home menu.  
The system will enter remote play connection standby mode.
2. Select  (Remote Play) under  (Network) in the PSP™ system's home menu.
3. Select [Connect via Private Network].  
From the list of connections, select the connection for the access point to be used for remote play.



If the connection is successful, the PS3™ system screen will be displayed on the PSP™ system.

## Hint

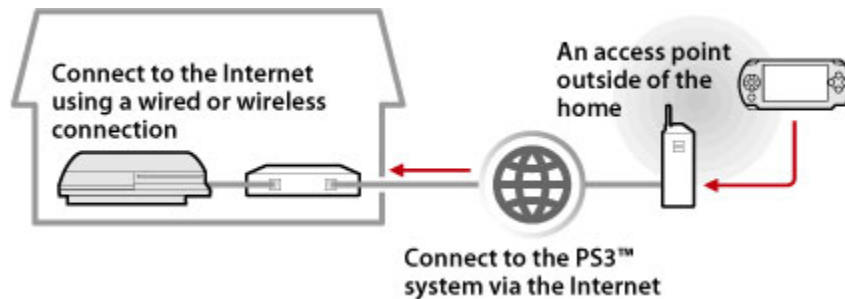
Remote play can be used within range of the access point's signal.

## Quitting remote play

Press the home button on the PSP™ system, and then select [Quit Remote Play].

## Using remote play (via the Internet)

Using your PSP™ system and a wireless access point (such as that found through a commercial wireless hotspot (wireless LAN) service), you can connect to the PS3™ system that is located within your home via the Internet. To use remote play from outside your home, the PS3™ system must be set in remote play connection standby mode.



## Hints

- To use remote play via the Internet, you must have a PLAYSTATION®Network account. You can create an account in (Sign Up for PLAYSTATION®Network) under (PLAYSTATION®Network).
- The method of using a commercial wireless hotspot (wireless LAN) service and the charges for such use vary depending on the service provider. For details, contact the service provider.

## Preparing (1) (PS3™ and PSP™ systems)

To use remote play for the first time, you must register (pair) the PSP™ system with the PS3™ system. Register the system under (Settings) > (Remote Play Settings) > [Register Device].

## Preparing (2) (PS3™ system)

To cause the PS3™ system to enter standby mode with its power off, enable remote start. Set this by using (Settings) > (Remote Play Settings) > [Remote Start].

## Preparing (3) (PSP™ system)

Create a network connection to connect the PSP™ system to an access point. To use remote play via the Internet, you can use an access point such as a commercial wireless hotspot (wireless LAN) service. For details, refer to the [user's guide for the PSP™ system](#).

## Using remote play

1. Select (Remote Play) under (Network) in the PSP™ system's home menu.
2. Select [Connect via Internet].

3. From the list of connections, select the connection for the access point to be used for remote play.  
Enter the PLAYSTATION®Network sign-in ID and password for the account in use.



If the connection is successful, the PS3™ system screen will be displayed on the PSP™ system.

## Quitting remote play



Press the HOME button on the PSP™ system, and then select [Turn Off the PS3™ System].

## Hint

If the PS3™ system is performing a function such as copying or downloading a file and you do not want to turn it off, you can instead select [Quit Remote Play].

## Using remote play via the Internet

You may not be able to use remote play via the Internet depending on the network device in use. If this happens, check the following information.

- Use [[Internet Connection Test](#)] in  (Network Settings) under  (Settings) to check that the PSP™ system can connect to the Internet and PLAYSTATION®Network.
- If the router in use supports UPnP, enable the router's UPnP function.
- If the router in use does not support UPnP, you must set the router's port forwarding to allow communication to the PS3™ system from the Internet. The port number that is used by remote play is TCP: 9293. For information about setting this option, refer to the instructions supplied with the router.
- Port forwarding is a function for forwarding signals that arrive at a specific port (entrance) to another specified port (exit). This is also referred to as "port mapping" or "address conversion."
- If the PS3™ system is connected to the Internet via two or more routers, communication may not work correctly.

## Hints

- A router is a device that allows multiple devices to share a single Internet line.
- Communication may be restricted depending on the security functions provided by the router and Internet service provider. Refer to the instructions supplied with the network device in use and information from your Internet service provider.

## Remote play menu

If you press the home button on the PSP™ system during remote play, the menu will be displayed.

**Quit Remote Play** Quit remote play.

**PS button** Perform the same operations as the PS button on the wireless controller. \*1

**Turn Off the PS3™ System \*2** Turn off the PS3™ system

Adjust settings related to the PSP™ system's buttons.

**Settings** **Assign Buttons:** Use the PSP™ system's buttons in the same way as the buttons of the PS3™ system's wireless controller. Select one of two assignment types.

**Communication Settings:** Set the response speed of the PSP™ system buttons. Select one of five levels that combine response speed with image quality, or select [Custom]. \*3

**Connection Status** Set to display the remote play connection status.

\*1 Operations in which the PS button is pressed for at least 2 seconds are not supported.

\*2 This is displayed when the PSP™ system software is version 3.72 or later and the PS3™ system software is version 2.00 or later.

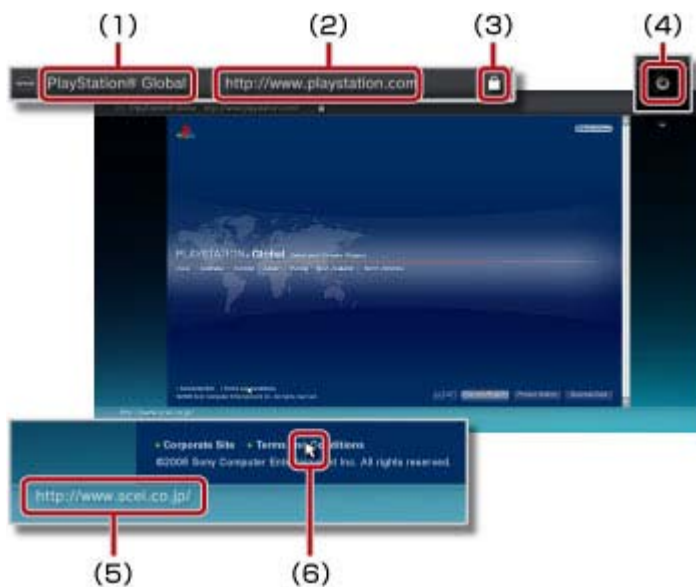
Although setting [Response Speed] and [Image Quality] to the maximum level will

\*3 yield a faster response speed and better image quality, the image or audio may become distorted.

## **Internet Browser**

### Basic operation of the Internet browser

#### Viewing the screen





- (1) Page title
- (2) Page address
- (3) SSL icon  
This icon is displayed when viewing pages that support SSL.
- (4) Busy icon  
This icon is displayed when loading pages.
- (5) Link target address  
This is displayed when the pointer is placed over content containing a link.
- (6) Pointer  
Use the left stick to move the pointer in any direction. / Use the directional buttons to move the pointer from link to link.

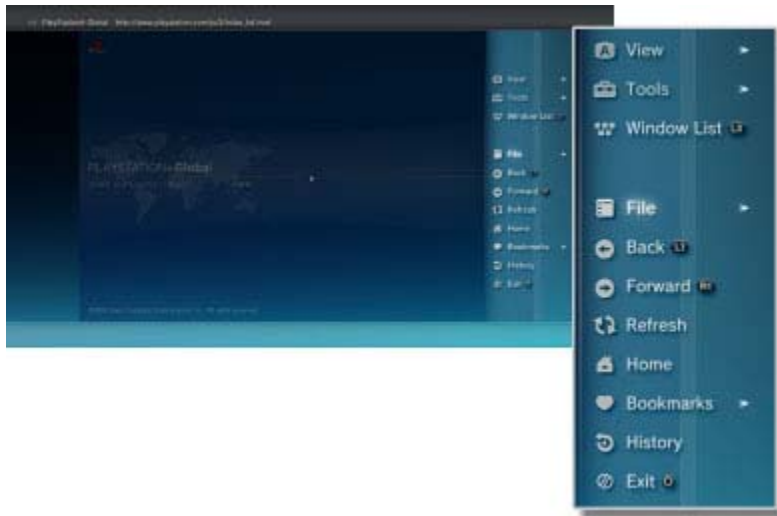
#### Scrolling methods

- Directional buttons**
- button + directional button**
- Right stick**


Move the pointer to a link.  
Scroll by page.  
Scroll in the desired direction.

