Network Settings 🌐

You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes.

> ⚠ **Warning**
> Turn off the WLAN switch when in crowded places, such as in a crowded train. If a person nearby is using a pacemaker, it is possible that the radio waves could affect the pacemaker.

Ad Hoc Mode

In this mode, you can communicate directly with other PSP™ systems. To establish a connection in ad hoc mode, both PSP™ systems must either be set to "Automatic" or to the same channel. For details, refer to the instructions supplied with the ad hoc mode-compatible software.

Communication with other PSP™
systems over a WLAN

Automatic	Automatically switches to the optimum channel for communication
Ch 1, Ch 6 or Ch 11	Communicates using the specified channel

The default setting for the menu item is underlined.

Infrastructure mode

In this mode, you can connect the PSP™ system to a network via a WLAN access point.
This is used for features such as Network Update (••▶page 104).

Required items

The following items are generally required to set up the system to connect to a network and perform a network update.

- Subscription to an Internet service provider
- A network device, such as a DSL or cable modem
- A WLAN access point or a wireless broadband router
- A PC
- Settings used for the SSID, WEP encryption and WEP key, as specified when the wireless access point was configured

Hints

- A WLAN access point is a device used to connect to a wireless network.
- SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC. For details, refer to the instructions supplied with the access point or router.

## Example of a network configuration

Network equipment connections and setup methods vary depending on the equipment used.
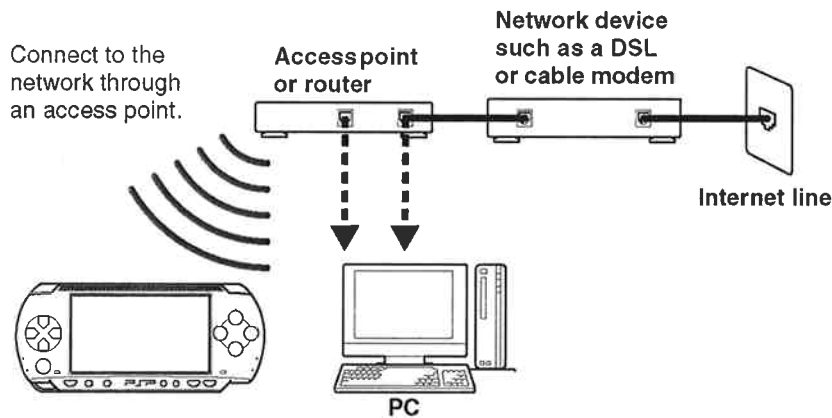
Creating a new network connection

You can adjust network settings to connect to an access point and save the network connection data on the system. Up to ten connections can be saved.

Network Settings   **99**

1 Select 🌐 (Network Settings) under 🧰 from the home menu, and then press the ⊗ button.

2 Select "Infrastructure Mode", and then press the ⊗ button.

3 Select "New Connection", and then press the ⊗ button.

4 Enter a name for the network connection.

When you press the ⊗ button, an on-screen keyboard (••▶page 107) is displayed, allowing you to enter characters for the name. You can choose any name you like for the network connection.
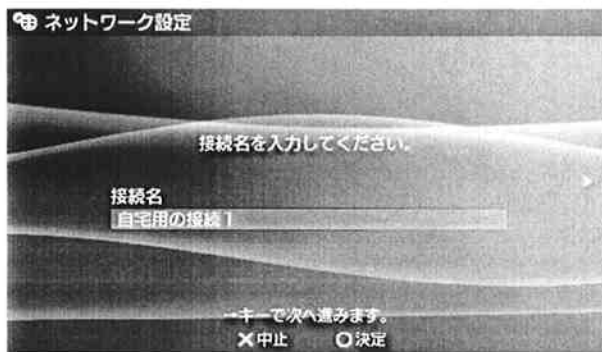
When you have finished entering your settings, press the right button to go to the next screen.

