Grand Theft Auto: Vice City Stories Custom Tracks FAQ

by Medalgod   Updated to v1.00 on Apr 26, 2007

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gta: vice city stories custom tracks faq by Medalgod
Author Name: Josh Keegan (Medalgod)
Started: 12/01/07
Completed: Incomplete
Version: 1.00
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Note on Sending me Emails

I read all the Emails you send me. Just make it clear what you're Emailing me
about in the Subject. My Email Address is at the top of the page.

Note Relevant To The Difficulty Level Of The Operations To Be Performed
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As long as you can follow basic steps given to you in plain English, and you
know basic operations such as how to copy and paste a file using windows
explorer or a similar program you should be fine following this guide.

Table Of Contents

History

12/01/07-Began writing version 0.5
13/01/07-Finished writing version 0.5 (half way there to the big 1.0)
13/01/07-Published to homepage.ntlworld.com/thekeegans/faqs
13/01/07-Version 0.5 submitted to gamefaqs.com so it can be considered to be
published.
17/01/07-Version 0.55 designed with extra headings and more information. (This
isn't being released until Ver 0.6 though).
17/01/07-More sites have permission to host this.
18/01/07-Version 0.6 designed with the PS2 GTA radio conversion bit added in &
a few other additions to the Excess notes section.
18/01/07-Version 0.6 released onto homepage.ntlworld.com/thekeegans/faqs &
submitted for content review to gamefaqs.com.
24/01/07-Version 0.8 designed with a new major section on non-windows / old OS
conversions.
24/01/07-Version 0.8 released onto homepage.ntlworld.com/thekeegans/faqs &
submitted for content review to gamefaqs.com.
24/01/07-Version 0.81 just a few "touch-ups", things I forgot to put
in Version 0.8. Uploaded to my homepage.ntlworld.com/faqs and resubmitted
to gamefaqs.com (meaning 0.8 has never been released there)
26/01/07-Version 0.82 with extra allowed sites designed.
26/04/07-Version 1.00 designed with spelling errors fixed.

Files To Download

All links MUST be copy and pasted into your browsers address bar (where you
type the internet address normally).

Note On OS You Are Running

I assume that you are running a windows operating system (Windows 98 or
higher). The procedures described in my guide have all been tested on
Microsoft Windows XP Home Edition Service Pack 2.

Downloads & Links

Rockstar Custom Tracks - This program was designed for GTA: Liberty City
Stories, but produces files that can be used with Vice City Stories.
It rips cd's and put's them on to your PSP for use with the game GTA: LCS.
Download Link -
http://rockstargames.com/libertycitystories/dry/downloads/RCT_Install.zip

Note: The above comes in a Zip format meaning you need a program to unzip
the file you have downloaded (unless you're using Windows XP, in which case
the computer already has a program that comes with the operating system that
will allow you to open the file). If you cannot open the file, go to
www.winzip.com and download their evaluation version to allow you to open
the required file. This applies to all .Zip files that I link to in this
document.

Exact Audio Copy PSP Edition - This program is an "Expansion" for Rockstar
Custom Tracks, this allows you to use CD's that you have burned yourself and
also allows you to use 44.1Khz .Wav files stored on your computer. If you
know little about audio formatting and re-encoding I suggest you burn the
music you want to a CD and use the standard way (as this update allows you
to use CD's of your own).
Download Link -
ftp://downloads.codemasters.com/upgrade/Codemasters_EACSetup.zip

Explorer XP - This is just like Windows Explorer that comes with Windows, only
this program has several advantages, some of which we will be using to make
it easier whilst moving our custom tracks to the PSP.
Download Link -
http://www.explorerxp.com/explorerxpsetup.exe

Switch Sound Format Converter - This allows us to convert almost any file we
want to use on our PSP to what we need to begin the Hard Drive Conversion
process, (a 44.1 KHz .wav file).
Download Link -
http://homepage.ntlworld.com/thekeegans/faqs/switchsetup.exe

The basic conversion

So you have a CD, with music that you want, you bought from the shops as a
genuine CD, then this is what you need to do.

1. Make sure you have Rockstar Custom Tracks Installed On Your Computer.

If you already have some GTA Liberty City Stories Save Data On Your Memory
Stick then skip ahead to step 5.