## Using the menu


Pressing the  button will display the menu, where you can perform various operations and settings. The menu can be displayed or hidden by pressing the  button. Menu items differ in browse mode and window mode.



## Entering an address (URL)

When you press the START button, a keyboard will be displayed so that you can enter an address. If you select  after entering an address, the keyboard will close and the page associated with the entered address will open.

## Opening multiple windows

You can open multiple windows at the same time. With the pointer placed on the link, press and hold down the  button until the link opens in a different window.

## Browse mode / window mode

### Browse mode

The window is displayed over the entire height and width of the screen. When multiple windows are opened, they will be displayed side by side. You can change windows with the L2 or R2 button.



### Window mode

The display changes to accommodate the number of opened windows. Select a window by using the directional buttons, and then press the **X** button to display the window in browse mode.



## Change modes

Browse mode and window mode can be changed as follows:

**Browse mode > window mode** Press down on the left stick (L3 button).

- Press down on the left stick (L3 button).

**Window mode > browse mode** • Press the **X** button.

## Browse mode menu

### View

Change the manner in which the page is displayed.

	Automatically enlarge to optimal size or cancel enlargement of the area on the screen where the pointer is located.
<b>Zoom / Clear Zoom</b>	The optimum enlargement ratio is automatically calculated based on the content type in the area where the pointer is located.
<b>Maximum Size / Standard Size</b>	Expand the window to display across the entire screen. / View the window in its original size. Change the size of the text.
<b>Character Size</b>	Text can be displayed in five different sizes. Assign the character encoding.
<b>Character Encoding</b>	In most cases, character encoding is determined automatically and does not need to be assigned.

### Hint

On some pages, character size cannot be changed and character encoding cannot be assigned.

### Tools

Set the conditions for opening pages and delete data saved on the hard disk.

<b>Cookies</b>	<b>Allow:</b> Always allow cookies to be saved. <b>Block:</b> Always deny cookies from being saved. <b>On:</b> Use JavaScript.
<b>JavaScript</b>	<b>Off:</b> Do not use JavaScript. <b>Full Pixel:</b> Set to display the window at the full display area of the TV screen size. *1
<b>Display Area</b>	<b>Standard:</b> Set to decrease window size by 5%. <b>-1:</b> Set to decrease window size by 10%. <b>-2:</b> Set to decrease window size by 15%.



Change the Web page display resolution.

### Resolution


Adjust Web pages for easier viewing by matching the video output resolution of the PS3™ system.

**On:** Suppress flickering in on-screen elements that exhibit flickering such as text, images and lines.



**Off:** Disable the flicker reduction feature.

### Flicker Reduction

This is effective for suppressing screen flicker for an interlaced display. Set [On] when a resolution such as 1080i is selected for the video output setting of the PS3™ system. Setting [Off] will improve the picture quality for a progressive display such as 1080p or 720p.

**On:** Set to display a confirmation message when closing  (Internet Browser).

### Confirm Browser Close

**Off:** Set to close without displaying a confirmation message. Set the page that is displayed when starting  (Internet Browser) or selecting  (Home) from the menu.

### Home Page

If you check [Restore Window at Browser Start], the page that was open when the browser closed will be displayed the next time the browser is started.

### Delete Cookies

Delete cookies.

### Delete Cache



Delete cache.

### Delete Authentication Information

Delete authentication information.

Set up to use Web filtering services. \*2 \*3 \*4



### Browser Security

To change this setting, you must enter a password. For details on passwords, see  (Settings) >  (Security Settings) > [[Change Password](#)] in this guide.

\*1 The top and bottom portions of the picture may be cut off if [Full Pixel] is set when using a standard TV.

\*2 The types of services that can be used vary depending on the country or region.

The setting method varies depending on the service. For details, visit the Web site for

\*3 the service provider. The Web site is specified under  (Bookmarks) in the  (Internet Browser) menu.

\*4 Fees may apply to the use of Web filtering services.

### Window List

Switch to window mode.

## File

<b>Address Entry</b>	Enter an address.
<b>Open in New Window</b>	Open the link the pointer is placed on in another window.
<b>Close Window</b>	Close opened windows.
<b>Save Image</b>	Save the picture the image is on to the hard disk or to storage media.*
<b>Save Target</b>	Save linked content that you select with the pointer to your system's hard disk or to storage media. *
<b>Add to Bookmarks</b>	Add the link over which the pointer is placed to your bookmarks.
<b>Page Information</b>	View the title or address of the opened page.
<b>Display Certificate</b>	View server certificates sent from pages that support SSL.

\*An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.

## Back

View the previously opened page.

## Forward

View the page opened before performing the  (Back) operation.

## Refresh / Cancel

Update the opened page with the latest content. / Stop the page from loading.

## Home

View the page set as the home page.

## Bookmarks

Add favorite pages as bookmarks. Bookmarks can be opened from [My Bookmarks].

<b>My Bookmarks</b>	Add the Web page as a bookmark and view a list of saved bookmarks.
<b>PLAYSTATION®3</b>	View the Sony Computer Entertainment Web site.
<b>i-Filter for PS3™ *1</b>	Display the [i-Filter for PS3™] service provider's Web site.*2
<b>Trend Micro™</b>	Display the Web site for the [Trend Micro Web Security for PS3™] service provider.*2

\*1This feature is only available on PS3™ systems sold in Japan.

\*2Fees may apply to the use of Web filtering services.

## Hint

The bookmark list is arranged in chronological order, with the most recently added bookmarks displayed first.


## History

Pages that have been opened are automatically saved as history. The titles of pages that have previously been opened are displayed in a list and can be opened simply by selecting from the list without entering the address.

## Hint

Pages are arranged in chronological order, with the most recently opened pages displayed first.

## Exit

Exit  (Internet Browser).

## Window mode menu

### Open New Window

Open a new window. You can select either the page set as your home page or a bookmarked page.

### Close Window

Close the currently opened window.

### Close All Other Windows

Close all opened windows other than the currently displayed window.

## Changing the display size of a Web page

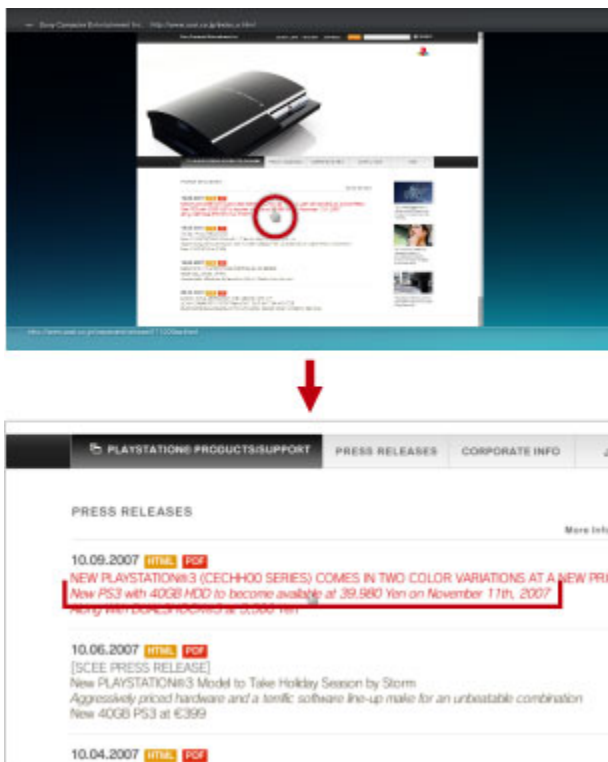
Web pages may be displayed too small or too big depending on the combination of the video output setting of the PS3™ system and the TV that is connected. If this is the case, you can use the following method to adjust the display size.

