With firmware version 1.2.6. for the Wolverine ESP a user is capable to save and edit the created by the ESP Playlist. Below is an example of how to create a Playlist using the ESP and how to edit an existing Playlist.

- From the Home Screen press <OK> on the "Music" folder
- If your songs are organized by folders, access any of the music folders and play any song
- The ESP will automatically load in all the songs found in the folder into a temporary Playlist.
- To add more songs to the Playlist do the following:
 - 1. While a song is playing press <menu>
 - 2. Select "Play in Background". This action will take you to the folder/files listing. Every press of the <Esc> button will take you back one folder at a time
 - 3. You could add the songs in an entire folder to the current playing Playlist or individual song at a time. Highlight the folder or song to add, press <menu> and select "Add to Playlist".
 - 4. Repeat step (3) for adding more folders or individual songs
- When you are finished adding all songs press <menu> and select "Jukebox" to return back to the music play screen
- Pressing <menu> and select "Playlist" to see the Playlist with the added new songs
- Push the Joystick down or up to scroll through the Playlist one song at a time. Push the Joystick to the right or left to scroll through the Playlist page at a time
- While at the "Playlist" screen press <Menu> will provide you with three options:
 - 1- Remove (Highlighted) Item (song). Note: you cannot remove the song that is currently playing.
 - 2- Clear Playlist
 - 3- Save Playlist
- Choosing option 3 "Save Playlist" will prompt you to type in a file name. Pull the Joystick down to select alphabetical letters, push the Joystick up to choose numbers. Push Joystick right to move to next field selecting up to 8 characters name. Press <OK> to save Playlist.
- Playlist files are saved under "Music" > "Playlist" folder on the ESP
- To play any of the saved Playlists access the folder "Playlist" from under folder "Music" and press <OK> on the Playlist file to play