5 Enter setting information for the access point.
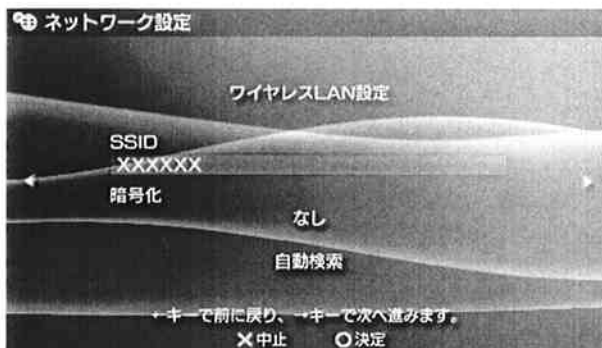
This screen is used to enter information for the settings listed on the next page. Refer to the instructions supplied with the access point or router for setting details.

| SSID	Enter the SSID settings for your access point.
Encryption	If a WEP key is set up for your access point, use the directional buttons and select "WEP". Then enter the WEP key. When you enter the WEP key, it appears on the screen as "********".
Scan	Searches for and then displays a list of access points (or wireless networks) with their corresponding SSIDs and the WEP key status.

When the settings have been completed, press the right button to go to the next screen.

6 Select the address setting method.
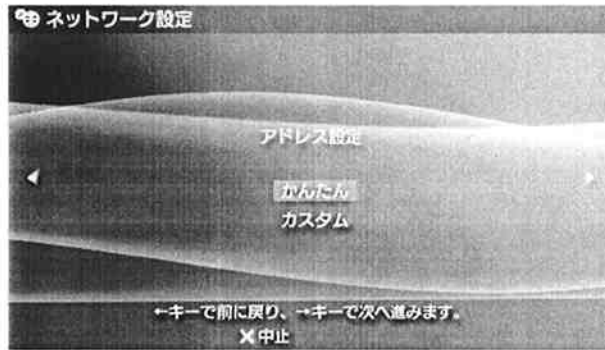
This screen is used to select the settings listed below. Most home networks will allow you to use the settings shown in the "Easy" setup (this is the recommended setup).

Easy	The following information is automatically set. - IP address settings: Automatic - DNS settings: Automatic - Proxy server: Do Not Use
Custom	You can manually enter detailed setting information, such as is used with a static IP network. For details, refer to the instructions supplied with the network device or the information provided by your Internet service provider.

When you have finished selecting your settings, press the right button to go to the next screen.

Network Settings **101**

7 Check the settings.

This screen displays the setting details. Press the left button to return to the previous screens to correct any of the settings, if necessary.

When you have finished selecting your settings, press the right button to go to the next screen.

8 Save the connection.

Press the ⊗ button to save the connection on your system.

9 Test the connection.

Before testing the connection, check that the PSP™ system's WLAN switch is turned on.

Select "Test Connection", and then press the ⊗ button. The system will connect to the selected access point.

10 Confirm the connection test results.

If the connection is successful, information about the network connection is displayed. Press the ◎ button to end the connection test.

Hints

• The system will also perform an Internet connection test after connecting to an access point. The results of the Internet connection test will be shown in the connection results screen.
• If the connection test fails, follow the on-screen instructions to check the settings. Network settings for the connection can be changed from the options menu (••▶page 103). For additional information, refer to the instructions supplied with the network device and by your Internet service provider.
• If the IP address and DNS information will be obtained by a DHCP server, select "Automatic" for both settings.
• Depending on the access point settings, you may need to enter the system's MAC address to connect to the network. The system's MAC address can be checked under "System information" (••▶page 88).

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Network settings options menu

When the options menu is displayed in infrastructure mode, network connections saved on the system can be edited or deleted.

1 Select 🌐 (Network Settings) under 🧰 from the home menu, and then press the ⊗ button.

2 Select "Infrastructure Mode", and then press the ⊗ button.

3 Select a connection, and then press the △ button.

The items listed below are displayed. Select the operation that you want to perform, and then press the ⊗ button.

