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Multiman 4 81 manual

(UPDATE x2 v4.81.01 + 4.81.02) The popular backup manager, multiMAN, has been updated to support the latest PlayStation 3 (PS3) firmware update, version 4.81. The developer, @deank, has added CFW support for 4.81 CEX and Stealth (aka StealthMAN) users can now use the updated feature-rich backup manager with full 4.81 CEX Support. Additionally, updates have been released for the PS3 firmware update of 4.81, which include: * multiMAN v04.81.02: A fix has been provided for a reported issue affecting the nethost/netiso feature on DEX Custom Firmwares. * multiMAN v04.81.01: Full DEX support has been added to the backup manager. Other updates and features include: * sacd-ripper.pkg: Updated to support DEX 4.80. * Showtime/Movian: Updated to the latest Bleeding Edge (04.99.812). * StealthMAN: Updated to version 04.78.02. * BD-Mirror: Fixed for 4.75 DEX. Various screenshots of multiMAN and its different views and modes are available, showcasing its features and capabilities. For more information on this PS3 homebrew application and its updates, please visit the source links provided below. Multiman App Guide for PS3 Multiman is a multifunctional application that offers various features, including display modes, file management, and FTP server functionality. Key Features: * Multiple device support for reading, writing, and managing files * Remote play capabilities via PSP or other compatible peripherals * Self-updating AVCHD activation from external USB devices * AVCHD and Blu-ray format playback from internal HDD * Overscan support for DLP and CRT TV sets * MP3 playback and JPEG/PNG viewer Browser.SELF: This standalone browser allows users to download files, access FTP servers, and open URLs. It allocates approximately 150MB of memory to avoid 'insufficient memory' errors. It was discovered that issues may arise when installing KMEAW 3.55 CFW on a new PS3 or updating from 3.41. To resolve the problem, follow these steps: * Download and install the "FIX PERMISSIONS" package file * Run the tool and wait for it to complete its task * Restart your system and try launching multiMAN with a game - everything should now be functioning correctly Changelog: 04/18: - Added support for downloadable packages/files in the Web column - Fixed minor issues when using "Game Settings" menu (after switching games) - Improved performance and reworked core functions 04/17: - Added installable packages from bryology.com - Resolved access to AVCHD/DVD video discs - Optimized background scanning for USB games - Supported AVCHD HDD movies in lastGAME 04/16-17: - Improved folder copying with double progress bar and faster speed - Fixed issues with installing PKG files, copying folders with 0 byte files, and split games in stealthMAN - Added SD/MS/CF entries to Retro and fade-in for game backgrounds # Custom Search Folders Setup Search folders are set up to scan specific locations on the console's storage devices and external USB drives. # HDD Home Folders: - **hdd_home2**: Located at '/dev_hdd0/GAMEZ' - **hdd_home3**: Located at '/dev_hdd0/game/OMAN46756/GAMEZ' - **hdd_home4**: Located at '/dev_hdd0/game/LAUN12345/GAMEZ' - **hdd_home5**: Located at '/dev_hdd0/BDRIPS' # USB Home Folders: - **usb_home2**: Located at 'GAMEZ' - **usb_home3**: Located at 'BDRIPS' - Note: The lines containing usb_home4 and usb_home5 are currently commented out. # Additional Directories ## Covers Storage Directory Located at '/dev_hdd0/game/BLES80608/USRDIR/covers' ## Themes Directory (Optional) Located at '/dev_hdd0/game/BLES80608/USRDIR/themes' ## Downloaded Themes Preview Directory (Optional) Located at '/dev_hdd0/game/BLES80608/USRDIR/themes.web' ## Update Package Storage Directory (Optional) #update_dir = Not set by default ## Web Browser Downloads Storage Directory (Optional) #download_dir = Not set by default ## Saved Updates Package Storage Directory # update_dir = Not set by default # Retro Emulators Setup The console supports various retro emulators, and their configurations are outlined below. ## Retro Covers Information Covers for PS1 and PS2 games in ISO/BIN+cue format, as well as optical disc covers, are stored in the following locations. ## Retro Column Game Covers - **PS1**: Located at '/dev_hdd0/game/BLES80608/USRDIR/covers retro/psx' - **PS2**: Located at '/dev_hdd0/game/BLES80608/USRDIR/covers retro/psx' # Customizing Covers for PS1 and PS2 Games Custom covers can be used by placing them in the same folder as their corresponding ISO/BIN+cue files, named with a '.jpg' or '.png' extension. ## Cover Name Format - The cover image name must match the game's ISO/BIN+cue file name (without the extension) followed by '.jpg' or '.png'. # Retro Column Game Covers for ROMs Covers for retro column games are stored and first looked for in specific directories. ## Supported Retro Emulators - **SNES**: Located at '/dev_hdd0/game/BLES80608/USRDIR/covers retro/snes' - **FCEU**: Located at '/dev_hdd0/game/BLES80608/USRDIR/covers retro/fceu' - **GEN+**: Located at '/dev_hdd0/game/BLES80608/USRDIR/covers retro/gen' - **VBA**: Located at '/dev_hdd0/game/BLES80608/USRDIR/covers retro/vba' - **FBA**: Located at '/dev_hdd0/game/BLES80608/USRDIR/covers retro/fba' ## Customizing Covers for Retro Column Games Custom covers can be used by naming them with a '.jpg' or '.png' extension, matching the game ROM's name. ## Cover Name Format - The cover image name must match the game ROM's name (without the extension) followed by '.jpg' or '.png'. # Recommended Resolution for Best Visual Results Use covers with a resolution of 408x180 pixels for optimal visual results. For the best experience, store your ROMs and covers in the same folder as the emulator. This can be done by using an internal HDD like '/dev_hdd0/ROMS/****'. Make sure to use this path for storing both ROMs and their respective cover art. # EMULATOR EXECUTABLES AND PATHS # SNES9x for PS3 The program will scan for game ROMs and covers in '/dev_usb00*/ROMS/snes' as well as '/dev_hdd0/ROMS/snes'. Supported ROM extensions include SMC, FIG, SFC, GD3, GD7, DX2, BSX, SWC, JMA, ZIP, and more. Self-executable file location: '/dev_hdd0/game/SNES90000/USRDIR/RELOAD.SELF', while ROMs are stored at '/dev_hdd0/game/SNES90000/USRDIR/roms'. # GenesisPlus GX for PS3 The program will scan for game ROMs and covers in '/dev_usb00*/ROMS/gen' as well as '/dev_hdd0/ROMS/gen'. Supported ROM extensions include BIN, SMD, GEN, SMS, MD, and ZIP. Self-executable file location: '/dev_hdd0/game/GENP00001/USRDIR/RELOAD.SELF', while ROMs are stored at '/dev_hdd0/game/GENP00001/USRDIR/roms'. # FCEU for PS3 The program will scan for game ROMs and covers in '/dev_usb00*/ROMS/fceu' as well as '/dev_hdd0/ROMS/fceu'. Supported ROM extensions include UNIF, NES, FDS, and ZIP. Self-executable file location: '/dev_hdd0/game/FCEU90000/USRDIR/RELOAD.SELF', while ROMs are stored at '/dev_hdd0/game/FCEU90000/USRDIR/roms'. # VBA for PS3 The program will scan for game ROMs and covers in '/dev_usb00*/ROMS/vba' as well as '/dev_hdd0/ROMS/vba'. Supported ROM extensions include GBA, GBC, and GB. Self-executable file location: '/dev_hdd0/game/VBAM90000/USRDIR/RELOAD.SELF', while ROMs are stored at '/dev_hdd0/game/VBAM90000/USRDIR/roms'. # FB Alpha/Next for PS3 The program will scan