

Content Creation Tips

Sony Computer Entertainment Inc.



Sony Computer Entertainment Inc.

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About This Document

- 🏠 *This document answers to frequently asked questions, and explains where you could easily forget.*





New Features in HDK

In this section, new content types
which became able to be created by a new HDK are introduced.



HDK 1.60 Features (1)

- 🏠 *Content release date is changed from Thursday to Wednesday.*
- 🏠 *By selecting scene type, you can increase memory amount to be used by Lua scripts in a scene.*
 - *If your scene's scene type will be set to one of the following except Public Lobby, please write so in your proposal document and your spec document for QA.*
 - *Because of the server resource, relocating to Game Space(32 Players/16 Players) and Video Space from Navigator is prohibited. Instead, you can relocate such spaces by using LocalPlayer.RelocateToUniqueInstance or LocalPlayer.RelocateToGroupInstance APIs.
(<https://home.scedev.net/technotes/view/53>)*

Scene Type Name	Public Lobby	Game Space (32 Players)	Game Space (16 Players)	Video Space	Personal Space	ClubHouse
Player Cap (Hard Cap) (Limit number including invitation)	60 people	32 people	16 people	16 people	12 people	32 people
Soft Cap (Limit number without invitation)	4 people	24 people	12 people	12 people	12 people	32 people
Portable Items	OK	NG	NG	OK	OK	OK
Screens	OK	NG	NG	OK	OK	OK
SD Videos	OK	NG	NG	OK	OK	OK
720p(HD) Videos	NG	NG	NG	OK	NG	NG
Web Browser	OK	NG	NG	NG	OK	OK
Flash Player in a Web Browser	OK	NG	NG	NG	NG	NG
Furniture	NG	NG	NG	NG	OK	OK
Active Items	NG	NG	NG	NG	OK	OK
Arcade Games	OK	NG	NG	OK	OK	OK
Embedded Objects	OK	OK(*)	OK(*)	OK	NG	NG
Main Memory Limitation	12.8MB	42.0MB	43.0MB	7.8MB	8.5MB	8.5MB
Host Memory Limitation	17.4MB	30.7MB	34.0MB	31.9MB	10.0MB	10.0MB
VRAM Limitation	74MB	106.5MB	107.3MB	87.0MB	55.1MB	55.1MB

(*) Picture Frame cannot be embedded

※ Scene Type can be selected when you submit your scene to CDS.

※ If you need to change a scene type of your released scene, please contact regional SCE as SCE side of operation is needed.

HDK 1.60 Features (2)

🏠 *A debug command to overwrite server time is added.*

- *By this command, no longer you don't have to submit "local time version" of your content to QA, then, resubmit "server time version."*
 - *Please submit "server time version" from the first.*
- *setOverrideServerTime yyyy mm dd hh mm ss*
 - *e.g. If you want to set time to 2012/01/06 13:00PM*
setOverrideServerTime 2012 01 06 13 00 (ss can be omitted)
 - *If you want to clear the overwritten time, please just type "setOverrideServerTime" without time.*

🏠 *When you open the debug console, PPU load will be displayed.*



Please refer "Welcome: HDK1.60" in HDK1.60 documents for other features.

HDK 1.60 Features (3)

- 🏠 *3DS Max Support in HDK was removed.*
 - <https://home.scedev.net/technotes/view/38>
- 🏠 *When you use Quick Purchase feature, you MUST display the same information as normal commerce points.*
 - *Please consider Quick Purchase as a feature to develop your own commerce UI, without skipping purchase steps.*
 - *Details are described later in this document.*
- 🏠 *Scene Editor changed it's project file from .scene to .scproj file.*
 - *.scene is a scene data which will be included in a package. If you try to load a .scene file created in a previous HDK, you will be asked to create .scproj file.*
 - *.scproj contains settings of Scene Editor. When you save data in Scene Editor, .scene file will be saved as well as .scproj.*

HDK 1.55 Features

- 🏠 *Added Resource Pack library which enables an objects to download/access other objects.*
 - *By this library, you can actively change a mini-game to be loaded next. For instance, you can allow only users who paid extra money to download additional mini-games or data.*
- 🏠 *You can bundle objects with a scene data so that they all will be downloaded at once. By this, you can make sure starting your mini-games as soon as a user entered a space.*
 - *At most 8 objects, though.*
- 🏠 *You can place 2D texts in a 3D world as same as Avatar Label.*
- 🏠 *A Lua API which enables you to retrieve the download progress of data called by `Resource.Request()` is added.*

Please refer “Welcome: HDK1.55” in HDK1.55 documents for other features.



HDK 1.55 Notes

- ❏ *You cannot release contents packaged by HDK1.55 Beta 1.*
- ❏ *It is forbidden to change clothing or gender of avatar outside of mini-game or realtime-game.*
 - *When you change avatar's clothing or gender, please lock Wardrobe so that users cannot change clothing and gender by themselves.*
- ❏ *When a mini-game or a realtime-game finished, changed clothing or gender will be automatically restored by the client.*
- ❏ *"Load Before Spawn" feature in Scene Editor is disabled because of technical issue.*
 - *please use "pre-download object" feature, for now.*
 - *<https://home.scedev.net/technotes/view/41>*
- ❏ *The client may crash when you call AsyncCommand.*
 - *<https://home.scedev.net/technotes/view/40>*
- ❏ *Support for 3DS Max will be end when HDK1.60 is released.*
 - *<https://home.scedev.net/technotes/view/38>*



HDK 1.50

- ⏏ *You can create a real-time game which uses P2P connection.*
- ⏏ *You can pass parameters to PlayStation®Home when you go back to PlayStation®Home from PlayStation®3 Game which is booted from PlayStation®Home.*
 - *e.g. winner or loser, flags, and high scores*
- ⏏ *You can create Group Instance to which only group members can enter through a Group Door.*
- ⏏ *You can create a session-less mini-game in which messaging will be automatically turned off as you wants to create a stand-alone game which doesn't require messaging.*

Please refer “Welcome: HDK1.50” in HDK1.50 documents for other features.