Edit	Changes the settings of a network connection saved on the system*
Test Connection	Tests the connection to an access point
Delete	Deletes a network connection
Information	Displays information about a network connection

* For detailed instructions, see "Creating a new network connection" (••▶ page 99).

Settings

model name1PSP-1001
2-549-103-**11**(1)

Network Update ⟳

You can update the system software using the Network Update feature.

Network update process

Connection to the network

Connects using a wireless LAN access point.
Turn on the system's WLAN switch.

▼

Download (receive data)

Downloads update data from the network. The update data is saved on the
Memory Stick Duo™ inserted in the PSP™ system.

▼

Update (software update)

Updates the system software using the data saved on a Memory Stick Duo™.

Notice

During an update :
– do not remove the Memory Stick Duo™
– do not turn off the system
– do not put the system into sleep mode
The system software may be damaged if the update is interrupted.

Starting a network update

You can connect to a network using an access point to download update data.

1 **Connect the AC adaptor to the system.**
The update cannot be completed if the AC adaptor is not connected.

2 **Select ↻ (Network Update) under 🧰 from the home menu, and then press the ⊗ button.**

3 **Select a connection, and then press the ⊗ button.**
The system will connect to the network via an access point.
If you have not created and saved a connection, select "New Connection", and then press the ⊗ button to display the settings screen. (••▶page 99).

4 **Download the update data.**
When connected to the network, the system automatically scans for the latest update data. Follow the on-screen instructions to download the update data and to start the update.

Hint

Update data saved on a Memory Stick Duo™ can be accessed under 🎮 (Game). The update starts when you select the update data and press the ⊗ button.

Network update options menu

When the options menu is displayed, connections saved on the system can be edited or deleted.

1 **Select ↻ (Network Update) under 🧰 from the home menu, and then press the ⊗ button.**

2 **Select the connection, and then press the △ button.**
The following items appear. Select the operation you wish to perform, and then press the ⊗ button.

Connect	Connects to an access point
Edit	Changes the settings of a network connection saved on the system[*]

Settings

Network Update **105**

Delete	Deletes a network connection
Information	Displays information about a network connection

* For detailed instructions, see "Creating a new network connection" (••▶page 99).

How to use the keyboard

You can use the on-screen keyboard for text entry such as when entering a nickname for the PSP™ system or entering network setting information.

Function keys   Cursor   Text entry field (Displays characters as they are entered)

Alphabet/symbol keys   Input mode display
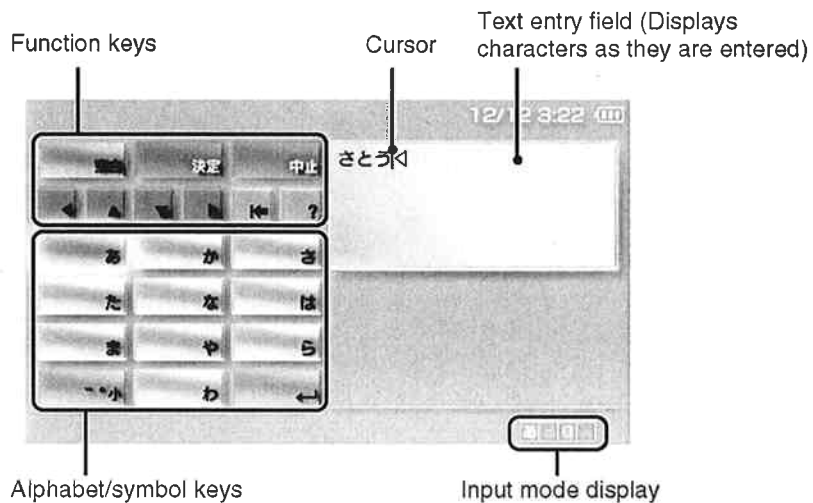
Settings

Control panel item list

Keyboard keys	Function
空白	Enters a space
決定	Confirms characters that have been typed but not entered, and exits the keyboard.
中止	Cancels characters that have been typed but not entered, and exits the keyboard.
	Moves the cursor
	Deletes the character to the left of the cursor
?	Displays a diagram showing the system button and their usage
‐‐小	Switches between upper and lower case
↵	Enters a line break*

* This key is displayed only when two or more lines can be entered.