### Using the zooming feature

Automatically enlarge the area on the screen where the pointer is located to optimal size. The optimum enlargement ratio is automatically calculated for the area where the pointer is located. Place the pointer on the area that you want to zoom in on, press the **△** button, and then select [Zoom] under **A** (View) in the options menu.

#### *Example of zooming in on text*

The system calculates the enlargement ratio based on the size of the paragraph of the text in the area where the pointer is located and then displays the text in zoom mode.





#### *Example of zooming in on an image*

The system calculates the enlargement ratio based on the size of the image in the area where the pointer is located and then displays the image in zoom mode.



## Changing the resolution

Change the screen resolution of a Web page. You can adjust the Web page display to an easy-to-view size to match the video output resolution of the PS3™ system. Press the  button, and then select [Resolution] under  (Tools) in the options menu.

If [-1] or [-2] is set when the video output resolution of the PS3™ system is set to 1080p or 1080i, the display is enlarged and is easier to view. If [+1] or [+2] is set when the video output resolution of the PS3™ system is set to Standard (NTSC: 480i / PAL: 576i) or 480p / 576p, the display is reduced and is easier to view.

***Example when the video output resolution of the PS3™ system is set to [1080i] and [Resolution] is set to [-2]***



*Example when the video output resolution of the PS3™ system is set to [Standard (NTSC: 480i / PAL: 576i)] and [Resolution] is set to [+2]*

## PLAYSTATION®3 System Software ver. 2.20




## Using shortcut keys / mouse / keyboard

### Using shortcut keys

You can operate directly with the buttons of the wireless controller without using the menu. Operations available vary between browse mode and window mode.

#### *Browse mode*

<b>X button</b>	Open the link.
<b>X button (hold down)</b>	Open the link in a new window.
<b>△ button</b>	View the menu.
<b>O button</b>	Close  (Internet Browser).
<b>O button (hold down)</b>	Close the window. *1
<b>START button</b>	Enter an address.
<b>SELECT button</b>	Open [My Bookmarks].
<b>L1 / R1 buttons</b>	Go back or forward one page.
<b>L2 / R2 buttons</b>	Move to a different window. *2
<b>Directional buttons</b>	Move the pointer to a link in the direction of the pushed button.
<b>□ button + directional button</b>	Scroll by page in the direction of the pushed button.
<b>Left stick</b>	Move the pointer in the desired direction.
<b>Left stick (push down) (L3 button)</b>	Switch to window mode.
<b>Right stick</b>	Scroll in the desired direction.
<b>Right stick (push down) (R3 button)</b>	Use zoom display. / Clear zoom display.
<b>PS button</b>	View the home menu.

\*1 This operation cannot be performed during zoom.

\*2 Will enlarge or reduce during zoom.

#### *Window mode*

<b>X button</b>	View the selected window in browse mode.
<b>△ button</b>	View the menu.
<b>Left stick (push down) (L3 button)</b>	Switch to browse mode.
<b>Directional buttons</b>	Move to a different window.
<b>PS button</b>	View the home menu.

### Using a mouse (not included)

Operate with a commercially available mouse.

<b>Drag to the left while holding down a right click</b>	Return to the previous page.
<b>Drag to the right while holding down a right click</b>	Go to the next page.



## Using a keyboard (not included)

Operate with a commercially available keyboard.

<b>CTRL + L (or F4)</b>	Enter an address.
<b>CTRL + R (or F5)</b>	Refresh the page.
<b>CTRL + B (or CTRL + I)</b>	Open [My Bookmarks].
<b>PAGE UP (or SHIFT + SPACEBAR)</b>	Scroll up.
<b>PAGE DOWN (or SPACEBAR)</b>	Scroll down.
<b>Home</b>	Move to the top of the page.
<b>End</b>	Move to the bottom of the page.
<b>TAB</b>	Move the cursor.
<b>ALT + LEFT ARROW (or BACKSPACE)</b>	Return to the previous page.
<b>ALT + RIGHT ARROW (or SHIFT + BACKSPACE)</b>	Go to the next page.
<b>CTRL + LEFT ARROW (or CTRL + SHIFT + TAB)</b>	Move to the left window.
<b>CTRL + RIGHT ARROW (or CTRL + TAB)</b>	Move to the right window.


## Upload / Download

Upload content saved on the hard disk or storage media to the Internet or download content from the Internet to the hard disk or storage media.

### Upload

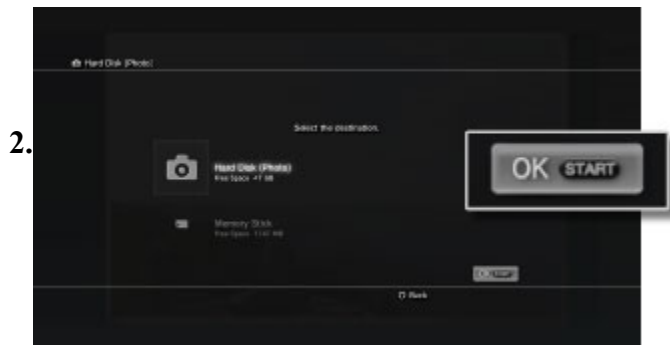
This operation can be performed from Web pages that have the upload feature. The upload procedure varies depending on the Web page.

### Hints



- Only content saved under  (Photo) can be uploaded from the hard disk.
- An appropriate USB adaptor (not included) is required to use storage media with some models.

### Download

1. Select the content that you want to download from the Web page.  
Select a location to save the content, and then press the START button.



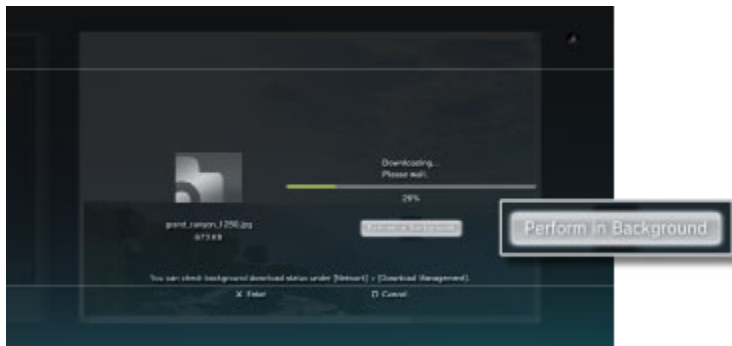
### Hints

- Depending on the content, the save destination may be preassigned.
- Content that cannot be played on the PS3™ system can only be saved on storage media.
- An appropriate USB adaptor (not included) is required to use storage media with some models of the PS3™ system.
- You can perform other operations while downloading a large data item or multiple data items. For details, see  (Network) >  (Download Management) > [\[Background Download\]](#) in this guide.





## **Download Management**

### **Background Download**

Background download is a feature that enables you to perform other operations while downloading multiple data items or data with a large file size. This feature is available only when the [Perform in Background] option is displayed on the screen that is displayed while downloading content.