HDK 1.40

- 🏠 *You can create one of Portable Item called “Companion Object” which follows after owner’s avatar.*
- 🏠 *You can create a Global Space where any user from all over the world can enter.*

Please refer “HDK_Whats_New” in HDK 1.40 documents for other features.



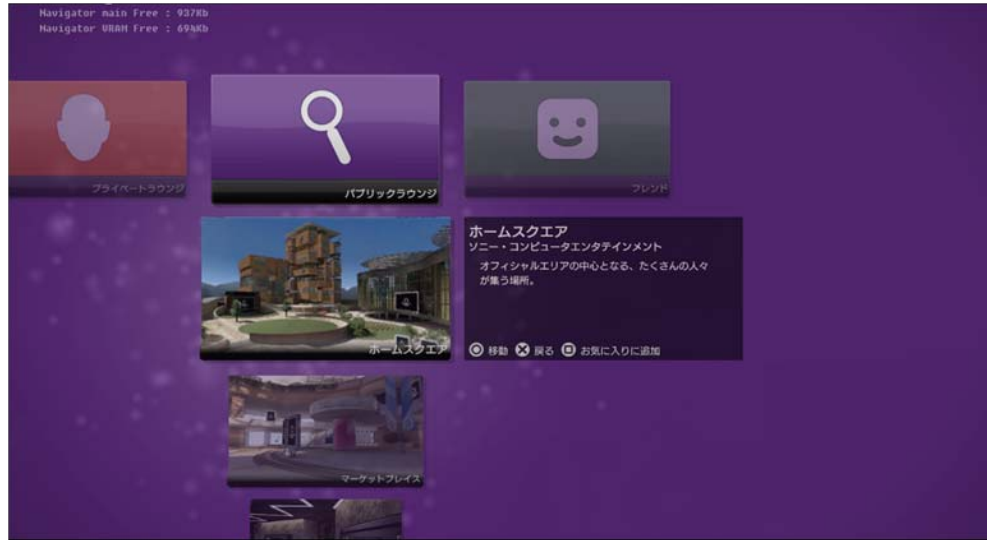


About Navigator



Navigator

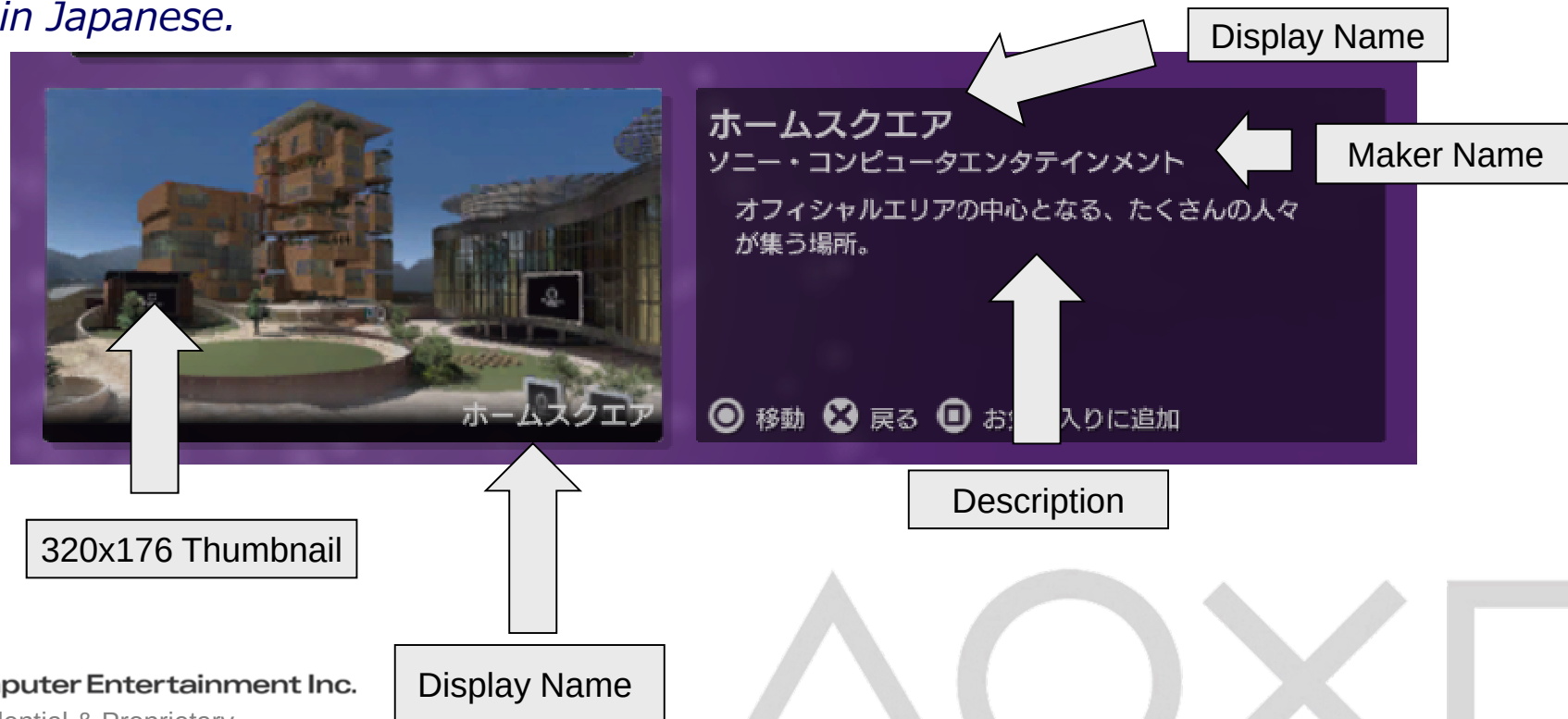
- From client version 1.35, PlayStation®Home uses “Navigator” rather than the World Map in 1.32.