Switching input mode

The number of input modes available varies depending on the language selected. Every time you press the select button, the input mode switches among the options in the diagram below:

Input mode	Input mode display	Examples of characters you can enter
Letters and numbers		a b c d e
Numbers only		1 2 3 4 5

Hint

The language for the on-screen keyboard is linked to the System Language selected in System Settings. For example, if System Language is set to Japanese, the Japanese keyboard is displayed. The type of the characters you can enter varies depending on the language selected.

Entering characters

This section will demonstrate how to enter text using the word "PLAY" as an example.

1 Select PQRS7, and then press the ⊗ button several times until "P" is displayed.

Each time you press the ⊗ button, the character that is entered in the text entry field is switched.

2 Select JKL5, and then press the ⊗ button several times until "L" is displayed.

3 Select ABC2, and then press the ⊗ button several times until "A" is displayed.

4 Select WXYZ9, and then press the ⊗ button several times until "Y" is displayed.

5 Select OK, and then press the ⊗ button.

The characters you entered will be confirmed. Select OK again, and press the ⊗ button to exit the keyboard.

Hint

If you select the a/A key while entering characters, you can switch between upper and lower case.

Entering symbols

You can enter symbols such as "." and "?" by selecting particular keys while entering characters.

Input mode	Alphabet/symbol key
Letters and numbers	.01 0

Settings

Additional information

Compatible media

The media types listed below can be used on the PSP™ system.
Throughout this manual, the term "Memory Stick Duo™" is used to refer to all types of Memory Stick™ media in the table below.

Type	Logo
UMD™	UMD UNIVERSAL MEDIA DISC
Memory Stick Duo™	MEMORY STICK DUO
MagicGate™ Memory Stick Duo™ *1	MEMORY STICK DUO MAGICGATE
Memory Stick Duo™ (MagicGate™/High-speed data-transfer compatible) *1 *2	MEMORY STICK DUO MAGICGATE
Memory Stick PRO Duo™ *1 *2	MEMORY STICK PRO DUO

*1 Compatible with MagicGate™
*2 Compatible with high-speed data transfer over a parallel interface. The actual data-transfer speed will vary depending on the Memory Stick Duo™-compatible device.

Hints

- Performance of all Memory Stick™ media is not guaranteed.
- If a Memory Stick Duo™ is formatted in a device other than the PSP™ system, such as a PC, it is possible that the system will not recognize it. If this happens, re-format the Memory Stick Duo™ using the PSP™ system.

UMD™

UMD™ contain a region code that is assigned to each sales region. This system can play UMD™ marked with either region code "ALL" or "1".

Memory Stick™

There are two sizes of Memory Stick™: the standard size and the smaller size. The PSP™ system is compatible with Memory Stick Duo™, the smaller sized type. The standard-size Memory Stick™ cannot be used with the system.

Memory Stick Duo™ Adaptor
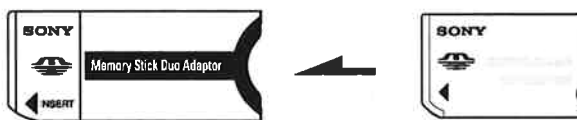
The Memory Stick Duo™ Adaptor (MSAC-M2: a Sony product sold separately) allows a Memory Stick Duo™ to be used with devices that take a standard-size Memory Stick™.

MagicGate™-compatible Memory Stick Duo™

The MagicGate™-compatible Memory Stick Duo™ has been designed with an indented area (see figure [A]) to allow it to be differentiated by touch from the standard Memory Stick Duo™.

MagicGate

MAGICGATE is a term of copyright-protection technology developed by Sony Group.