2. Download a GTA: LCS Save Data File Off The Game FAQ's Website (or if you
already have some GTA Liberty City Stories Save Data On Your PSP Memory
Stick then you don't need to do so).

3. Plug your PSP into your PC and put it into USB mode.

4. Extract the files from the .Zip files you downloaded to the PSP\SAVEDATA
folder on your PSP.

5. Put the CD you wish to convert into your CD Drive.

6. Run Rockstar Custom Tracks.

7. Rockstar Custom Tracks should automatically detect the CD in your CD drive
(if not you may wish to check that the correct CD drive is selected).

8. Hold in Ctrl whilst clicking on what tracks you wish to be converted, they
will become highlighted once you've clicked on them.

9. Click on the picture of a CD with an arrow pointing at the PSP from the CD.

10. A new window should open asking for which version of the game you wish to
convert the tracks for, simply select any of the options available (at least
1 should be available, due to us having placed Liberty City Stories Save Data
on the PSP earlier).

11. Wait whilst the PSP converts the audio.

12. Once the audio has been converted, close Rockstar custom tracks and open
Windows Explorer (Right click on the start menu and select explore).

13. Navigate to your PSP (which should still be plugged in from earlier).

14. Open the folder PSP

15. Open The Folder SAVEDATA

16. Go through each of the folders on screen opening the file called icon0
in each folder looking for the GTA: VCS picture that you should see
on your PSP whilst hovering over the saved data (you must have a Vice City
Stories Saved Game For This). The picture will be a man on a quad bike or a
motor bike, there may be more but these are the only 2 I have come across
(you should be able to tell because it should have a GTA look about it).

17. When you have located the folder with this particular image in then
take note of the name of the folder in which the image can be found.

18. Go back to the SAVEDATA folder.

19. Right click on the folder *********CUSTOMTRACKS (where * represents
numbers and letters that vary, depending on what version of Liberty City
Stories Save Data you downloaded).

20. Click on rename.

21. Rename the folder to [First 4 letter][First 5 Numbers]CUSTOMTRACKS (Don't
put in the square brackets and replace the text inside the brackets with
what it asks for from the file name that you wrote down the name of earlier).
So, if you had an English version of VCS (Region 2), the name of the folder
would be: ULES00502CUSTOMTRACKS
If you have the american version it would be: ULUS10160CUSTOMTRACKS
Thanks to keysoe08 for this.

22. If you have followed all of the instructions perfectly you should now
have a working set of custom tracks that have come straight off a retail
genuine CD that can be played by the game GTA: VCS.

23. Put VCS in the UMD holder of the PSP.

24. Go to Game>UMD

25. Run Vice City Stories

26. When the game has loaded pause it and go to audio under the menu and where next to custom tracks it once said Unavailable, it should now say Off.

27. Scroll down to where it says off and right click to turn Custom Tracks On

28. You can test your custom tracks in the menu, but go get on a vehicle that would normally play the radio and it should begin playing the first track of the CD you converted. Use the left and right arrows to scroll through your tracks, just as you usually would with radio stations.

29. Have fun playing Vice City with your own music to nod your head to whilst driving 'round ramming random cars and bikes :P

The Burned CD Conversion

So you have a CD, with music that you want, you burned yourself (or somebody did), then this is what you need to do.

Note: This method still works with Retail CD's

1. Make sure you have Rockstar Custom Tracks & Exact Audio Copy PSP Edition Installed On Your Computer (In that order, you must install Rockstar custom tracks first, then install EAC PSP Edition in the same directory that you installed Rockstar custom tracks).

If you already have some GTA Liberty City Stories Save Data On Your Memory Stick then skip ahead to step 5.

2. Download a GTA: LCS Save Data File Off The Game FAQ's Website (or if you already have some GTA Liberty City Stories Save Data On Your PSP Memory Stick then you don't need to do so).

3. Plug your PSP into your PC and put it into USB mode.

4. Extract the files from the .Zip files you downloaded to the PSP\SAVEDATA folder on your PSP.

5. Put the CD you wish to convert into your CD Drive.

6. Run Exact Audio Copy PSP Edition.

7. Exact Audio Copy PSP Edition should automatically detect the CD in your CD drive(if not you may wish to check that the correct CD drive is selected).

8. Hold in Ctrl whilst clicking on what tracks you wish to be converted, they will become highlighted once you've clicked on them.

