

# GameShark Media Player for Xbox 360 MANUAL

## 1) GETTING STARTED

### a) Requirements

To use the GameShark Media Player for Xbox 360 you will need the following:

1. A PC running Windows XP Media Center Edition or Vista operating system.
2. At least 500MB of available hard disk space- for storing the various file types that are available via the software.
3. A CD-ROM drive.
4. A Cable or DSL modem
5. A wired or wireless router.
6. An account with an Internet Service Provider (ISP) - to register the product and make all the features useable.

The Xbox Live service requires a high speed internet connection. Please see the Xbox 360 Manual for further instructions on Xbox Live.

### b) Setting up GameShark Media Player for Xbox 360 for the first time

1. Insert the GameShark Media Player for Xbox 360 disc into the CD-ROM drive of your PC and close the drawer.
2. After a few seconds, the installation launch panel will appear. If the launch panel does not automatically appear, double-click on the My Computer Icon, and then double-click on the Installation CD-ROM icon. Now double-click on the Movie\_setup.exe file to bring up the launch panel.
3. Follow the on-screen prompts to install GameShark Media Player for Xbox 360 onto your PC.
4. The movie functionality of the product is now installed, and will run as a taskbar application.
5. To install the Music Media Center, double-click on the My Computer Icon, and then double-click on the CD-ROM icon. Now double-click on the Music\_setup.exe file to bring up the launch panel.
6. Follow the on-screen prompts, and a shortcut titled "GameShark Media Player for Xbox 360" will appear on your desktop.

### c) Registration process

1. When launching the GameShark Media Player application for the first time you'll be guided through the registration process.
2. In order to register, please ensure you have an active internet connection. Insert your email address, chosen password and MCODE (this can be found on the

Mcard included with this product) into the User Configuration section, and click "OK" to register the GameShark Media Player for Xbox 360.

3. Once the product has been registered correctly a confirmation message will appear. You can now use all of the functions within the application.

#### d) Connecting your Xbox 360 to your PC

1. The GameShark Media Player for Xbox 360 works by converting and streaming your movie and music content from your Windows XP Media Center Edition PC to your Xbox 360 over a network, so you must connect your Xbox 360 console and PC together on either a wired or wireless network.
2. To connect your Xbox 360 to your PC, follow the instructions in your Xbox 360 User Manual, or at:

<http://www.microsoft.com/windowsxp/mediacenter/extender/setup/ssviewer.msp>

3. You may also need to download an update for your PC at [www.xbox.com/pcsetup](http://www.xbox.com/pcsetup), however your Xbox 360 will tell you if you need to do this.

## 2) AN OVERVIEW OF GAMESHARK MEDIA PLAYER FOR XBOX 360

There are 2 aspects to the Media Player for Xbox 360; Movies and Music. The Movie converter allows you to play your MPEG, AVI, DivX and XviD movies on your Xbox 360. The Music manager allows you to import your CDs to MP3, which can then be played via your Xbox 360 console.

The movie converter function is constantly running as a taskbar application once you have installed it, you will notice the small "X" logo on your taskbar after installation.

To use the CD import function, simply double click on the GameShark Media Player for Xbox 360 shortcut that was created on your desktop and the Music interface will appear.

## 3) MOVIES

### a) Adding Movie files to your Xbox 360 console

In order to play your movies from PC via Xbox 360, you first need to add them on your Xbox 360. Upon first connecting your 360 console to your PC you will be prompted to do this, however if you need to add more files, first follow these steps:

1. After connecting your PC to your Xbox 360 console, select the "My Videos" option using your Xbox 360 controller.

2. Now press the blue X button on your controller, and select the “Add Videos” option.
3. Follow the on-screen prompts to add the folders stored on your PC that have the video files in them.

#### b) Playing Movie files

Once you have added the movie folders so that you can view the list of files on your Xbox 360, you can now play them. If you select a file that isn't natively supported by the Xbox 360, an error message will appear stating that the video codec is not supported. This is where you need the GameShark Media Player.