- No longer you have to submit “World Map Chip Request From.”
 - Navigator loads data in your Scene data.
- There is a category called “Featured Spaces” where SCE will place recently updated Spaces.

Regulation for Scene Name and Company Name

- ❏ *Scene Display Name must be less than 128 letters in English or less than 42 letters in double-length letters. Almost 21 double-length letters will fit in the UI, and Longer name will be scrolled left and right.*
- ❏ *Scene Description will be line-broken at most 23 double-length letters. (Proportional font is used so that line break position is random especially in English.)
Long description will have a scroll bar on the right side.*
- ❏ *Maker Name must be less than 128 letters in English or less than 42 letters in Japanese.*





About Objects



Object Name and Description

- 🔖 *From HDK1.55, object_master.excel.xml is deleted.*
 - Please edit object_master.xml directly, or please once convert the XML into TSV file by drag-and-dropping the file to MasterToTsv.bat, then edit the TSV file.
 - In editing, please find specific object ID and REF, then edit localization field like ja-JP.
 - If you edited in TSV file, please drag-and-drop the TSV file to TsvToMaster.bat so that the file will be converted into XML file. Once you have the XML file, you can import localized texts by pressing “Import Localization for this object” button  in Object Editor.
- 🔖 *Texts in REF will be converted to ja-JP texts for a Japanese User.*
- 🔖 *Please set Default Language as “en-GB” if English text is input*
 - If you have no plan to release your assets to any region except SCEJ, setting the default language to “ja-JP” is possible.
- 🔖 *If there is “¥n” in a description text, line-break will be inserted.*
- 🔖 *If you have two clothing whose name is the same for male and female, please name the objects as “Name (for Male)” and “Name (for Female)”*
 - This is because Gender difference cannot be recognized in XMB’s purchase history.

[#Legal] Tag

- ⬢ *You must set “[#Legal]” to the end of description for all **Commerce Items***
 - *e.g.: “This is example.[#Legal]”*
 - *The tag will be replaced with the following Legal Info in each language.*
 - TERMS OF SERVICE
Download is subject to the PlayStation®Network Terms of Service/User Agreement and any specific additional conditions applying to this item.
If you do not wish to accept these terms, do not download this item.
Download is for use solely within PlayStation®Home by the purchasing SEN account. Content may not be used by any other account.
 - *The text won't be displayed after purchasing.*
 - *You don't have to enter the tag for Non-Commerce Items.*
- ⬢ *In HDK1.40, the [#Legal] tag will be automatically added when you import localized texts to Object Editor.*



Versioning of Objects

- ❖ *Version number set by you won't affect PlayStation®Home Client.
So, please feel free to set any value for your asset management.*

- ❖ *SCE recommends*
 - *Before releasing your asset*
 - *The first version: 1.00*
 - *Resubmitted data because of QA: +0.01*
 - *After releasing your asset*
 - *The data is updated: +0.10*
 - *Resubmitted data because of QA: +0.01*





About Ratings



Where to enter Rating information

- 🏠 Please enter Age Rating information returned by regional SCE
 - Object > Edit Age Rating

AgeRatingForm

Unlocalized Content: Object Age Rating

kName
00000000-00000000-00000000-01040061

Country	Rating System	Rating	Minimum Age	Parental Control Level
All	None		7	3
United States	None		0	1
Japan	None		0	1

Content Descriptors: Additional Data: Remove

Add Entry Unlocalized Content: Save Obj Cancel

Country	Rating	Country	Rating	Country	Rating	Country	Rating
Australia	7	Austria	7	Belgium	7	Canada	0
Czech Republic	7	Denmark	7	Finland	7	France	7
Germany	7	Greece	7	Hong Kong	7	Ireland	7
Italy	7	Japan	0	Korea	0	Luxembourg	7
Malaysia	7	Netherlands	7	New Zealand	7	Norway	7
Poland	7	Portugal	7	Russia	7	Saudi Arabia	7
Singapore		South Africa		Spain		Sweden	