### **Hints**





- You may not be able to perform background download depending on the type of data or number of data items being downloaded.
- Installation may be required to use downloaded data such as games or video files. When downloading is finished, data that requires installation will be displayed as  or  in each category.
- Background download may not be available when there is uninstalled data on the hard disk.
- If the PS3™ system is turned off during a background download, the download status is saved. Downloading is automatically restarted the next time the PS3™ system is turned on and connected to the Internet.
- A background download will be temporarily stopped when any of the following operations are performed. The download will be restarted automatically once the operation has completed.
  - - When playing a Blu-ray Disc or DVD
  - - When using network features of online games \*
  - - When starting PlayStation®2 format software
  - - When starting  (Folding@home™)
  - - When using voice / video chat
  - - When performing a system update
  - - When adjusting setting items under  (Settings)

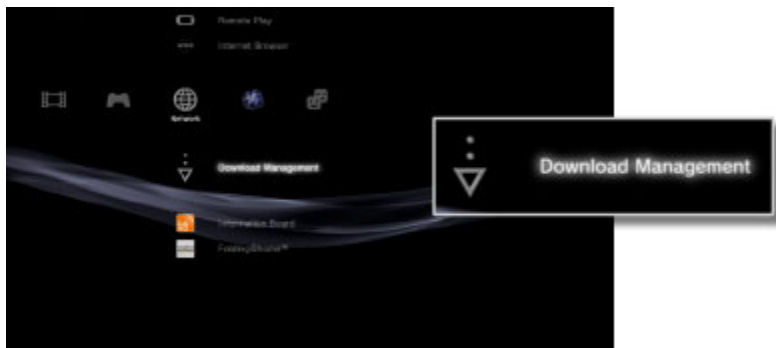
\* While a game is in process of ending, background downloading will be stopped temporarily.

## Notices


- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [[Types of Playable Discs](#)], visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.

## Download Management



This option is displayed only when a background download is being performed. You can check the download status or cancel the download of data that is being downloaded from  (Internet Browser) or  (PLAYSTATION®Store). Select  (Download Management) under  (Network).





### Checking download status

Select the icon of the data for which you want to check the download status, press the  button, and then select [Status] from the options menu.


### Cancelling download

Select the icon of the data for which you want to cancel downloading, press the  button, and then select [Cancel] from the options menu. After the download has been cancelled, it will be cleared from  (Download Management).


### Pausing / resuming downloads

Select the icon of the data for which you want to pause downloading, press the  button, and then select [Pause] from the options menu. To resume downloading, press the  button again, and then select [Resume] from the options menu.


## Hints

- If you pause downloading,  will be displayed with the icon.
- If you pause one download when downloading multiple data items, the next data item will automatically start downloading.

## Pause all downloads

Select the icon for any download, press the  button, and then select [Pause All] from the options menu.

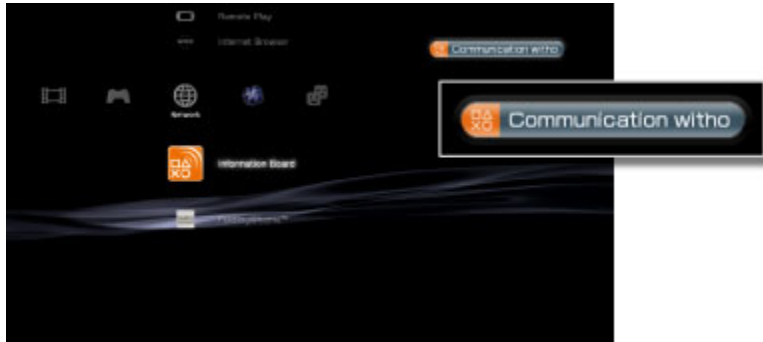
## Resume all downloads

Select the icon for any download, press the  button, and then select [Resume All] from the options menu.



## **Information Board**

### **Using the information board**

The information board is always displayed on the XMB™ screen and displays the latest news about games or the latest information about PLAYSTATION®Store.



### **Hints**

- To display the news, the PS3™ system must be set to connect to the Internet. For details about network settings, see  (Settings) >  (Network Settings) > [Internet Connection Settings] in this guide.
- The display position or character size of the information board cannot be changed.
- The design of the information board is subject to change without notice. The design may also vary depending on the country or region.

### **Displaying detailed news information**

Select  (Information Board) from  (Network).

1. A list of news items will be displayed.



#### Selecting a country or region

If you press the **△** button, the screen for selecting a country or region will be (1) displayed. The news that is distributed varies depending on the country or region that is selected. The button for selecting the country or region is not displayed on PS3™ systems that are sold in Japan or Korea.

Select the heading for the news item that you want more details about, and then press the **▶** button.

Detailed news information is displayed.



#### (2) Returning to the list of news items




Use the **◀** button to return to the list.

#### Linking to a Web site


(3) Use the **▶** button to start  (Internet Browser) and display a Web site.

This option is not displayed for a news item that does not have a link to a Web site.

## Setting to not display the information board

Select  (Information Board) from  (Network), and then press the  button. Then select [Do Not Display] from the options menu.

### Hint

To display the information board again, select the icon again, press the  button, and then select [Display] from the options menu.





## **Folding@home™**

### **About Folding@home™**

Folding@home™ is a distributed computing project that is run by Stanford University. The goal of the project is to research protein folding mechanisms in the hope that this will lead to medical treatments for related diseases. By starting the Folding@home™ program that is installed on a PS3™ system, you can participate in this project over the Internet. For more information about Folding@home™, see the [Stanford University Web site](#).

### **Starting Folding@home™**

To use Folding@home™, you must first download and install the program. Select  (Folding@home™) under  (Network), and then download from the Internet. Follow the on-screen instructions to perform this operation.






When installation is complete, you can start Folding@home™. For details on how to operate this program, see the Folding@home™ help screen.

### **Hint**

The help screen is only displayed while the  button is pressed.

### **Setting Auto-Start**




Folding@home™ is started automatically if the PS3™ system has been idle for a certain amount of time. Select  (Folding@home™) under  (Network), press the  button, and then select [Auto-Start] from the options menu.

- Off** Set not to automatically start Folding@home™.
- After 10 minutes** Start Folding@home™ after 10 minutes.
- After 20 minutes** Start Folding@home™ after 20 minutes.
- After 30 minutes** Start Folding@home™ after 30 minutes.


## Hint

[Auto-Start] is disabled when the PS3™ system is not connected to the Internet.

## Deleting Folding@home™

The Folding@home™ program can be deleted from the hard disk. Select  (Folding@home™) under  (Network), press the  button, and then select [Delete] from the options menu.

## Hint





Even if the program is deleted, the  (Folding@home™) icon will not be deleted from the XMB™ home menu.

If you select the icon, the Folding@home™ program will be downloaded again.

## **PLAYSTATION®Network**

### ***Signing up for PLAYSTATION®Network***

To use this feature, you must maintain your system to always have the latest version of the system software installed.

After you have created a PLAYSTATION®Network account, you can do online shopping at  (PLAYSTATION®Store), join in voice / video chat under  (Friends) or use various online services from PLAYSTATION®Network. Select  (Sign Up for PLAYSTATION®Network) under  (PLAYSTATION®Network) in the home menu, and then follow the on-screen instructions to create an account.

### ***Main items required to create an account***

#### **Personal information**

Enter the registered user's name / address / birth year, month, day.

There are two types of PLAYSTATION®Network accounts: master accounts and sub accounts.

#### **Master account:**

The standard account for using PLAYSTATION®Network. A master account can be created by a registered user of a specified age or older. Master account holders can adjust settings such as monthly spending limits or restrictions on voice / video chat for associated sub accounts.

#### **Master account / sub account**

##### **Sub account:**


Accounts that can be used by anyone, including minors. Sub accounts can be monitored by the associated master account holder. Sub account holders cannot create wallets but can make use of the wallet for the associated master account to pay for products and services. A sub account cannot be created if an associated master account does not exist.

Eligibility requirements for master accounts and sub accounts vary depending on the country or region of residence. For details, visit the [SCE Web site for your region](#).

#### **Sign-In ID (Email Address)**

Register an ID to use when signing in to PLAYSTATION®Network. Use a valid email address

### Security Question

that can be used to receive confirmation messages such as when making a purchase under  (PLAYSTATION®Store).