for game ROMs and covers in '/dev_usb00*/ROMS/fba' as well as '/dev_hdd0/ROMS/fba'. Supported ROM extensions include ZIP or files with no extension. Self-executable file location: '/dev_hdd0/game/FBAN00000/USRDIR/RELOAD.SELF', while ROMs are stored at '/dev_hdd0/game/FBAN00000/USRDIR/roms'. # COLOR AND DISPLAY THEME SETTINGS ## COLOR FORMAT 0xAABBGGRR ## AA - ALPHA TRANSPARENCY (00-Fully transparent, FF fully opaque) BB - BLUE GG - GREEN RR - RED PS3DISC=0xf807000 PS3DISCSEL=0xff0e000 SEL=0xff00fff PS3=0xe0e0e0e0 PS2=0xff06b02e DVD=0xffdcc503 BDMV=0xff0050ff AVCHD=0xff30fff LEGEND=0xc0c0c0c0 FMFILE=0xc0c0c0c0 FMDIR=0xc0808080 FMJPG=0xcc00cc00 FMMP3=0xc033fee FMEXE=0xc03310ee HEXVIEW=0xc0a0a0a0 SPLIT=0xc0080ff XMB CLOCK=0xf0d0d0d0 XMB COLUMN=0xf0e0e0e0 XMB TITLE=0xf0e0e0e0 XMB SUBTITLE=0xf0909090 XMB SPARK SIZE=4 #SPARK/STARS COLOR USES RRGGBBAA format XMB SPARK COLOR=0xffff00 # #TOP/SIDE MENU COLORS USE RRGGBBAA format TOP MENU COLOR=0x30303000 SIDE MENU COLOR=0x06599400 # DISPLAY ELEMENTS ## show or hide the device listip address (1 or 0) device list=1 ## show or hide device list separator line (1 or 0) device separator=1 ## device list and separator Y offset (0 - 1079) device separator y=956 ## show or hide legend image or change vertical position (1 or 0), y (0-1079) legend=1 legend y=853 ## show or remove the drive icon in the lower right corner (1 or 0) # (0-1919) # (0-1079) drive icon=1 drive icon x=1790 drive icon y=964 * Display mode switch: R3 key changes current FreeType font. * Font change and Title Names modification: SELECT + L2/R2 keys toggle overscan options. * Content refresh and device management: SELECT + L3 forces content refresh from all devices, while START + LEFT/RIGHT keys manage MP3 playback. * File Manager access: SELECT + START launches File Manager. * PFS driver enablement: START + / key enables PFS driver for external USB NTFS HDDs. * Screenshot capture: START + R2 captures screenshot to RAW RGB format (saved in specified directories). * MP3 playlist management: START + UP/DOWN keys control playback volume, while LEFT/RIGHT keys skip audio tracks. * Music playback stop: START + key stops music playback for mp3 and background theme audio. * BD Remote features: * ENTER and PLAY keys act as X button. * PAUSE key pauses music playback. * PREV/NEXT keys skip to previous/next audio track. * STOP key stops music playback. * SLOW keys change playback volume. * BLUE key switches between File Manager and Screensaver Navigation modes. * FILE MANAGER mode navigation: * ANALOGUE STICKS control mouse pointer movement. * D-PAD moves mouse cursor one line up/down (left/right pane). * O key opens command menu. * L1/R1 keys switch between game display modes. * SELECT + L1 switches to the previous game mode. * L2/R2 keys page up/down in current pane. * R2 + UP/DOWN scrolls file list. * X key enters selected directory or plays selected media file. * SQUARE key marks file/folder for batch copy/move/delete. * Bottom device icons: * X key loads device folders in LEFT pane. * O key loads device folders in RIGHT pane. Navigation: HEX file viewer • Scroll in pages (512bytes): [LEFT]/[RIGHT] • Scroll in blocks (8KB): [UP]/[DOWN] • Seek to start of file: [L1] • Seek to end of file: [R1] • Scroll up one line (16 bytes): [L2] • Scroll down one line (16 bytes): [R2] • Exit HEX file viewer: [A] or [O] Navigation when using USB keyboard or USB mouse: MOUSE NAVIGATION: • LEFT BUTTON = [X] • RIGHT BUTTON = [O] • WHEEL UP = [UP] • WHEEL DOWN = [DOWN] • WHEEL BUTTON = [L1] (to switch display modes) KEYBOARD NAVIGATION: • In game display modes: - [F11]/[F6]: directly select display modes - [TAB] = [L1] (switch