1. Use the controller to highlight the video file you want to play.
2. Press the blue “X” button, and select the “More” option from the list that appears.
3. Now highlight the GameShark Media Player option so there is a green square around the logo, and press the green “A” button to select this option.
4. The movie will now be converted so that it can be played on your Xbox 360, so there will be a small delay while the movie is buffered, then the movie file will start to play.
5. After selecting to convert and play a movie using the GameShark Media Player, an interface will pop up on your PC screen.
6. The interface shows the length of time remaining on the file you have selected, and also gives you the option to pause the movie file.
7. If you wish to stop the movie from playing, simply click the “Exit” button and the movie will stop, and the interface will close.

#### IMPORTANT- PLEASE NOTE

When you first play a movie using the Media Player for Xbox 360, a Windows firewall warning will appear (this is due to the Xbox 360 playing the movies over the network). Simply click the “Unblock” button on the window that appears (see below) and the movie will play fine. You only have to cancel this warning once.

#### 4) MUSIC

The GameShark Media Player for Xbox 360 gives you music management functionality, and allows you to also import your music CDs to MP3 format so they can be played via the Xbox 360 console.

To use the GameShark Media Player music functionality, double click on the shortcut on your desktop titled “GameShark Media Player for Xbox 360”. An interface will appear on your screen.

#### a) Importing your own CD collection to your PC

The GameShark Media Player for Xbox 360 can import your existing CD collection into the PC so you can then play the MP3's on your Xbox 360. The files are compressed into MP3 format, and there's also a handy internet database query feature which automatically creates the album, artist and track names of your CDs.

To Import a CD:

1. Insert a CD into the PC CD Tray. (If your PC window pops up to use the CD with any other device, select "close" or "cancel")
2. Click on the IMPORT CD button.
3. The GameShark Media Player for Xbox 360 will now attempt to get the track and album name via the Internet. If no internet connection is available or if the album information is not available online, then a message box will pop up asking you to enter the name of the album.
4. The CD will now be imported into the list panel in its own folder, listed under the Album Name.
5. You can now add this album to your Xbox 360 following the steps below in b)

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#### b) Adding Music files to your Xbox 360 console

In order to play your movies from PC via Xbox 360, you first need to add them on your Xbox 360. Upon first connecting your 360 console to your PC you will be prompted to do this, however if you need to add more files, first follow these steps:

4. After connecting your PC to your Xbox 360 console, select the "My Music" option using your Xbox 360 controller.
5. Now press the blue X button on your controller, and select the "Add Music" option.
6. Follow the on-screen prompts to add the folders stored on your PC that have music files in them. All the files that you have imported from CD using GameShark Media Player are stored in C:\Documents and Settings\My Documents\My Music\Xbox 360 Music Studio so ensure you add this folder.
7. The easiest way to add all music on the PC is to simply check all the boxes when prompted, this way all the music stored on the PC will be added.

#### h) Adding an image to an MP3

You can add images to your MP3s which will be displayed on your Xbox 360 while playing the tracks. Images can only be added to MP3 music files.

1. Highlight an MP3 on the PC panel, right click to bring up the options and select "ADD ALBUM ARTWORK."
2. A browser window will open. Browse and select the image you would like to add to the MP3 and click OPEN.
3. Now add the MP3 to your Xbox 360 and the image should appear next to the MP3 while playing.

The internet is a good source of album art imagery (e.g. Google Images).

#### 5) CUSTOMER SUPPORT

Please check <http://www.gameshark.com> regularly for the latest software updates and information.

Contact information:

Technical Support  
Mad Catz, Inc.  
7480 Mission Valley Rd.  
Suite 101  
San Diego, CA. 92108  
United States of America

Or by telephone at 619.683.9830

Or by email at [support@madcatz.com](mailto:support@madcatz.com)

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