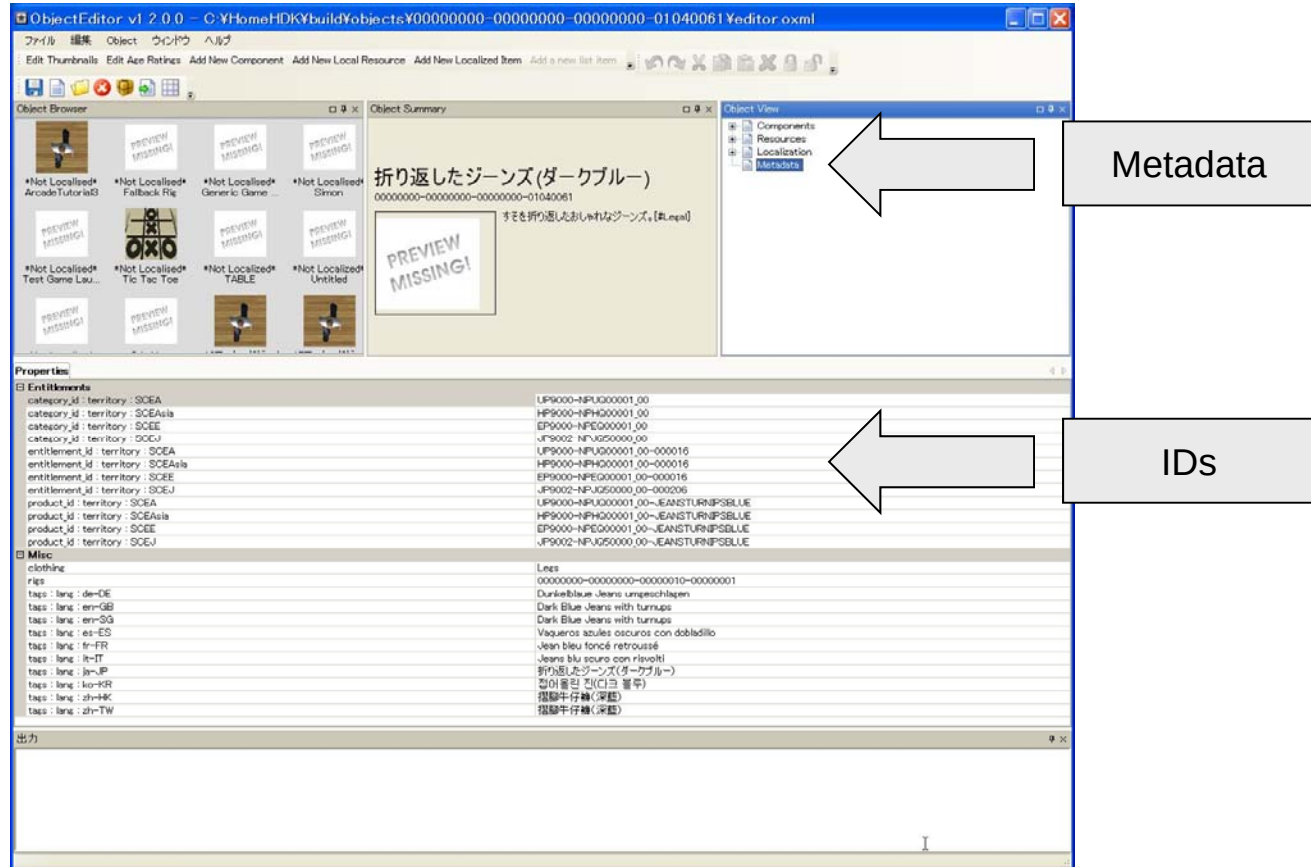
About PlayStation®Store IDs



Where to enter PlayStation®Store IDs

🏠 Metadata field in the Object Editor

- *Purchasable Items need category_id, entitlement_id, and product_id*



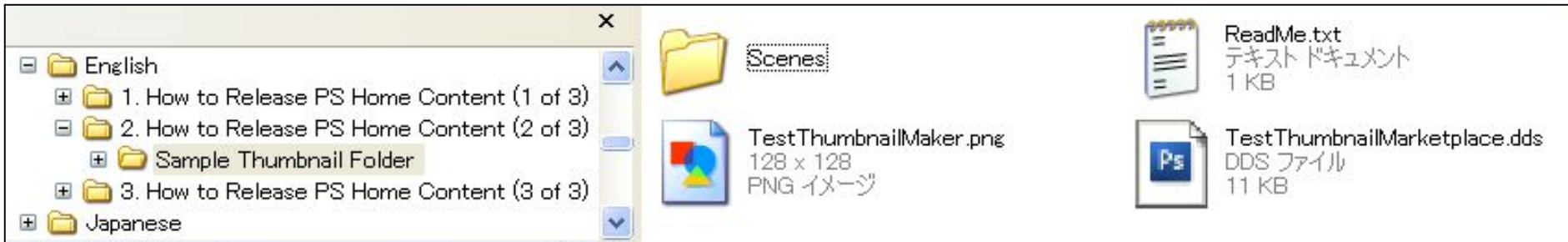
Folder structure to submit thumbnails (1)

- ⏏ *Please submit thumbnails, too, with “Scene Entitlement Object Request Form” in the specific folder structure.*
 - ***The thumbnails will be registered to PlayStation®Store System***
 - ***Other Objects’ thumbnails will be extracted from “Commerce Item PlayStation®Store ID & Rating Request Form”***

- ⏏ *Please use “Sample Thumbnail Folder” as it is*
 - *See the next page.*
 - *Please zip the folder with the form when you submit them.*



Folder structure to submit thumbnails (2)



🔗 *128x128 pixel PNG files used when you create assets are needed to be placed in the following structure*

- *Root folder*
 - *Scenes Folder (Only for Scene Entitlement Objects)*
 - *.png file*
 - *Maker.png*
 - *Your Company's Logo.*
 - *Marketplace.dds*
 - *This will be used as a "category icon" for your company/game title in the PlayStation®Store GUI.*

Thumbnails of your assets

- ⏏ *Upper and Lower 13 pixels of Small and Maker images will be covered by Chip objects of PlayStation®Home*
 - *Please refer HDK_Thumbnail_Creation_Guide*
- ⏏ *You can use Black background when an object is hard to recognize or doesn't look great (e.g. a White Table)*



Maker Logo

- 🏠 Please place Maker Logo (Maker.png) in the root folder for thumbnail submission.
- 🏠 The logo will be used in the Navigator and PSN > Account Management > Purchase Management > Service List in XMB™



Category Icon for PlayStation®Store GUI

- ⏏ *Please place a thumbnail which will be used as a “category icon” of your company/game title.*
<SPEC>
 - *128×128 pixel PNG file*
 - *The background is White*