Select a security question to use when resetting a forgotten password.

Create a password according to the following:

### Password

- Use at least six letters or numbers.
- Use a combination of letters and numbers.
- Use no more than two consecutive occurrences of the same character.
- Use a code that is different from your sign-in ID.


### Online ID

Register a name that will be publicly displayed in PLAYSTATION®Network. The online ID can be 3 to 16 characters in length and can include alphabet letters and numbers. The ID is used to distinguish users on PLAYSTATION®Network. After it has been created, it cannot be changed.


### Profile

The profile is displayed in PLAYSTATION®Network. You can add information such as a comment displayed with your avatar (icon) and the languages you are able to communicate in.



### Wallet


Register payment information to be used when purchasing services on PLAYSTATION®Network, such as under  (PLAYSTATION®Store).

### Avatar

Register an avatar (icon) for yourself that will be publicly displayed under  (Friends).



## Hints

- A sub account for a minor age 12 and under is created by the master account holder. During the account creation process, an email is sent to the email address associated with the master account holder's sign-in ID. Follow the instructions in the email to complete the registration on a PC. To sign in to PLAYSTATION®Network using the sub account that was created, you must associate the account with a User who will log in to the PS3™ system. For details, see  (PLAYSTATION®Network) > [[Associating an account with a User](#)] in this guide.
- Your sign-in ID (email address) and password will not be publicly displayed. Be careful not to share this information with others.
- You can create only one account per User. To create additional accounts, go to  (Users) and create additional Users.
- For details on the handling of personal information related to users, visit the [SCE Web site for your region](#).



- Access to PLAYSTATION®Network requires broadband Internet service. Note that dial-up connectivity is not supported.
- PLAYSTATION®Network is only available in certain regions and languages. For details, contact the [technical support line for your region](#).
-  (Sign Up for PLAYSTATION®Network) is displayed only if a PLAYSTATION®Network account has not been created.

## ***Signing in / signing out***

To use this feature, you must maintain your system to always have the latest version of the system software installed.

When you sign in to PLAYSTATION®Network, you will be online and will be online and are able to use PLAYSTATION®Network services such as online shopping at  (PLAYSTATION®Store) and voice / video chat under  (Friends). When you sign out, you will be off line from the network.

### **Going online (signing in)**

1. Select  (Sign In) under  (PLAYSTATION®Network) in the home menu.  
Enter your sign-in ID (e-mail address) and password.
2. Enter the sign-in ID (e-mail address) and password registered to you when you created your account.
3. Select [Sign In].  
You will be signed in once you have successfully connected to the network.



### **Hint**

You will be signed out automatically when playing a Blu-ray Disc (BD), DVD or PlayStation®2 format software.

### **Notices**

- Some PlayStation®2 or PlayStation® format software titles may perform differently on the PS3™ system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on the PS3™ system.
- Also, PlayStation®2 format software cannot be played on some PS3™ systems. For details, refer to [\[Types of Playable Discs\]](#), visit the SCE Web site for your region or review the documentation that was included with your PS3™ system.

### **Going offline (signing out)**

1. Select your icon under  (Friends) in the home menu, and then press the  button.
2. Select [Sign Out].  
You are now offline from PLAYSTATION®Network.



## ***Saving your password / Signing in automatically***

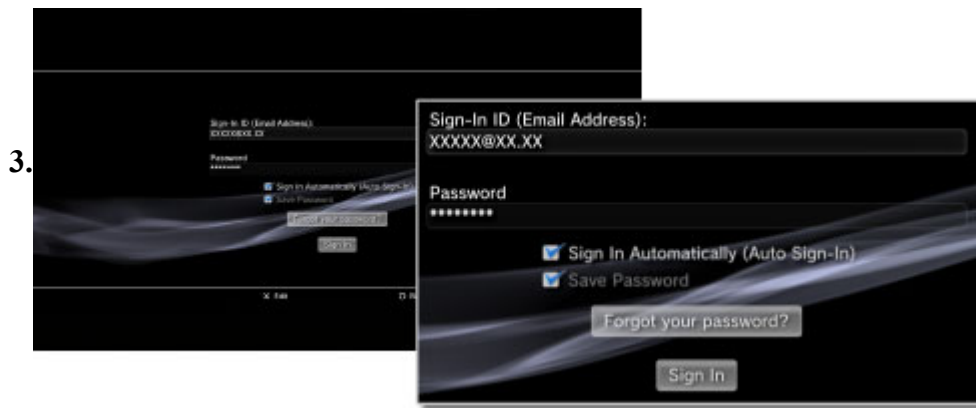
To use this feature, you must maintain your system to always have the latest version of the system software installed.

If you save your password, the password will be pre-populated in the sign-in screen. If you also set to sign in automatically, the PS3™ system will automatically sign in to PLAYSTATION®Network when you turn on the system.


### **Notices**

- Saving your password may allow others to use PLAYSTATION®Network services or view other information for your account.
- Before giving your PS3™ system to a third party for any reason including return (where permitted) or authorised service, be sure to clear the PLAYSTATION®Network [Save Password] option for all Users. This will help prevent unauthorised access to or use of your credit card or other personal details.



1. Select  (Sign In) under  (PLAYSTATION®Network) in the home menu.
2. Enter your sign-in ID (e-mail address) and password.  
Select the checkboxes for [Save Password] and [Sign In Automatically].  
If you select [Sign In Automatically], [Save Password] will be automatically selected.



### **Hint**

If [Sign In Automatically (Auto Sign-In)] is set, the icon for  (Sign In) will no longer be displayed.


## Clearing the auto sign-in option

Select your icon under  (Friends), press the  button, and then select [Auto Sign-In Off] from the options menu. When you turn on the PS3™ system, it will no longer sign in automatically.

## Clearing the save password option (erasing the password)

Select  (Sign In) under  (PLAYSTATION®Network), and then from the screen that is displayed clear the [Save Password] checkbox.



## Hints

- If auto sign-in is set, the icon for  (Sign In) will no longer be displayed. In that case, you must first clear the auto sign-in setting.
- Even if the auto sign-in setting is cleared, you will be automatically signed in if you are temporarily disconnected from the network when you were signed in.

## *If you forget your password*



To use this feature, you must maintain your system to always have the latest version of the system software installed.

You can reset your password if you forget it.

1. Select  (Sign In) under  (PLAYSTATION®Network) in the home menu.  
Select [Forgot your Password?] from the sign-in ID (email address) and password screen.
2. The PLAYSTATION®Network page is displayed. Follow the on-screen instructions to complete the operation.

## ***Managing account information***

To use this feature, you must maintain your system to always have the latest version of the system software installed.


Check or edit information for PLAYSTATION®Network accounts. You must be signed in to PLAYSTATION®Network to perform these operations. Select  (Account Management) under  (PLAYSTATION®Network), and then check or edit information for your PLAYSTATION®Network account.

### ***Items that can be checked or edited***

You can check or edit information on  
PLAYSTATION®Network accounts.

#### **Account Management**

- Edit Billing Information
- Change Sign-In ID (E-mail Address)
- Edit Account Information  
Change the name, address or password of the registered user.
- Manage Sub Accounts
- Edit Online Profile
- Activate System
- Update Notification Preferences

You can add funds to the wallet used for  
PLAYSTATION®Network services such as   
(PLAYSTATION®Store) or check usage history for various services.

#### **Transaction Management**

- Manage Wallet
- Redeem PLAYSTATION®Network Card or Promotion Code
- View Transaction History
- View Download List
- View Services
- View Subscriptions







## Hint

Items that you can check or edit vary depending on the country or region. For details, contact the [technical support line for your region](#).


## ***Associating an account with a User***

To use this feature, you must maintain your system to always have the latest version of the system software installed.