MAGICGATE does not guarantee compatibility with other products bearing the "MagicGate" trademark.

Parallel data transfer (high-speed data transfer)

Parallel data transfer is a high-speed data-transfer technology that allows multiple data input/output connectors on the Memory Stick™ to be used at the same time (parallel interface).

Additional information

Compatible media **111**

File formats that can be played

The following file formats can be played on the PSP™ system:

Content category	File format	Characteristics
Video	MPEG-4 (MP4-type video file that conforms with the Memory Stick Video Format)	A video-compression format
Music	ATRAC3plus™ (including ATRAC3™)	An audio-compression technology developed by the Sony Group
	MP3	An audio-compression format
Photo	JPEG (conforms with DCF2.0/ Exif2.21)	A standard format for compressing still images, such as those used in digital still cameras

Hint

Depending on the data type, some data items cannot be played.

Specifications

Design and specifications are subject to change without notice.

PSP™ system

LCD screen	4.3 inches (16:9) full-transparent type, TFT drive Approximately 16,770,000 colors displayed
Sound	Stereo speakers
Internal disc drive	Read-only UMD™ drive
Interface	DC IN 5V connector Charging terminals Headset connector IR port Hi-speed USB DC OUT connector Memory Stick Duo™ slot Wireless LAN (IEEE 802.11b)
Compatible codecs	Video UMD™: H.264/MPEG-4 AVC Main Profile Level3 Memory Stick™: MPEG-4 SP, ACC Music UMD™: Linear PCM, ATRAC3plus™ Memory Stick™: ATRAC3plus™, MP3 (MPEG1/2 Layer3) Photo JPEG (conforms with DCF2.0/Exif2.21)
Power source	AC adaptor: DC 5.0 V Rechargeable battery pack: Lithium-Ion rechargeable battery pack
Battery duration	See page 39
Maximum power consumption	Approx. 6 W (when charging)
External dimensions	Approx. 170 × 74 × 23 mm / 6 ¾ × 3 × 1 in (width x height x depth) (excludes largest projection)
Weight	Approx. 280 g / 10 oz (including battery pack)
Operating environment temperature	5° C - 35° C / 41° F - 95° F

Additional information

Specifications   **113**

UMD™ laser

Wave length	655-665 nm
Power	max 0.28 mW
Type	Semiconductor, continuous

Wireless networking

Standard	IEEE 802.11b
WEP	128-bit/64-bit
Modulation format	DS-SS (IEEE 802.11b compliant)

AC adaptor

Input	AC 100-240 V, 50/60 Hz
Output	DC 5 V, 2 A
External dimensions	Approx. 46 × 22 × 76 mm / 1 ¾ × 1 × 3 in (width × height × depth) (excludes largest projection)
Weight	Approx. 100 g / 3.5 oz

Battery pack

Battery type	Lithium-ion rechargeable battery
Voltage	DC 3.6 V
Capacity	1800 mAh

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Contents

See page 19

■ Memory Stick Duo™

- Compatible with MagicGate™
- It is able to perform parallel data transfer (high-speed data transfer). This type of high-speed data transfer can be used only with compatible devices. Transfer speed will vary depending on the device used.
- The Memory Stick Duo™ includes capacity that can actually be used (user capacity) and space reserved for system files. The user capacity of the supplied product is approximately 30 MB.

Software

Software developed by the NetBSD Foundation, Inc. and its contributors is used for the communication functions of this product. For more information, see http://www.scei.co.jp/psp-license/pspnet.txt

This product adopts S3TC texture compression technology under license from S3 Graphics, Co., Ltd.

This product includes RSA BSAFE Cryptographic software from RSA Security Inc. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and/or other countries.

U.S. and foreign patents licensed from Dolby Laboratories.

A portion of the PSP™ system software requires the following copyright notice:

This software is based in part on the work of the Independent JPEG Group.

Additional information

Trademarks

"**⊿**" is a registered trademark, and "⌐⌐⌐⌐" and "UMD" are trademarks of Sony Computer Entertainment Inc.