9. Click on the picture of a CD with an arrow pointing at the PSP from the CD.

10. A new window should open asking for which version of the game you wish to convert the tracks for, simply select any of the options available (at least 1 should be available, due to us having placed Liberty City Stories Save Data on the PSP earlier).

11. Wait whilst the PSP converts the audio.

12. Once the audio has been converted, close Rockstar custom tracks and open Windows Explorer (Right click on the start menu and select explore).

13. Navigate to your PSP (which should still be plugged in from earlier).

14. Open the folder PSP

15. Open The Folder SAVEDATA

16. Go through each of the folders on screen opening the file called icon0 in each folder looking for the GTA: VCS picture that you should see on your PSP whilst hovering over the saved data (you must have a Vice City Stories Saved Game For This). The picture will be a man on a quad bike or a motor bike, there may be more but these are the only 2 I've come across (you should be able to tell because it should have a GTA look about it).

17. When you have located the folder with this particular image in then take note of the name of the folder in which the image can be found.

18. Go back to the SAVEDATA folder.

19. Right click on the folder *********CUSTOMTRACKS (where * represents numbers and letters that vary, depending on what version of Liberty City Stories Save Data you downloaded).

20. Click on rename.

21. Rename the folder to [First 4 letter][First 5 Numbers]CUSTOMTRACKS (Don't put in the square brackets and replace the text inside the brackets with what it asks for from the file name that you wrote down the name of earlier). So, if you had an English version of VCS (Region 2), the name of the folder would be: ULES00502CUSTOMTRACKS
If you have the american version it would be: ULUS10160CUSTOMTRACKS
Thanks to keysoe08 for this.

22. If you have followed all of the instructions perfectly you should now have a working set of custom tracks that have come straight off burned CD that can be played by the game GTA: VCS.

23. Put VCS in the UMD holder of the PSP.

24. Go to Game>UMD

25. Run Vice City Stories

26. When the game has loaded pause it and go to audio under the menu and where next to custom tracks it once said Unavailable, it should now say Off.

27. Scroll down to where it says off and right click to turn Custom Tracks On

28. You can test your custom tracks in the menu, but go get on a vehicle that would normally play the radio and it should begin playing the first track of the CD you converted. Use the left and right arrows to scroll through your tracks, just as you usually would with radio stations.

29. Have fun playing Vice City with your own music to nod your head to whilst driving 'round ramming random cars and bikes :P

The Hard Drive Conversion

This conversion is by far the most useful, the ability to use tracks that you've downloaded off the internet or ripped from a CD a long time ago and lost the CD. It is however the hardest to perform, but even if you have no computer knowledge then you should be able to follow my simple clear instructions to create the results that you want in a small amount of time.

Note: there are lots of places to go wrong in this process. Make sure you give you're full attention to the conversion if you haven't converted off your hard drive before!!!

1. Make sure you have Rockstar Custom Tracks & Exact Audio Copy PSP Edition Installed On Your Computer (In that order, you must install Rockstar custom tracks first, then install EAC PSP Edition in the same directory that you installed Rockstar custom tracks). Also you need to install Switch Sound Format Converter & Explorer XP.

2. Run Switch Sound Format Converter and click on add files.

3. Locate & add the file you want to the conversion list.

4. Set the output format to .wav.

5. Click on Encoder Options.

6. Where it says [untitled] click on the drop down menu and there will be 4 options, click on the CD Quality Option.

7. Check that format is PCM and Attributes is 44.100 kHz, 16 Bit, Stereo 172 kb/s.

8. If it isn't the above simply change each setting manually to the above and then go to step 10.

9. If it is the above then you can carry on to the next step.

10. Click OK on the box where you selected the CD Quality Option.

11. Click on Browse to open a window asking where you want to save the converted file. Here I recommend that you create a folder in your documents called PSP music conversions. Save the converted file here.

12. Click on convert to start the conversion process.

13. Depending on the length and size of the input file that your using and the speed of you're machine the amount of time that you'll have to wait will vary. It should be a matter of seconds if you're just converting something like a few songs.

14. When it has finished converting the file, open up Windows Explorer (right click on the start menu and click Explore).

15. Navigate to where you selected for the converted file to be stored.

16. Open it up to check that the conversion process worked.

17. Open Exact Audio Copy PSP Edition.

18. Go back to windows explorer and make sure that you have it maximised in

the folder where your converted track is stored.