Set this option when you want to associate a PLAYSTATION®Network account that was created on a PC, or an existing account such as a sub account that was created by the master account holder, to be used by a User who will log in to the PS3™ system.

1. Under  (Users), log in as the User with whom you want to associate the account.
2. Select  (Sign Up for PLAYSTATION®Network) under  (PLAYSTATION®Network).  
From the screen that is displayed, select [No, I will use an existing account.].  
Follow the on-screen instructions to complete the operation. When the association of
3. the account with the User has been completed, the  (Sign In) icon will be displayed in the home menu and the User can sign in to PLAYSTATION®Network using the existing account.


## Hints

- Products available in  (PLAYSTATION®Store) for a PC vary depending on the country or region.
- Only one PLAYSTATION®Network account can be associated with one User.

## **PLAYSTATION®Store**


### **PLAYSTATION®Store overview**

To use this feature, you must maintain your system to always have the latest version of the system software installed.

 (PLAYSTATION®Store) is an online shop within PLAYSTATION®Network where you can download (as a purchase or for free) products such as games, additional items for games, or video content.








#### Download List

- (1) Displays a list of the data items downloaded from  (PLAYSTATION®Store). You can re-download data items that were downloaded in the past.

#### View Cart


- (2) You can view products that you added to your shopping cart. You can proceed to the checkout from here.
- (3) Products that can be downloaded (as a purchase or for free) such as games or video content

## Hints



- PLAYSTATION®Network and  (PLAYSTATION®Store) are available only in certain regions and languages. For details, contact the [technical support line for your region](#).
- To use  (PLAYSTATION®Store), you must create a PLAYSTATION®Network account and accept a user agreement. You can create an account in  (Sign Up for PLAYSTATION®Network) under  (PLAYSTATION®Network).
- Types of products that can be downloaded (as a purchase or for free) from  (PLAYSTATION®Store) vary depending on the country or region of residence. For details, contact the [technical support line for your region](#).

## Using the wallet

To use this feature, you must maintain your system to always have the latest version of the system software installed.

Use the wallet to purchase products that are for sale in  (PLAYSTATION®Store). You must add funds to the wallet before making purchases.



## Adjusting settings for the wallet

One wallet can be created for each PLAYSTATION®Network master account, and you can adjust the payment method or the wallet usage limit for sub accounts. Select  (Account Management) under  (PLAYSTATION®Network) in the home menu, and then adjust settings under [Transaction Management].

## Adding funds

You can add funds to the wallet using options such as a credit card, PLAYSTATION®Network Card \*1 or Edy \*2. Funding methods, currency and limits to wallet funding level vary depending on the country or region of residence. For details, contact the [technical support line for your region](#).



There are two types of codes that can be redeemed in PLAYSTATION®Network. The  
\*1code from a PLAYSTATION®Network Card is used to add funds to your wallet. A  
"promotion code" can be exchanged for goods such as additional items for games.  
\*2Edy is only available in Japan.

1. Select  (Account Management) under  (PLAYSTATION®Network) in the home menu.
2. Select [Transaction Management] > [Manage Wallet] > [Add Funds], and then follow the on-screen instructions to complete the operation.



## Setting to automatically add funds

If there are active subscriptions associated with your account, you can set up to automatically add funds from your credit card to the wallet if there are insufficient funds to pay for subscription renewals. This feature may not be available in your country or region. For details, visit [technical support line for your region](#).



1. Select  (Account Management) under  (PLAYSTATION®Network) in the home menu.
2. Select [Transaction Management] > [Manage Wallet] > [Change Options].
3. Select [Yes] under [Automatically Add Funds when Needed].



## Hints

- Subscriptions are services that can be used for a predetermined period such as 30 or 60 days. When the subscription expires, an extension for another subscription period is automatically purchased.
- This setting can be selected only if a credit card is registered with the account.
- Either the insufficient amount for the subscription service or the minimum charge amount for the wallet, whichever is greater, will be added to the account.


## Downloading (purchasing) products

To use this feature, you must maintain your system to always have the latest version of the system software installed.

You can download (as a purchase or for free) products that are for sale at  (PLAYSTATION®Store). To use  (PLAYSTATION®Store), you must first create a PLAYSTATION®Network account.

Select  (PLAYSTATION®Store) under  (PLAYSTATION®Network) in the home menu.

1. If you are not signed in to PLAYSTATION®Network, the sign-in screen will be displayed.

2. Select the item that you want to download (as a purchase or for free) from  (PLAYSTATION®Store). Detailed information on the item is displayed. Select [Add to Cart].












The selected product is added to the shopping cart. If the product is free, you can download it from here.



- (1) Remove items from the shopping cart  
(2) Items in the shopping cart  
(4) Continue browsing  
(5) Proceed to checkout  
Proceed to checkout.
4. Select [Proceed to Checkout] to go on to the payment step.  
Make payment from the wallet.
5. After a purchase is completed, a confirmation message is sent to the sign-in ID (email


address) of the PLAYSTATION®Network master account that is associated with the account purchasing the product.



## Hints

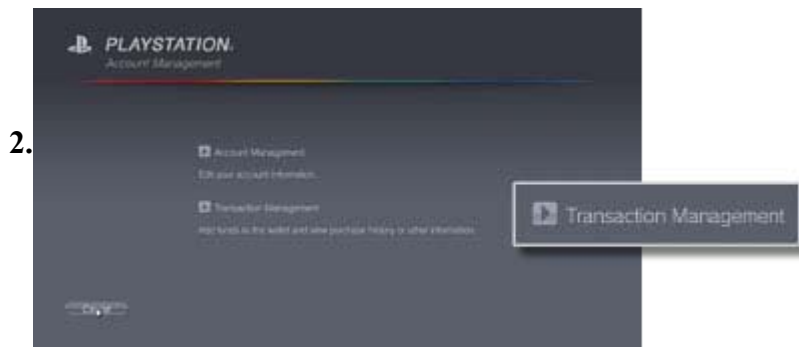
- Products available in  (PLAYSTATION®Store) vary depending on the country or region. Note that you can only access  (PLAYSTATION®Store) for the country or region of your PLAYSTATION®Network account.
- For information on the types of products that can be downloaded (as a purchase or for free) from  (PLAYSTATION®Store) and after-purchase services, visit the [SCE Web site for your region](#).
- If the sign-in ID (e-mail address) is not correct (or is not a valid e-mail address), the confirmation message will not be received. Use a valid email address where you can receive messages when registering your sign-in ID. To change your sign-in ID, go to  (PLAYSTATION®Network), and then select  (Account Management). Follow the on-screen instructions to make the change.
- Some content downloaded (purchased) from  (PLAYSTATION®Store) can only be used by devices activated with the PS3™ system, such as another PS3™ system or a PSP™ system. To deactivate a device or to change settings, select  (Account Management) under  (PLAYSTATION®Network) in the home menu, and then select [Account Management] > [Activate System].
- When  is displayed on the screen during a download, the video can be played as it is downloaded. When you select ,  (PLAYSTATION®Store) will close and video playback will start.

## ***Checking PLAYSTATION®Store usage***


To use this feature, you must maintain your system to always have the latest version of the system software installed.

Check the history of products and services you have downloaded (as a purchase or for free) from  (PLAYSTATION®Store), as well as information on past usage.

1. Select  (Account Management) under  (PLAYSTATION®Network) in the home menu.  
Select [Transaction Management].



### ***Items displayed under [Transaction Management]***

<b>Manage Wallet</b>	Add funds to the wallet. A PLAYSTATION®Network Card can be exchanged for goods such as additional items for games.
<b>Redeem PLAYSTATION®Network Card or Promotion Code</b>	There are two types of codes that can be redeemed in PLAYSTATION®Network. The code from a PLAYSTATION®Network Card is used to add funds to your wallet. A "promotion code" can be exchanged for goods such as additional items for games.
<b>View Transaction History</b>	Search the transaction and usage history.
<b>View Download List</b>	A list of the data items downloaded from  (PLAYSTATION®Store) is displayed. You can re-download data items that were downloaded in the past.
<b>View Services</b>	Active services are displayed. Active subscriptions are displayed.