"⫶" and "XMB" are trademarks of Sony Corporation and Sony Computer Entertainment Inc.

"SONY" and "♦" are registered trademarks of Sony Corporation. Also, "Memory Stick Duo", "Memory Stick PRO Duo", "Memory Stick", "⟨MEMORY STICK⟩", "SonicStage", "MagicGate", "ATRAC3plus" and "ATRAC3" are trademarks of the same company.

The ratings icons are trademarks of the Entertainment Software Association.

ATOK is a registered trademark of JUSTSYSTEM CORP in Japan and other countries.

ATOK

Windows is a registered trademark or a trademark of Microsoft Corporation in the U.S. and other countries.

Mac OS is a registered trademark of Apple Computer in the U.S. and other countries.

All other trademarks are the properties of their respective owners.

About national export control

This product may fall within the scope of national export control legislation. You must comply fully with the requirements of such legislation and of all other applicable laws of any jurisdiction in relation to this product.

Troubleshooting

Go through this section if you experience difficulty in operating the PSP™
system. Should any problem persist, call SCEA Consumer Services at
1-800-345-7669 for assistance.

Power, battery and charging issues

The power does not turn on.
➡ Check that the system is turned on.
➡ Check that the battery is charged (••▶page 38).
➡ Check that the battery pack is properly inserted (••▶page 25).

The battery does not charge, or does not fully recharge.
➡ Check that the AC adaptor and the AC power cord are properly inserted in
the system and the electrical outlet.
➡ Check that the WLAN function is not in use while charging. The battery
cannot be recharged when the WLAN function is in use.
➡ Check that the correct AC adaptor for this product is being used.
➡ Check that the AC adaptor connector is clean. If not, wipe it with a dry, soft
cloth.
➡ If charging the battery in an extremely cold location, it may take longer to
fully charge the battery.
➡ There may be a problem with the battery pack. Try using a replacement
battery pack that is marked for use with the PSP™ system, if available.

The battery charge doesn't last long.
➡ When using the system in extremely hot or cold locations, the charge may
not last as long. Try to avoid using the system in such environments.
➡ There may be a problem with the battery pack. Try using a replacement
battery pack that is marked for use with the PSP™ system, if available.

Additional information

The power indicator on the system front is on, but the LCD screen is not displayed.

➡ Check that the LCD screen's backlight is not turned off. If it is, press any of the system buttons to turn on the backlight.

The battery loses its charge even when the system is turned off.

➡ Because battery power is used even when the system is turned off, it is recommended that you charge the battery frequently. Also, remove the battery pack from the system when the system is not in use for extended periods of time.

Screen

The screen suddenly turns dark.

➡ Check the Backlight Auto-Off setting. If it is set to on, the backlight will turn off after the set period of time. Press any button to turn on the screen (••▶page 90).

➡ Check the Auto Sleep setting. If it is turned on, the screen will turn dark after the set period of time (••▶page 91).

The screen is dark and hard to see.

➡ The screen may appear dark, depending on the angle of viewing. Use the display button on the system front to adjust the brightness (••▶page 37).

The black, red, blue and green spots on the screen do not disappear.

➡ LCD screens are made with highly precise technology, but in some cases, black spots may appear, or red, blue or green spots may remain on the screen. This is not a malfunction. For details see "Precautions" (••▶page 11).

Sound

There is no sound.

➡ Check that the volume is not set to zero. Try raising the volume
(••▶pages 20, 24).

➡ Check that the mute setting is not on. Press the sound button on the system
front to clear the mute setting (••▶page 35).

➡ If headphones are inserted, the system will not produce any sound through
the speakers.

➡ See "Sound quality is poor" (below) for details.

The volume does not turn up.

➡ Check that the AVLS feature is turned off. When turned on, the AVLS
feature limits the maximum volume of the headphones (••▶page 92).

Sound quality is poor.