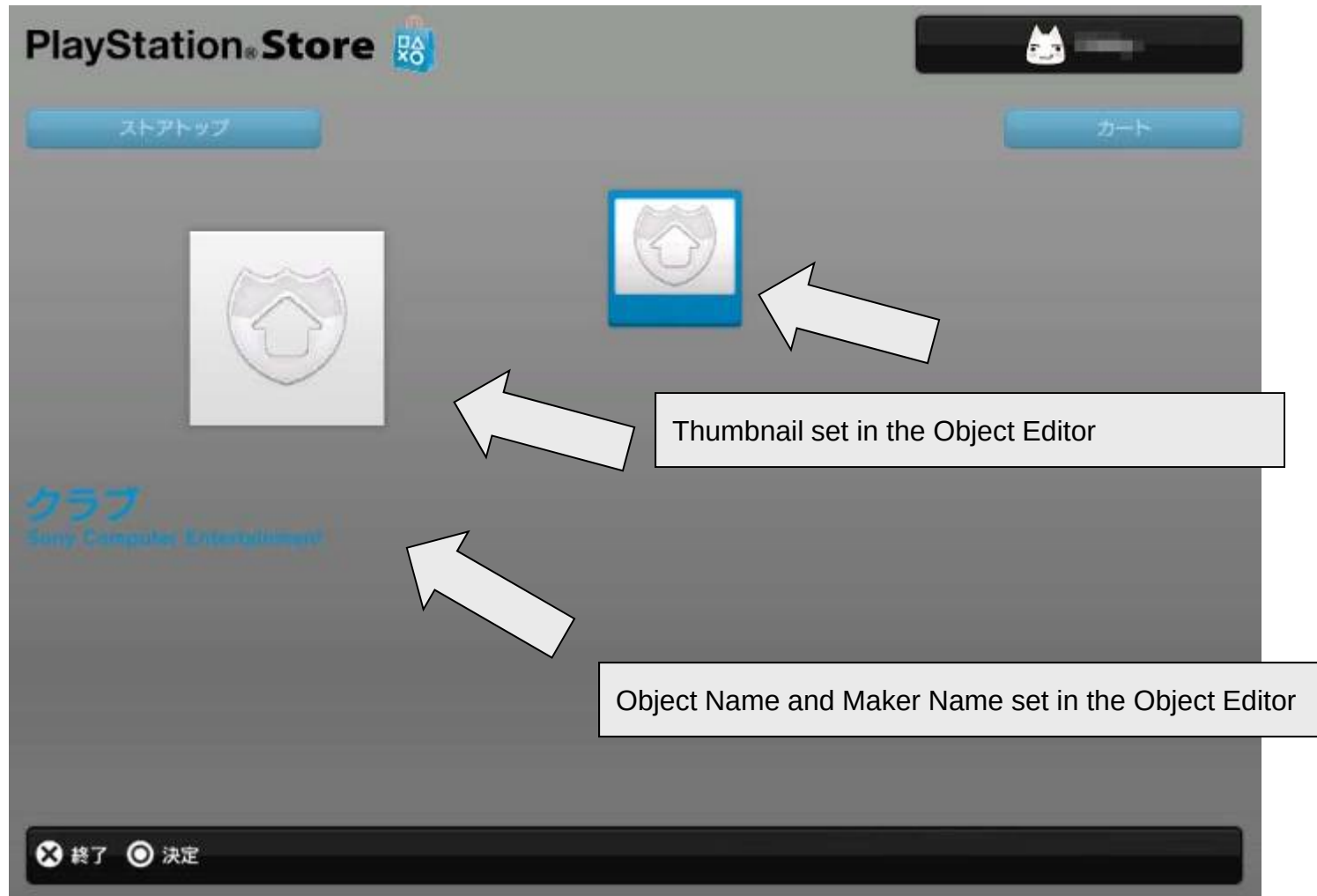
- ⏏ *Please choose the one of the following types, and place the logo to the center of the image as large as possible.*
(Please ask regional SCE if you are not sure.)
 1. *Game Title Logo*
 2. *Franchise Logo*
 3. *Company Logo*
 4. *Brand Logo*

** Company “Name” set in the Object Editor will be displayed in the Item Detail Screen, so, it is not necessary to show a company logo for the category image.*

- ⏏ *The upper and lower 13 pixels will be covered by chip object in the World Map.*



How Commerce Item's information will be displayed (1)



How Commerce Item's information will be displayed (2)

PlayStation®Store

ストアトップ カート

クラブ
Sony Computer Entertainment

¥500

クラブを購入することで、クラブを作成・運営できるようになります。
クラブを作成するとクラブハウス（ベーシック）を利用する事ができます。
また、別売りのプレミアム・クラブハウスもご提供する予定です。

クラブは、30日ごとに継続利用の為に費用が発生するアイテムです。
ただし、オープンβサービス開始を記念して、最初の30日分の費用だけで2009
春（予定）までは継続して利用することができます。

※キャンペーンの終了時期、終了後の継続利用手続きについては、その30日前ま
でにログイン時の「お知らせ」や公式サイトなどでお知らせ致します。
キャンペーン終了後も継続してご利用になる場合、その費用は自動的にウォ
レットから引き落とされず別途手続きが必要になります。あらかじめご了承
ください。
今回購入する事で、継続の為に費用が自動的に引き落とされる事はありません
のでご安心下さい。