**View Subscriptions**


Subscriptions are services that can be used for a predetermined period such as 30 or 60 days. When the subscription expires, an extension for another subscription period is automatically purchased. When you want to unsubscribe from the service, perform the unsubscribe procedure under this option.

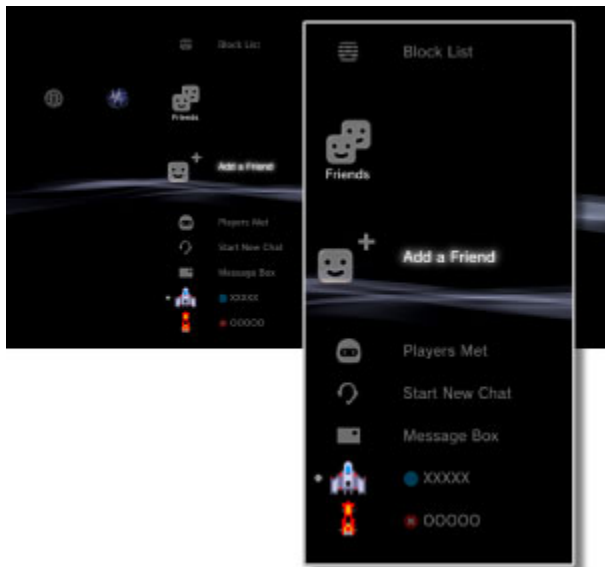


## Friends

### *Friends category*

To use this feature, you must maintain your system to always have the latest version of the system software installed.

Send or receive messages or do voice / video chat with other PS3™ users over PLAYSTATION®Network. You will need to create (sign up for) a PLAYSTATION®Network account to use these features. The following icons are displayed under  (Friends). The icons displayed vary depending on the conditions of use.



#### **Block List**

View a list of people on your block list.



#### **Add a Friend**

Send a request to add someone to your Friends list.



#### **Players Met**

View a list of people you have played PLAYSTATION®3 format online games\* with. Select this icon to send a message to a player or to request to add a Friend.



#### **Start New Chat**

Send a message to request the start of a voice / video chat.



#### **Chat Room**

This icon is displayed while chatting.



#### **Message Box**

Create new messages and view messages that you have received and sent.



**(Friend's name)**

This icon indicates a person on your Friends list. Send and receive messages or do voice / video chat with Friends.




**(player's name)**

This icon indicates a person you have played online games with or have requested to be on your Friends list. Send and receive messages with this person.

\*Some games may not support this feature.

## Hints




- On the PS3™ system, users who are on your Friends list are called "Friends". Also, e-mails that you send or receive under  (Friends) are called "messages".
- To do voice chat, you will need an audio input / output device (such as a headset, sold separately). To chat with video, you will also need a USB camera (sold separately).
- You can use a compatible USB headset / Bluetooth® headset / EyeToy™ USB camera / PLAYSTATION®Eye / USB camera compliant with USB video class (UVC) on the PS3™ system.
- When connecting a USB camera using a USB hub, use a hub that supports USB 2.0. If a hub that does not support USB 2.0 is used, image degradation may occur or the image may not be displayed.
- For information on supported peripherals and usage instructions, contact the retailer where the peripherals are sold.

## ***Friends List***

### **Adding to your Friends list**

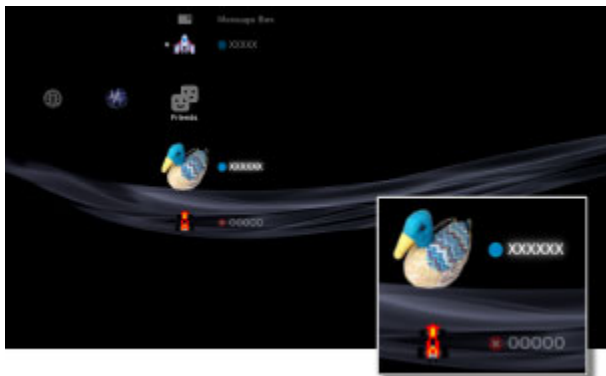
To use this feature, you must maintain your system to always have the latest version of the system software installed.

To add someone to your Friends list, you must first send a message requesting approval.

1. Select  (Add a Friend) under  (Friends) in the home menu.  
Enter the online ID of the person whom you want to add as a Friend, and then select
2. [OK].  
A blank message for requesting to add a Friend is displayed.  
Type a message, and then select [Send].  
Your message is sent and the icon of the Friend is displayed under  (Friends).



3. The message is received. If the person accepts your request to be added, both of you will be added to each others' Friends list.



## Hints






- You register your online ID when you sign up for PLAYSTATION®Network. To request to add a Friend, you will first need to ask the person you want to add for his or her online ID.
- If the person selects [Do Not Add] in response to your request, the add pending icon for that person will be removed from your list.

## Checking status


To use this feature, you must maintain your system to always have the latest version of the system software installed.

Check your status and those of your Friends. The following table describes status types.




	Online
	Offline
	Not available
	Playing a PLAYSTATION®3 format software title
	Indicates the number of unread messages from the selected Friend

## Changing your status

To change your status, select your icon, press the  button, and then select [Status] from the options menu.

## **Deleting from your Friends list**

To use this feature, you must maintain your system to always have the latest version of the system software installed.

You can delete people from your Friends list. Select the person whom you want to delete, press the  button, and then select [Delete] from the options menu.

### **Hint**


When you delete someone from your Friends list, you will also be removed from that person's Friends list.

## ***Block List***

### **Adding to your block list**

To use this feature, you must maintain your system to always have the latest version of the system software installed.

You can add a person to your block list if you no longer want to receive messages from that person. Messages sent to you from that person will not be delivered.


1. Select a message sent from the person whom you want to block, and then press the  button.
2. Select [Add to Block List].  
The person is added to your block list.

### **Hint**

You cannot add someone who is currently on your Friends list to your block list. If you no longer want to receive messages from a person, remove that person from your Friends list. Note that you will also be removed from that person's Friends list.

### **Deleting from your block list**

To use this feature, you must maintain your system to always have the latest version of the system software installed.

You can remove a person from your block list. Select the person whom you want to remove, and then press the  button. Then select [Delete from Block List] from the options menu.

### **Hint**

If you remove someone from your block list, you will be able to receive messages from that person.



## ***Voice/Video Chat***

### **Starting or quitting voice / video chat**

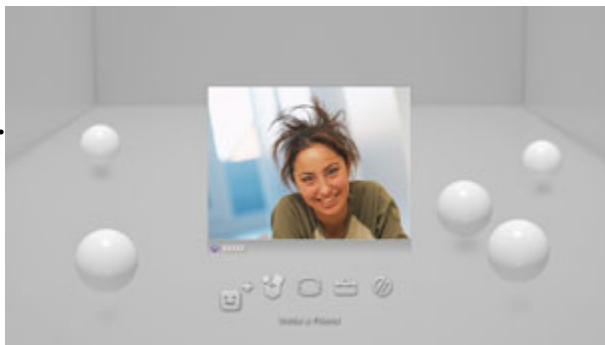
To use this feature, you must maintain your system to always have the latest version of the system software installed.


You can do voice / video chat with people on your Friends list. To do voice chat, you will need an audio input / output device (such as a headset, sold separately). To chat with video, you will also need a USB camera (sold separately).

### **Starting voice / video chat**

Select  (Start New Chat) under  (Friends) in the home menu.  
The chat room is displayed.