➡ If the system is used in an area where there are vibrations, or if it is near
strong magnetic objects such as a television, the sound may be distorted and
there may be increased background noise. Try moving the system to a
different location.

UMD™

The system does not recognize the UMD™.

➡ Check that the UMD™ is properly inserted (label is facing the system rear,
etc.). Try taking out the UMD™ and reinserting it.

➡ Check that the UMD™ recording surface is clean. If not, wipe it gently with
a soft cloth.

The UMD™ doesn't play properly.

➡ If moisture condensation occurs, remove the UMD™ from the system and
do not use the system for several hours until the condensation evaporates
(••▶page 15).

Additional information

Memory Stick Duo™

The Memory Stick Duo™ cannot be inserted.

➡ Set the Memory Stick Duo™ in the proper direction when inserting (••▶page 33).

The system does not recognize the Memory Stick Duo™.

➡ If the Memory Stick Duo™ was formatted by a PC, the system may not recognize it. After copying important data to your PC, re-format the Memory Stick Duo™ using the system. For details, see "Format Memory Stick™" (••▶page 87).

➡ Check that the Memory Stick Duo™ is properly inserted. Try taking out the Memory Stick Duo™ and reinserting it.

➡ Check that the Memory Stick Duo™ connector is clean. If not, the data may not load properly. Wipe the connector with a cotton swab.

➡ Check that the Memory Stick Duo™ is compatible with the system (••▶page 110).

The system can't save or load data.

➡ Check that there is sufficient free space on the Memory Stick Duo™ to save data (••▶page 44).

➡ There may be a problem with the Memory Stick Duo™. Try using another Memory Stick Duo™, if available.

Video

The UMD™ Video does not operate.

➡ If the playback conditions have been set by the software developer, the UMD™ Video may not play as described in this manual.

Videos do not play.

➡ Depending on the bit rate, certain videos may not be playable on the system. Check that the video files were converted at a bit rate of 768 kbps or lower.

The system does not recognize a video data item.

➡ Video data items in a file format that is not compatible with the system will not be recognized (••▶page 112).

➡ If the file or folder name on the Memory Stick Duo™ is changed, or if the file or folder is moved to another location using a PC, the system may not recognize it.

Music

Music does not play.

➡ Tracks with an expiration date or a limited number of playing times may not be playable on the system.

➡ When playing ATRAC3plus™ data, software compatible with copyright-protection features, such as SonicStage™, must be used to transfer the data onto a Memory Stick Duo™ (••▶page 67).

Tracks from other groups do not play.

➡ Check that the Group Mode feature is turned off. When turned on, tracks from only one group can be played.

The system does not recognize music data.

➡ Check that the MP3 file is saved in the correct folder on the Memory Stick Duo™ (••▶page 69).

➡ Music data saved or recorded under a file format that is not compatible with the system will not be recognized (••▶page 112).

A group on a Memory Stick Duo™ cannot be deleted.

➡ If there is non-music data in the group, the group cannot be deleted.

Photo

Images do not display.

➡ Depending on the image data size, certain images are not viewable.

➡ If images are edited using a PC, they may not be viewable.

Additional information

Troubleshooting **121**

The system does not recognize the image data.

➡ Check that the data is saved in the correct folder on the Memory Stick Duo™ (••▶page 81).

➡ If the file or folder name on the Memory Stick Duo™ is changed, or if the file or folder is moved to another location using a PC, the system may not recognize it.

➡ Images in a file format that is not compatible with the PSP™ system will not be recognized (••▶page 112).

A folder on a Memory Stick Duo™ cannot be deleted.

➡ If there is non-image data in the folder, the folder cannot be deleted.

Wireless LAN

A connection to the network cannot be established.

➡ Check that the WLAN switch on the left side of the system (••▶page 23) is turned on.

➡ Set the WLAN Power Save Mode to OFF (••▶page 91). This will allow the system to communicate at full power.

➡ There may be too much distance between the system and the wireless LAN access point or the system and the other player.