19. Go back to EAC PSP Edition in a smaller view and move it over to the left of your screen.

20. You should now be able to see both windows, even if you can only see part of the windows explorer window. As long as you can see the file that you converted it doesn't matter. If you can't then move the EAC PSP Edition window appropriately so that you can.

21. Drag & drop the converted audio file into the EAC PSP Edition screen where you'd normally see the track of the CD you had in the drive listed for you to choose which ones to convert.

22. It should come up with a window asking for a destination directory for where the converted file will be saved. If you made the PSP music conversions folder earlier, it'd be a good idea to save this there. Leave the file name as Filename will be ignored & click on Save.

23. Yet again the time it takes for the file to be converted to the exact specification that the PSP recognises depends on how long the audio you're converting is, so just sit tight and wait patiently whilst the computer does all the hard work for you.

24. Plug in your PSP and make sure that it's in USB mode.

25. In Windows Explorer, navigate to where the converted track is (it'll be a .wav file at the moment and EAC PSP Edition will have called it [File Name].compressed. (Where [File Name] is replaced with the name of the file that you converted).

25. Right click on the file and select copy.

26. Navigate to your PSP.

27. Open the folder PSP.

28. Open The Folder SAVEDATA.

29. Go through each of the folders on screen opening the file called icon0 in each folder looking for the GTA: VCS picture that you should see on your PSP whilst hovering over the saved data (you must have a Vice City Stories Saved Game For This). The picture will be a man on a quad bike or a motor bike, there may be more but these are the only 2 I've come across (you should be able to tell because it should have a GTA look about it).

30. When you have located the folder with this particular image in then take note of the name of the folder in which the image can be found.

31. Go back to the SAVEDATA folder.

32. Create a new folder called [First 4 letters][First 5 Numbers]CUSTOMTRACKS. Replace [First 4 letters] with the first 4 letters of the file name you made note of earlier. Replace [First 5 Numbers] with the first 5 numbers of the file you made note of earlier. Earlier as in step 29.

32. So, if you had an English version of VCS (Region 2), the name of the folder
would be: ULES00502CUSTOMTRACKS
If you have the american version it would be: ULUS10160CUSTOMTRACKS

Thanks to keysoe08 for this.

33. Open up the folder you just created and right click and paste to put in
the music you made earlier.

34. Close Windows Explorer and any other programs that we've used so far,
as we won't need them again, unless you've mucked this up big time and
need to go back and re-do the instructions from a certain point.

35. Open up Explorer XP.

36. Hopefully you won't have a lot of trouble with the interface, just
look at it as a version of Windows Explorer that has some of the
features that hopefully Microsoft will introduce in the future, yet it
has some outdated functions, such as not having a thumbnail view. All
of the basic commands are the same as in Windows Explorer so you
shouldn't have any trouble with the few steps we're going to be using
it for.

37. Navigate to your PSP.

38. Open the PSP folder.

39. Open the SAVEDATA folder.

40. Open the folder that you made earlier (The one where you used
[First 4 letters][first 5 numbers]CUSTOMTRACKS to help you figure
out what you needed to call the folder).

41. In there, there should be a file called [file name].compressed.wav.

42. Right click on that file and select Rename.

43. A box should have appeared on screen, this is the feature that we'll be
using to our advantage for this conversion.

44. In the box just under the word Extension highlight the .wav and replace it
with .gta.

45. In the box just under the word Name highlight whatever is there and
replace it with what you want the music to be called when you're playing VCS
(like you'd normally see a radio station name only when you're using custom
tracks you'll see a name that you're specifying now).

46. Press OK.

47. If you have followed all of the instructions perfectly you should now
have a working set of custom tracks that have come straight off your hard
drive (so we've cit out the CD totally now) that can be played by the game
GTA: VCS.

48. Put VCS in the UMD holder of the PSP.

49. Go to Game>UMD

50. Run Vice City Stories

51. When the game has loaded pause it and go to audio under the menu and
where
next to custom tracks it once said Unavailable, it should now say Off.

52. Scroll down to where it says off and right click to turn Custom Tracks
On

53. You can test your custom tracks in the menu, but go get on a vehicle
that would normally play the radio and it should begin playing the first
track
of the CD you converted. Use the left and right arrows to scroll through
you're tracks, just as you usually would with radio stations.