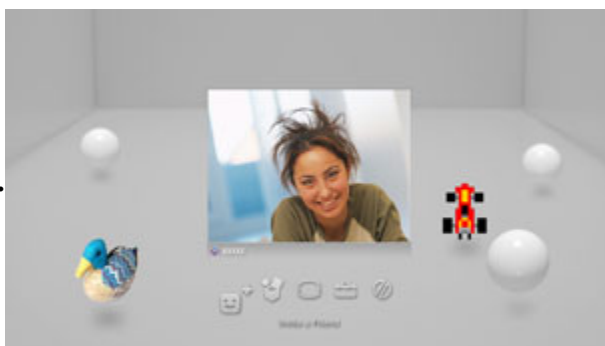
1.



Select  (Invite a Friend) from the menu that is displayed on the screen.

2. If you select the person whom you want to chat with from the Friends list and then select [Enter], the chat invitation message screen will be displayed.  
Type a message, and then select [Send].  
The avatar of the Friend whom you invited is displayed in the chat room.

3.



If the person joins the chat, his or her image will be displayed and the voice / video chat will begin.

## Hints

- The PS3™ system supports voice / video chat. Additional chat options, such as in-game chat, may be available through game software. For details, refer to the instructions supplied with the software in use.
- You must be signed in to PLAYSTATION®Network to chat.
- Although you can invite multiple Friends to chat, avatars are displayed in the chat room only for the first five Friends whom you selected on the screen.
- Up to six people can join a chat room.
- The voice / video chat feature cannot be used if restrictions on its use are set under the PLAYSTATION®Network account settings.
- You can use a compatible USB headset / Bluetooth® headset / EyeToy™ USB camera / PLAYSTATION®Eye / USB camera compliant with USB video class (UVC) on the PS3™ system.
- When connecting a USB camera using a USB hub, use a hub that supports USB 2.0. If a hub that does not support USB 2.0 is used, image degradation may occur or the image may not be displayed.
- For information on supported peripherals and usage instructions, contact the retailer where the peripherals are sold.

## Leaving the chat room (quitting voice / video chat)

During a chat, select  (Leave) from the control panel.


## Hint

If the person who initiated the voice / video chat leaves, the chat room will close.



## ***Using the control panel***

To use this feature, you must maintain your system to always have the latest version of the system software installed.

Perform various operations using the on-screen control panel. The menu can be displayed or hidden by pressing the  button.


### **Invite a Friend**

Invite a Friend to join a chat room.

### **Hint**



Although you can invite multiple Friends to chat, avatars are displayed in the chat room only for the first five Friends whom you selected on the screen. Also, up to six people can join a chat room.

### **Tools**


Display an image from  (Photo) or create a message for chat members.

Change your voice pitch.

#### **Voice Changer**

You can check how the voice changes by selecting a value and then speaking into the microphone. The values that are set here are reflected in  (Settings) >  (Accessory Settings) > [Voice Changer].

#### **Display Photo Create Message to All**

Display an image from  (Photo) on your screen.  
Create a message for everyone in a chat session.

### **View**

Adjust settings related to the chat screen display.

Set to display the audio / video bit rate to check the data transfer status.

#### **Display**

When you quit chat, the setting will reset and the rate will no longer be displayed.  
Change the screen display mode.

**Screen Mode** The screen mode can be changed only when two people are chatting.  
Some modes cannot be displayed depending on the video output setting of the PS3™ system.

**Normal:** Set to display the image to fit the screen size.

**Normal (Hide Self):** Set to display the image to fit the screen size. Your own picture or avatar is not displayed on the TV. \*

**Zoom:** Set to display the image at full screen. Proportions are maintained and portions of the image at the top and bottom are cut off as necessary.

**Zoom (Hide Self):** Set to display the image to fill the screen while maintaining image proportions (the top and bottom of the image may be cut off). Your own picture or avatar is not displayed on the TV. \*

**Original:** Set to display the image in its original size.

When you quit voice / video chat, the setting will reset to [Zoom] or [Normal].

The return value varies depending on the video output setting of the PS3™ system.



\* Even if you select to hide your image on the screen you are viewing, your picture or avatar will be displayed on the TV being used by the person you are chatting with.

## Chat Settings

Adjust audio or video settings for a voice / video chat.

Switch the camera on or off.

**Camera On /  
Camera Off**

Adjust this setting when you do not want to send video to the person you are chatting with. If you select [Camera Off], your avatar will be displayed in the chat room. When you quit a voice / video chat, this setting will go back to the option selected under  (Settings) >  (Chat Settings).

Switch the microphone on or off.

**Microphone On /  
Microphone Off**

Adjust this setting when you do not want to send audio to the person you are chatting with. When you quit a voice / video chat, this setting will reset to [Microphone On].



Adjust settings for devices to be used for audio input / output.

**Audio Device  
Settings**

**Microphone Level:** Set the microphone volume.

**Input Device:** Select the input device to be used.

**Output Device:** Select the output device to be used.

The values that are set here are reflected in  (Settings) >   
(Accessory Settings) > [Audio Device Settings].  
Adjust the volume level for a chat.

### **Volume Control**

When you quit a chat, this setting will reset to [Normal].

### **Leave**

Leave the chat room.

### **Hint**




If the person who initiated the voice / video chat leaves, the chat room will close.

## **Message Box**


### **Creating or sending messages**

To use this feature, you must maintain your system to always have the latest version of the system software installed.



You can create and send messages to people who have online IDs registered for use with PLAYSTATION®Network. You must be signed in to PLAYSTATION®Network to create and send messages.

1. Select  (Message Box) under  (Friends) in the home menu.
2. Select  (Create Message).  
Select [To:].
3. Select [Select from List], or select [Enter Online ID] in which case you will need to type in the online ID of the person whom you want to send to.
4. Type a message, and then select [Send].
4. Your message is sent.

### **Hints**

- You cannot send or receive messages using standard email addresses.
- An online ID is created when you sign up for PLAYSTATION®Network. Before sending a message, ask the person you want to send a message to for his or her online ID.
- You can enter up to 18 characters in a title and up to 512 characters in the body of a message.
- You can use emoticons by selecting  from the keyboard when creating a message.
- You can save up to 200 sent messages. After you reach this limit, your oldest message will be automatically deleted each time you send a new message.

### **Attaching files**




If you select  (Attach) from the message creation screen, you can attach a  (Photo) image file.

### **Hints**

- You cannot attach files larger than 1 MB.
- You can only attach one file at a time.

## Checking for new messages

To use this feature, you must maintain your system to always have the latest version of the system software installed.

When you sign in to PLAYSTATION®Network, the system will automatically check for any new messages you have received. You can view these messages under  (Friends) >  (Message Box) >  (Received).

## Saving attached files

Select the file that was attached to the received message. Follow the on-screen instructions to save the file.






## Hints

- The number of received messages you can save depends on the free space of the hard disk. After the hard disk's space has all been used, messages will automatically be deleted starting from the oldest.
- Attachments can be saved only to the hard disk.
- You must be signed in to PLAYSTATION®Network to receive messages. Sent messages that have not been received are kept for 30 days. After that time, they will automatically be deleted from the server.

## Protecting messages

To use this feature, you must maintain your system to always have the latest version of the system software installed.

You can protect messages from being deleted after your received box limit has been reached or when you delete your received box.




1. Select  (Message Box) under  (Friends) in the home menu.
2. Select  (Received), and then press the .
3. Select [List].
4. Select the message that you want to protect, and then press the .
5. Select [Protect].

## Hints

- You can protect up to 50 messages.
- You cannot protect requests to be added to a Friends list or chat invitation messages.
- To unprotect a message, follow the steps above but select [Clear Protection] in the last step.

## Deleting messages

To use this feature, you must maintain your system to always have the latest version of the system software installed.

You can delete messages that you no longer need. Select the message that you want to delete from  (Received) or  (Sent), and then press the  button. Then select [Delete] from the options menu.

## Hint

You cannot delete messages that are protected.