カートに入れる カートを見る

閉じる 決定

Price set in PlayStation®Store System

Object Name and Maker Name set in the Object Editor

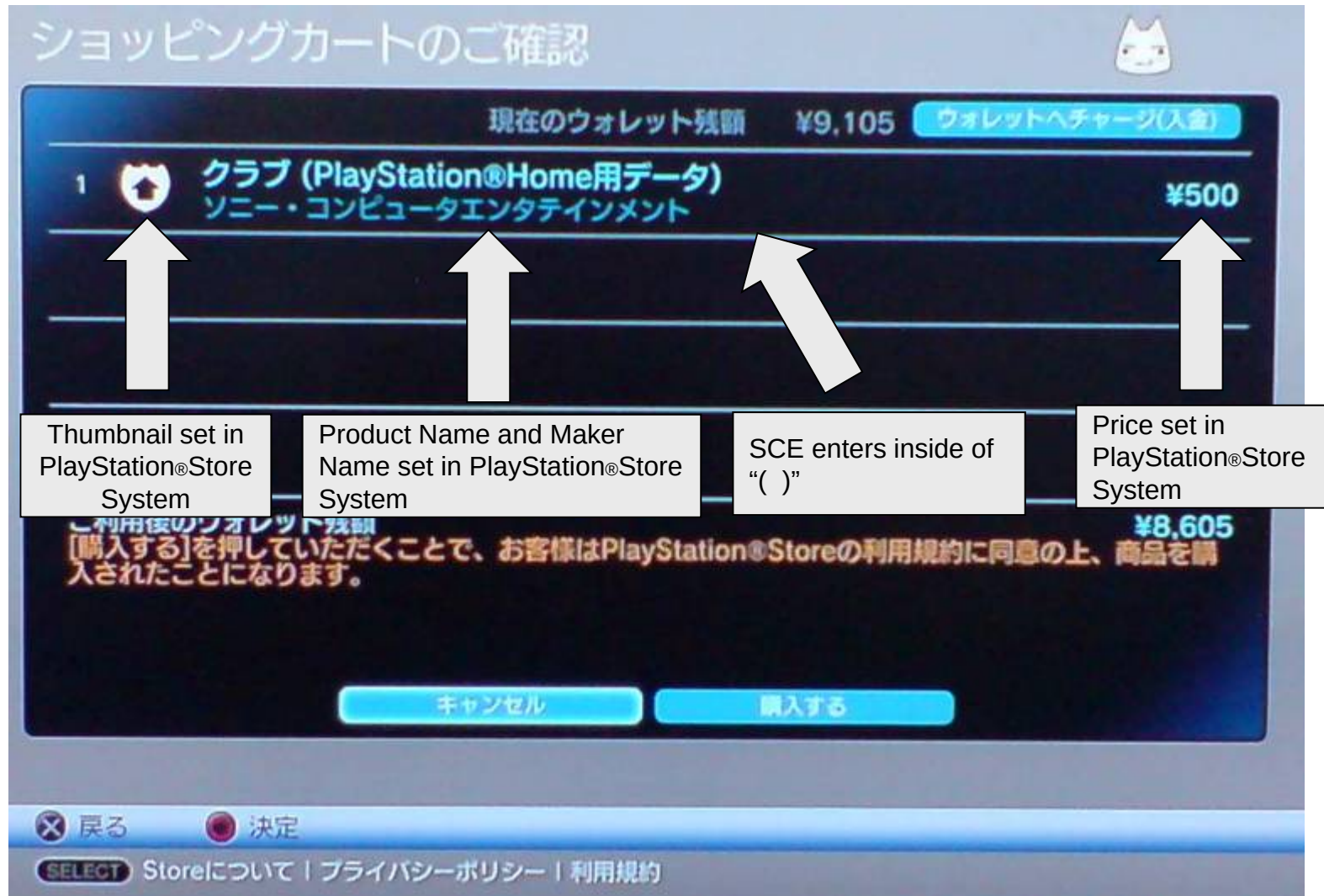
Object Description set in the Object Editor

From HDK1.3, if you type “\n”, then, a line-break will be inserted.