54. Have fun playing Vice City with your own music to nod your head to
whilst driving 'round ramming random cars and bikes :P

How To Change The Name That Appears When Scrolling Through The Songs In The
Game

For this I'll be assuming that you followed one of my guides to get the songs
onto the game. Even if you didn't you shouldn't find it hard to pick up things
that you may have missed.

1.   Plug your PSP in and make sure it's in USB mode.

2.   Open Windows Explorer and navigate to your PSP.

3.   Open the PSP folder on the PSP.

4.   Open the SAVEDATA folder in the PSP folder.

5.   Open the folder that we used [First 4 letters][first 5
numbers]CUSTOMTRACKS to figure out what to call it. If you didn't follow
one of my guides this is where you may need to go back and read through
one of them to see what I'm referring to.

6.   Inside you should now see lots of files with the .gta extension.

7.   Select the one you want to rename and right click it & select rename.

8.   Type in the name you wish to give the file and remember that it MUST end
in .gta, otherwise the game will not recognise it and therefore will not
play it.

9.   You should now have a renamed file (repeat these steps multiple times to
rename multiple files).

Note: if you want to open the files on the memory stick to listen to the audio
so you can tell which one to rename, the files with the extension .gta aren't
recognised simply because even though they're actually .wav files that can be
played by windows media player or most other media players the player doesn't
recognise the extension and therefore won't play the file. To force the
player into playing the audio do this (I assume you will be using the latest
version of Windows Media Player:

1.   Double click on the file as you would to open the file if it was a .wav
file or you just wanted to open a folder etc...
2.   A dialogue should have appeared saying that windows cannot open the
specified file. Check the option select the program from a list.
3.   Go OK.
4.   Uncheck the tick box Always use this program to open this type of file

and then select Windows Media Player from the list of available options.
5.   Press OK
6.   When Windows Media Player Opens a Dialogue box will open saying
something about the player not recognising the file extension.
7.   Press Yes
8.   There you have it, your music has been opened by Windows Media Player.

Note: The reason why the audio doesn't sound a very good quality is simply
because the PSP speakers aren't very good and headphones aren't as good as
your computer speakers probably anyway. So it would just be a waste of
space for the PSP if it made the file any higher quality. The quality is
still easily good enough for you to be able to tell which song it is and
what you wish to rename it to.

Excess Notes

This part of the guide is rather unstructured and just things that you may need
to know. It compromises of things that I've been asked by email and basically
anything else that I think doesn't really fit into any other part of the guide.
These are just some of the things that I'll be using this section for.

1.   Somebody emailed me asking why they couldn't do a basic conversion because
the data showed up on the PSP under Game>Saved Data as corrupted. This
will happen every time, it's just because the PSP doesn't recognise what's
in the file as Saved Data. This 'corrupted' data is actually your custom
tracks and will actually work fine with the game GTA: VCS.
2.   Something I think you may have all realised by taking note of the fact
that the core software we use for the conversions is GTA: LCS software is
that you can follow this guide (using your initiative to skip/change
some steps) to get Custom tracks onto GTA: LCS.
3.   Yes you can have more than 1 CD on the PSP at once for the custom tracks,
but you may want to follow the renaming tracks guide, so if there isn't a CD
name in the title then you can change the title of each song to whatever you
want (so you don't replace the current songs). Just be sure that when doing it
you cut all the files inside the folder that Rockstar Custom Tracks (or
whatever, depending on which part of this guide you are following) creates and
paste them into the folder that you have already created that contains your
current custom tracks. Then delete the folder created by Rockstar custom tracks.

Why are custom tracks better than the radio in the game?

There are a few simple things that make Custom Tracks better that the game's
radio.
1.   You might want to listen to your favourite band.
2.   You might not like any of the radio stations in the game.
3.   You might not like how the stations in the game keep skipping if begin to
drive at any descent speed, with Custom Tracks skipping doesn't happen as
your reading from your Memory Stick instead of the UMD (the UMD drive
has a max read speed which is the problem here). (The reason the skipping
happens in GTA: VCS and not in GTA: LCS is that in Vice City Rockstar
doubled the distance in which the game 'draws' buildings, meaning
generating these graphics uses a lot more of the UMD read speed and
processor speed than in GTA: LCS).
4.   I love some of the old original Vice City radio stations myself (Flash FM
being my favourite), so I ripped the music from the Vice City DVD using
MFAudio and all the correct settings and hey Flash FM from the original

Vice City on my PSP, ready for my to rock out to anywhere! What's more it was only a 30mb file so over 1hr of radio used almost no space at all on my 2Gb memory stick. I strongly suggest you doing the same if you own any of the other GTA's as some of the Vice City and San Andreas music is better that what Rockstar have put on for Vice City Stories.