to next display mode) - ARROWS = UP/DOWN/LEFT/RIGHT - [NUM+] = increase mp3 volume (select+UP) - [NUM-] = decrease mp3 volume (select+down) - [NUM /] = previous MP3 song • [NUM *] = next MP3 song • [PageUp]/[PageDn]: Scroll current pane • [F11]: previous display mode • [F12]: next display mode • [C]: Copy • [O] ENTER: Move (select-O) • [X]: Launch game • DEL: Delete game • [ESC]: Quit PC HOST USAGE: Each PC HOST goes in separate mounted folder (net_host#). Max of 10 hosts supported (0-9). Hosts are defined in "SETTINGS column/menu" USING PS3NETSRV.EXE Usage is quite simple: ps3netsrv.exe root path port to listen [IP.RESTRICTIONS] Example: ps3netsrv.exe d:/downloads 11222 AVCHD and BDMV File Storage and Playback Guidelines AVCHD files on external USB HDD/stick should be stored in the root folder with a specific naming convention. On internal HDD, AVCHD files must be stored in the same folder where games are located. AVCHD movies on external USB HDD/stick will be properly renamed upon activation, but only one active AVCHD folder is supported by PS3. BDMV (Blu-ray) movies on external USB HDD/stick will be mounted as a BDMV disc, but original BD game/video disc is required. AVCHD movies on internal HDD can be mounted to externally connected USB/SDHC/MS storage devices. However, BDMV movies on internal HDD must be converted to AVCHD before mounting, and multiMAN will prompt you to do so. BDMV (Blu-ray) movies authored with JAVA extension (BD-J discs) are not supported. You can check the contents of BDJO or JAR folders for files that may prevent playback. To play back mounted structures, activate the AVCHD icon from PS3's XMB Video tab and select the USB/SDHC/MS storage device used for mounting. Let's clarify firmware updates and system calls: * Firmware 3.41: + Initial versions (PS3)allbreak/PSGroove/PSFreedom: SYSCALL36 + Later sticks/payload revisions: SYSCALL6 + SYSCALL7 (Peek/Poke) + Later payload revisions: SYSCALL8 (Hermes 4), SYSCALL35 (PL3) * Firmware 3.55: + CFW GH: installing signed PKG files + CFW Wutang: SYSCALL6 + SYSCALL7 (Peek/Poke) + signed PKG + CFW Kneaw: SYSCALL6 + SYSCALL7 (Peek/Poke) + signed + fake signed PKG + CFW WNK: SYSCALL6 + SYSCALL7 + signed PKG + SYSCALL36 + smth else With the disc in tray, SYSCALL36 re-maps /app home. For 3.41 with Hermes4, you get SYSCALL6 (peek: read values from lv2 memory), SYSCALL7 (poke: write values to lv2 memory), SYSCALL8 (allow redirections of any paths), and SYSCALL36. For 3.41 with PL3, you get SYSCALL35, SYSCALL36, and re-maps /app home. With PL3 DEV, you also get SYSCALL6, SYSCALL7, SYSCALL35, and SYSCALL36. As seen in the list, Hermes4 and PL3 DEV support everything needed, which is not provided for FW 3.55. Note that multiMAN supports any of these modes/payloads/syccalls/firmwares. It's challenging to keep them all stable, but multiMAN does. In 3.55, GH provides a way to install signed packages. WNK/WTNG/KMEAW enable SYSCALL6 and SYSCALL7 for peeking and poking, as well as signed (or not) PKG files. As seen, no syscall8, syscall35, or syscall36 in 3.55 firmwares, except for WNK. Now, users must decide what to do: use a PL3-type payload with freeze problems but with SYSCALL35+SYSCALL36+APP HOME, or start multiMAN and play AVCHD from internal HDD using multiMAN 01.16.00+. This can be done without any payload included in the distribution. For external USB HDD BDEMU.BIN or an external payload, you need to use multiMAN 01.16.00+ for: * Support for "black screen games" using external USB HDD * Path redirections for /dev_bdvd and /app home * AVCHD/BDMV structures saved on internal HDD (AVCHD HDD) * BDEMU.BIN is not distributed with install packages