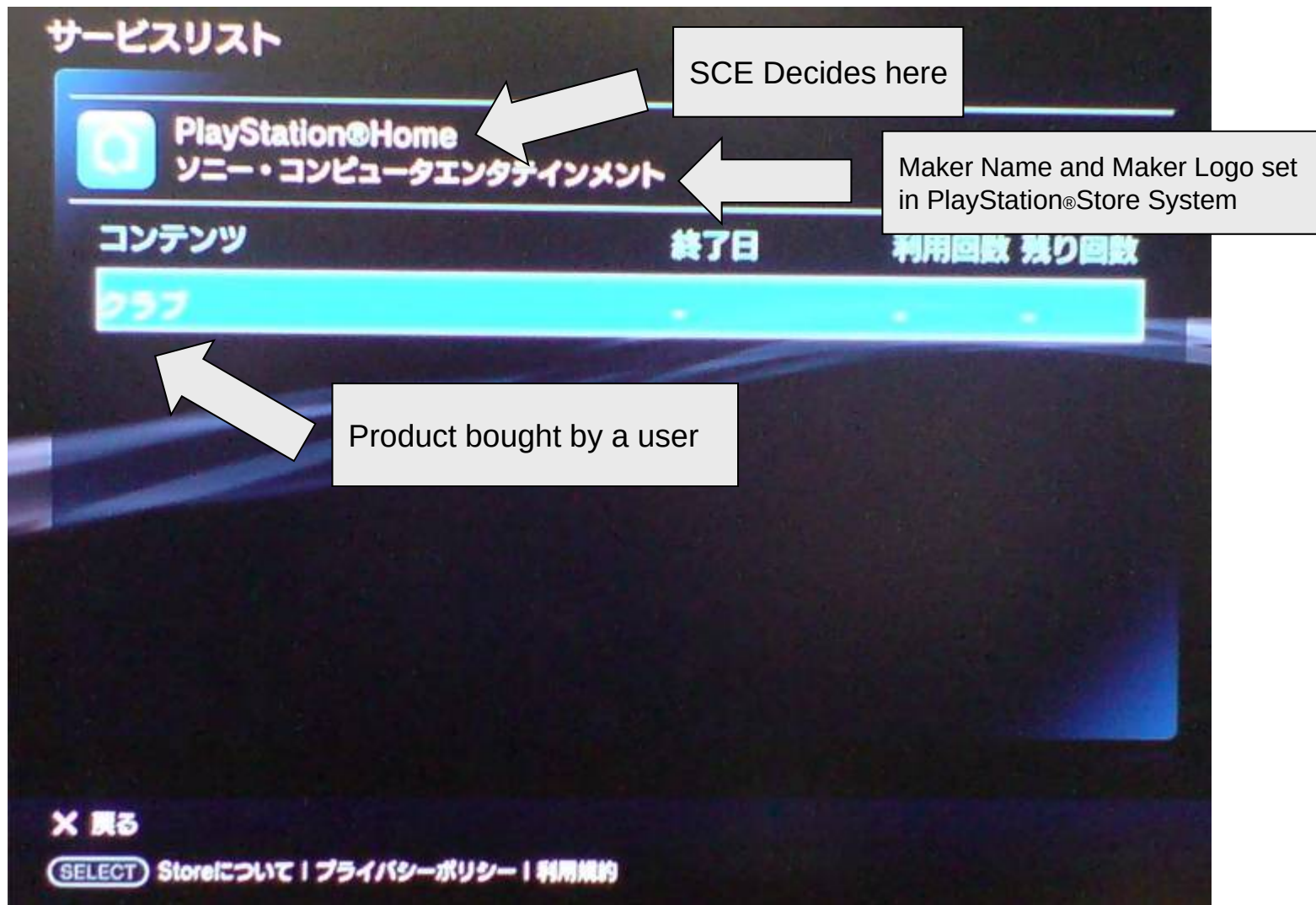
How Commerce Item's information will be displayed (3)



How Commerce Item's information will be displayed (4)



How Commerce Item's information will be displayed (5)



How Commerce Item's information will be displayed (6)

Purchase history in Menu PAD.



Bundled Sale

- ⓘ *If you want to sell Torso and Legs at the same time, you have to set PlayStation®Store ID properly.*
- ⓘ *Sell a dummy object, and give multiple objects which has the same entitlement_id as the dummy object.*
 - *How to create a dummy object*
 - *Please create an object without setting any component or resources.*
 - *How to set PlayStation®Store ID*
 - *Please submit “Commerce Item PlayStation®Store ID & Rating Request Form” to SCE.*
- ⓘ *You cannot sell individual objects which is set to “Bundled Sale.”*
- ⓘ *HDK1.3 supports preview in PlayStation®Store UI, but object which is set to “Bundled Sale” cannot be previewed.*
- ⓘ *Please ask regional SCE on “Bundled Sale.”*



Difference between composite clothing, clothing collection, and clothing for “Bundled Sale”

	<i>Composite Clothing</i>	<i>Objects for Bundled Sale</i>
<i>Number of object</i>	<i>1</i>	<i>Multiple</i>
<i>Memory Limit</i>	<i>Sum of occupied category e.g. Memory limit for a Composite of Torso(1196KB)+Legs (1217KB)will be 2413KB</i>	<i>Memory limit will be applied object by object. e.g. memory limit for a “Set Objects” of Torso + Legs will be 1196KB for Torso, and 1217KB for Legs.</i>
<i>Entitlement_id</i>	<i>Set an entitlement_id to the above object.</i>	<i>Set an entitlement to a dummy object, and sell it. Set the same entitlement_id to objects you want to give users with the dummy objects.</i>
<i>How to change clothing</i>	<i>All at once Cannot change partially later</i>	<i>One by one</i>
<i>Preview</i>	<i>Supported</i>	<i>Unsupported</i>

※Clothing Collection is removed from HDK, and won't be implemented in the future.



About Quick Purchase

🏠 *The followings are advantages of using Quick Purchase*

- *You can create your original UI to sell your items.*
- *Checking process after purchasing will be shortened.*

🏠 *Because of legal concern, you MUST include the following information when you use Quick Purchase*

- *Required: PlayStation®Store logo, Maker Name, Product Description, Thumbnail, and Price*
- *Ratings are not legally required; however, if your scene or mini-game are not set age ratings, showing ratings are highly recommended.*
 - *As long as your item's rating is set in PlayStation®Store, users cannot buy the product.*



Object Name, Description, and Thumbnail for a Bundled Sales (1)

- ◇ *When you input object name for a dummy object, please follow the rule below.*
 - *Include "Set," "Pack," or other word so that a user can understand it's a bundled sale.
e.g.) *** Costume Set, *** 3 T-Shirts Pack*
 - *If it is obvious that the dummy object contains multiple objects, the above word is not needed.
e.g.) One Pease = One Peace (Torso) + One Peace (Legs)*
- ◇ *Please include thumbnails of all objects in the thumbnail of the dummy object as large as possible.*
 - *If difficult, please be consulted by regional SCE.*



Object Name, Description, and Thumbnail for a Bundled Sales (2)

🏠 *Please input the following texts so that what is included in the Bundled Sale.*

- *If only clothing*

This bundled sale contains the following items for avatar customization.

- Product Name (Category Name)
- Product Name (Category Name)

* Each items will be placed in specified categories in “Customize Character” menu.

- *If only furniture*

This bundled sale contains the following items for apartment customization.

- Product Name (Category Name)
- Product Name (Category Name)

* Each items will be placed in specified categories in “Furniture” menu.