How to put the radio stations from the PS2 GTA's on to GTA: VCS

Note: You MUST* own a copy of the original game that you wish to take the music off to do this.

*I will be assuming that you are ripping the audio from the original game DVD and putting it onto your PSP. This is also for legal purposes that you must own the original DVD for it to be legal to keep a copy of the music on it.

1.   Follow a guide to ripping the music from the game you want the music from (most are available on gamefaqs.com). There isn't a guide for GTA: SA for the reason that the Radio's aren't just one track being constantly looped like on the other GTA's, meaning that you can extract the music, but it's a long and stupid way (to put it one way or another). It would take you the full length that one loop of the station you are listening to lasted (1+hr). So basically you don't want to go about extracting San Andreas Music (I'm thinking of putting KDST on anyway, purely because it's so good!)
2.   Make sure that when you're extracting the audio for the game you want that you set the exported audio in MF Audio to be a .Wav file and to be 44100Hz (if you don't do this it means that you have to spend more time later doing an extra conversion.
        Make sure you have Make sure you have Rockstar Custom Tracks & Exact Audio
        Copy PSP Edition
        Installed On Your Computer (In that order, you must install Rockstar
        custom tracks first, then install EAC PSP Edition in the same directory
        that you installed Rockstar custom tracks). Also make sure that you have
        Explorer XP installed.
3.   Open up windows Explorer.
4.   Follow steps 15-54 of The Hard Drive Conversion.
5.   That's it! (I know I've told you to go to other guides etc in this section, but that's because you need to know allsorts of different frequencies for each different game and on some stations even the track as well is individual in that respect. So it would take up a lot of space in this guide and wouldn't be of any excess guide to you guys as guides have already been written for that purpose by others).

Old OS Conversion

READ THE BELOW

This section of the guide isn't made to be used unless you are having trouble using other parts of the guide, due to some of the software not working on your computer or your operating system not being compatible with the software used. This guide will attempt to use as little (if any) software as possible. You may have to use your imagination by using a file explorer that works with your operating system. I have no experience with other operating systems so please don't write to me about it unless you want to write a part to this guide, say how to go the conversion on a Macintosh/Linux/Unix or any operating system out there (you will be given credit for any works of yours

That are published in this guide).

To follow this particular section of the guide you may need to have some computer knowledge and be able to search the internet effectively using search engines.

DO NOT follow this guide unless you CANNOT follow one of the above guides for Rockstar Custom Tracks Conversion, as this is the guide where it is VERY easy To go wrong! If you do follow this section make sure you are paying full attention to what you're doing so you don't go wrong.

Many people have emailed me complaining that Rockstar custom tracks isn't working properly for them, this guide IS for you.

If at any time you have trouble on the Windows conversion in this, continue from where you got to following the Windows conversion on the non-Windows conversion and report the problem that you encountered to me via email. My email address can be found at the top of this document.

I run Windows XP Home Edition; it has been a while since I've been on an older Windows or other Operating System so sorry for mistakes I make in advance, please email me the mistake and the correction so I can fix it.

If you are doing this from a CD, rip the tracks to a folder on your PC before you start, as it will be assumed that the tracks are already on the computer.

1. Basic information about what we have to convert the audio to:
Bit Rate - 66Kb/s
Channels - 2 (Stereo)
Audio Sample Rate - 44 kHz
Audio Format - ATRAC3
File Extension - .wav

2. To a lot of you the above means absolutely nothing, you don't however really need to understand it to be able to follow my basic instructions.

3. If you're using a non-Microsoft Operating System then do a search of the internet for Free *** Audio Converter (Replace *** with the name of the Operating System that you are running). Install the software you've found.

4. If you're using a Microsoft Operating System then (ONLY 98, ME, NT, 2000 and XP I'm including in this bit, if you have an older version of Windows or another Microsoft Operating System, follow the instructions for non-Microsoft Operating Systems). Download & install Switch Sound Format Converter.