➡ Check that the network settings (••▶page 98) are correct. Refer to the instructions supplied with the network equipment and by your Internet service provider to make the correct network settings.

➡ Depending on the wireless LAN access point setting, you may need to enter the system's MAC address (••▶page 88).

➡ When communicating with another system in ad hoc mode, both systems must be set to the same channel (••▶page 98).

Headphones with remote control

There is no sound or the sound quality from the headphones is poor.

➡ Check that the headphones are fully inserted in the system (••▶page 28).

➡ Check that the headset connector and the headphone plug are clean. If not, wipe them with a dry, soft cloth. See also "There is no sound".

The remote control does not work.

➡ Check that the headphones are fully inserted in the system (••▶page 28).

➡ Check that the system is not in hold mode. If it is, turn off the hold switch to release the lock (••▶page 34).

Other issues

The system or AC adaptor is warm.

➡ During use, the system or AC adaptor may become warm. This is not a malfunction.

The system is turned on, but does not operate.

➡ Check that the system is not in hold mode. If it is, slide the power/hold switch up to clear hold mode (••▶pages 24, 34).

➡ Try sliding the power/hold switch up and holding until the power indicator turns off. The system will be completely turned off. Then turn on the system again.

The system does not function properly.

➡ Static electricity and other similar occurrences may affect the system's operation. Remove the battery pack and AC adaptor, wait for about 30 seconds, and then restart the system.

When the buttons are pressed, there are no key tones.

➡ Check that the Key Tone feature is turned on (••▶page 92).

The date and time are reset.

➡ If the battery is not recharged and runs out, or if the battery pack is replaced, the system date and time settings may be reset. Follow the on-screen instructions to set the time and date.

Additional information

The PSP™ system is not recognized by the PC when connected using a USB cable.

➡ When using a USB hub or other devices, depending on the operating environment of the PC, the Memory Stick Duo™ inserted in the system may not be recognized by the PC. Try connecting the system directly to the PC using a USB cable.

You forgot your password.

➡ You must restore the system settings to the settings at the time of purchase. Once the settings are restored, the password will return to "0000" and you can change the password (••▶page 93). Use caution when restoring the default settings, as you will not be able to recover your current settings for photo, video and other "Settings" options. For details see "Restore Default Settings" (••▶page 87) and "Settings for the PSP™ system" (••▶page 82).

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser that each of the constituent products of this PSP™ system shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase (the "Warranty Period"). If one or more of the above-identified products is determined to be defective during the Warranty Period, SCEA's liability shall be limited to the repair or replacement of this product with a new or refurbished product at SCEA's option. For the purpose of this Limited Warranty, "refurbished" means a product that has been returned to its original specifications. You must call 1-800-345-7669 to receive instructions, and then must deliver the product, freight prepaid, to the authorized service facility specified to obtain repair/replacement services.

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY SCEA (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, CONTROLLERS, ADAPTORS AND POWER SUPPLY DEVICES) OR OTHERWISE NOT COMPATIBLE WITH THIS PRODUCT; (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY ACTS OF GOD, MISUSE, ABUSE, NEGLIGENCE, ACCIDENT, WEAR AND TEAR, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED; OR (e) HAS HAD THE WARRANTY SEAL ON THE SYSTEM ALTERED, DEFACED OR REMOVED. THIS WARRANTY DOES NOT COVER PRODUCTS SOLD AS IS OR WITH ALL FAULTS, OR CONSUMABLES (SUCH AS BATTERIES). PROOF OF PURCHASE IN THE FORM OF A BILL OF SALE OR RECEIPTED INVOICE WHICH IS EVIDENCE THAT THE UNIT IS WITHIN THE WARRANTY PERIOD MUST BE PRESENTED TO OBTAIN WARRANTY SERVICE.

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Additional information

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province. This warranty is valid only in the United States and Canada.

The warranty offered by Sony Computer Entertainment America on your PSP™ system (PSP-1001 K) is the same whether or not you register your product.

Additional information