- *If clothing + furniture*

This bundled sale contains the following items.

- Product Name (Category Name)
- Product Name (Category Name)

* Each items will be placed in specified categories in “Customize Character” and “Furniture” menu.



About PlayStation®Home Rewards

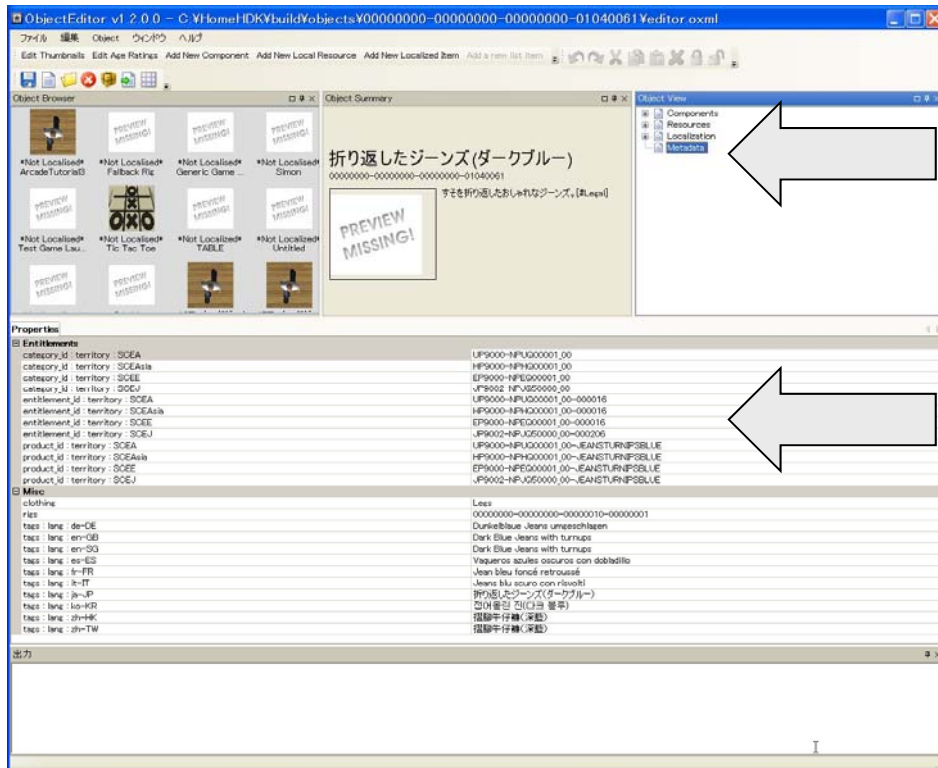


Where to enter PlayStation®Home Reward Info

entitlement_id of Metadata field in the Object Editor

- **AUTOMATIC_REWARD**
 - *Given in PlayStation®Home: The reward item will be given immediately.*
 - *Given in PlayStation®3 Game: The reward item will be given when a user logged in to PlayStation®Home.*
- **LUA_REWARD**
 - *The reward item will be given through a LUA script.*

🔔 Please left blank if you do not wish to give rewards to users in a specific regions unexpectedly.



Metadata

entitlement_id
The other IDs must
be blank.

Reward Items

- PlayStation®Home Rewards you obtained will be shown Personal > Reward Items.
- Object Description will be shown in “About” in each Reward.



Reward Items



About





Active Item



About Active Item

🏠 *Only 2 Active Items can be placed at the same time*

🏠 *You must set the following texts to the end of description for all **Active Items***

- This is an Active item. Active items provide more functionality than a normal furniture item. You may only place two Active items in your apartment or clubhouse at any time. Active items are provided under the following terms and conditions.





Companion Object



About the name of companion object



- 🏠 You can set multiple candidates of display names for a companion object (the name is similar to pet's name)
 - Please refer Chapter19, Companion Objects > The configuration.xml in HDK_Object_Editor_User_Guide to learn how to set the candidates.
 - The display name will be randomly selected and set when a player used the object first time.
 - You can set just 1 name, if you want.
 - When you created a companion object by Wizard of Object Editor, a configuration.xml file with default display names will be automatically created. You must change the default names after the creation.





Network



Notes on Network Issues (1)

⏏ Required Network Speed to play PlayStation®Home

Required : 512kbps(64KB/s)

Recommended : 1Mbps(128KB/s)

- *Download speed at 1Mbps*

Data Size	Download Time
50MB	400sec (6.6min)
100MB	800sec (13.3min)
150MB	1200sec (20.0min)
200MB	1600sec (26.6min)

- *% of users whose Network Speed is less than the recommendation.*

Region	% of Users who uses less than 1 Mbps (approximate)
Japan	6.4%
America	17.6%
Europe	13.4%

※*It will take extra time to download other data like Avatar clothing.*

You must be careful on Data Size and period of playing movies if you want users to download a movie and play it at specific time.

Notes on Network Issues (2)

- ⚡ *When your LUA script downloads and uses a XML file in which certain parameters are written to control the script, you must secure data transferring. Otherwise, your script will be a security hole.*
 - e.g.
 - *Object ID of PlayStation®Home Rewards written in the XML*
 - *ANY PlayStation®Home rewards can be obtained if the XML is overwritten at a Proxy Server.*
 - *Flags to turn on/off game setting*
 - *Modes/events you don't want to reveal will be activated at a Proxy Server.*

⚡ Solutions

- *Write parameters into LUA codes*
- *Package XML files into Game Data*
- *Check User Agent to prove the access comes from PlayStation®3*
- *Use https*
- *Use NP Ticketing to authenticate the client*
- *Get a data from CGI program, rather than a file.*