5. Run either the software you found or Switch Sound Format Converter.

6. If you're using a piece of software that you found by yourself then use your initiative to convert the audio that you have to what I told you in step 1. Skip ahead once you've done that to step 16.

7. If you're using Switch then open it up.

8. Set the output directory to a folder that you designate to your custom Tracks (make one now if you don't already have one).

9. Change the output format to .Wav

10. Click on Encoder Options.

11. Change Format to ATRAC3.

12. Change Attributes to 66kbps STEREO 8Kb/s.

13. Click OK.

14. Select what audio you want to convert.

15. Press Convert and wait whilst the computer converts your audio to
The format we need.

16. OK, so everyone should now have a file on their computer that has been
converted to the specifications in step 1 by whatever audio converter you used.

17. Plug in your PSP, turn it on and put it in USB Mode.

18. If you're following the windows conversion, download and install Explorer
XP. Run Explorer XP

19. If you're following the non-Windows conversion:

a. if your computer has a file explorer that came with it or that you already
have installed that allows you to see and change the file extensions then open
it up and use it to change the file extension of the converted file from .wav
to .gta

b. if you do not have a file explorer on your computer that allows you to
view and change the file extensions then use a search engine to locate a
program for your Operating System that allows you to do just that. Now change
the extension of the converted file from .wav to .gta

c. If you're following the non-windows conversion, skip ahead to step 26.

20. If you're following the Windows conversion and have finished installing
Explorer XP, open it up.

21. Navigate to where you saved the converted file, right click on it and
select Rename.

22. In the box under the word Name, put in the name that you want to show up in
GTA: VCS.

23. In the box under Extension, replace .wav with .gta

24. Click OK.

25. Right click on the file you just renamed and copy it to
X:/PSP/SAVEDATA/[First 4 Letters][First 5 Numbers]CUSTOMTRACKS (Where X is
replaced with the drive letter of the PSP and
[First 4 Letters][First 5 Numbers] are replaced with the appropriate
letters/Numbers from your VCS save data file. Look at above guides for more
help finding your VCS Save Data.) Mine in this case (UK Version) would be
called ULES00502CUSTOMTRACKS (If you have a UK version of the game you can just
use what I have for mine as the folder name, I think this is the same for the
whole of the EU). You will have to make the folder [First 4 Letters][First 5
Numbers]CUSTOMTRACKS unless you've already put tracks on your PSP.
If you have the american version it would be: ULUS10160CUSTOMTRACKS
Thanks to keysoe08 for this.

26. If you are using the non-windows conversion then open the file explorer you

downloaded and move the .gta file to the location specified in step 25.

27. Exit USB Mode on your PSP and start up VCS.

28. When the game has loaded pause it and go to audio under the menu and where
next to custom tracks it once said Unavailable, it should now say Off.

29. Scroll down to where it says off and right / left click to turn Custom
Tracks On.

30. You can test your custom tracks in the menu, but go get on a vehicle
that would normally play the radio and it should begin playing the first track
of the CD you converted. Use the left and right arrows to scroll through
your tracks, just as you usually would with radio stations.

31. Have fun playing Vice City with your own music to nod your head to
whilst driving 'round ramming random cars and bikes :P

A final congratulation to you if you followed this guide, got the result you
want and don't have a lot of computer knowledge as I appreciate that some
people may find this particular section hard.

Copyright & Legal Information

Credit & Thanks
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1.   You, the reader for reading my guide.

2.   The ASCII generator I use (for obvious reasons).

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3.      Rockstar Games for making Grand Theft Auto: Vice City Stories.

4.      amazon.co.uk for delivering the game to me

5.      www.gamefaqs.com and any other websites hosting this for hosting this
guide (with my consent).

6.      Microsoft for making Notepad, Office Word 2003 & office Word 2007.

7.      Michael Burns for a list of spelling errors for me to correct :D

That's all for the moment guys, if you want to help me out by sending in
some of your own works to be part of my guide, e.g. say you designed a
guide to show people a really quick way of converting the audio for VCS,
I would love to have something like that on my guide and of course I'd
give you the credit for your works.

Any spelling mistakes?
Has Rockstar released a new program that I don't know about?
Have you got a guide on custom tracks that you want me to include in
this faq? Write the guide and if I think its OK I'll put it in this faq!
Email me, medalgod@yahoo.co.uk

You will be given credit.
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