

Requirements for Communicating with External Servers

Sony Computer Entertainment America

About This Document

- This document conveys the requirements necessary to ensure an External Server setup to communicate with content on PlayStation®Home meets SCEA's policies and procedures.
- External Servers must be managed, hosted, and secured by PlayStation licensed developers only.
- All external servers providing content or data (services) to PlayStation®Network users provide such services as an extension of PlayStation Network and are bound by its terms of service and user agreement.

Topics Covered

1. SCEA Policies for using External Servers
2. Network Platform (NP) Services provided by SCE
3. Registering your NP Services
4. Content Release Flow Checklist

1. SCEA Policies for using External Servers

1. SCEA Policies for using External Servers (1)

- Various requirements must be met before you may connect your Home content with your external server and services.
- Only PAID content may utilize NP Services.
- Indicate the use of any NP Services in your Engagement Summary.
- All services are listed in the TRC and other appropriate submission documents.

1. SCEA Policies for using External Servers (2)

- Sensitive information communicated between PlayStation®Home content and an External Server must be
 - Authenticated with NP Ticketing
 - Secured through HTTPS
- Sensitive Information includes
 - Basic information (PSN Online ID, country/region, age, language, etc.)
 - Player profile (Online Name, Avatar, etc.)
 - Entitlement information (rights, etc. purchased in the PlayStation®Store)
 - Friend list, presence, or other information of a personal or private nature
- Other insensitive information does not conform to these restrictions
 - E.g. metrics

1. SCEA Policies for using External Servers (3)

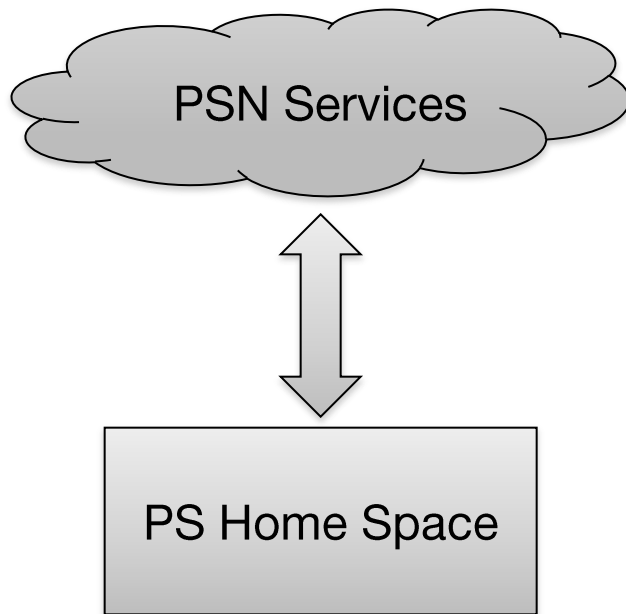
- Certain sensitive information, namely the PSN Online ID, may be communicated in the clear when not associated with other personally identifiable information
- Use this to send Leaderboard data, Metrics, etc. without HTTPS
- Contact SCE via Home DevNet support issue with any questions

2. Network Platform (NP) Services provided by SCE

2. Network Platform (NP) Services in HDK 1.55+

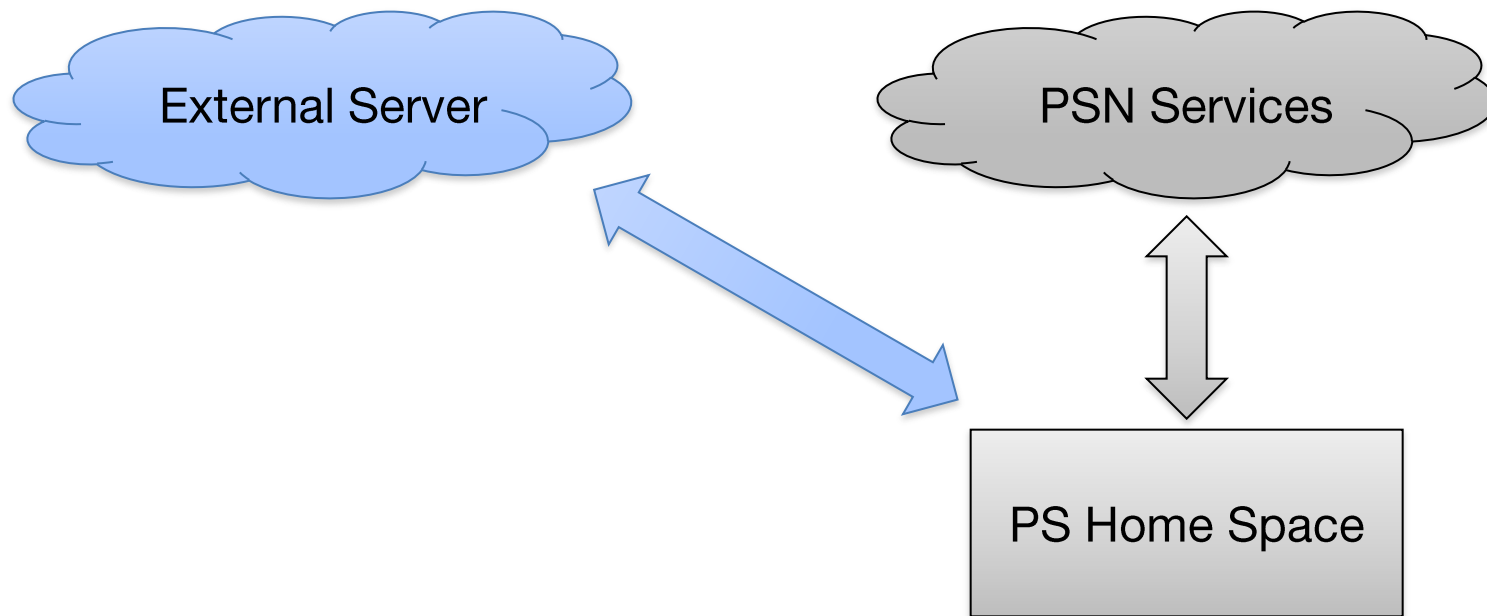
Service	Accessibility	Relevant Documentation
Trophy	Read Only	PS Home - Using NP Services v1.55.pptx
Ranking	Read/Write	
Title User Storage (TUS)	Read Only	
Commerce Entitlements	Read Only	
Authentication	Read Only	This document

2. Expected connection to NP Services (1)



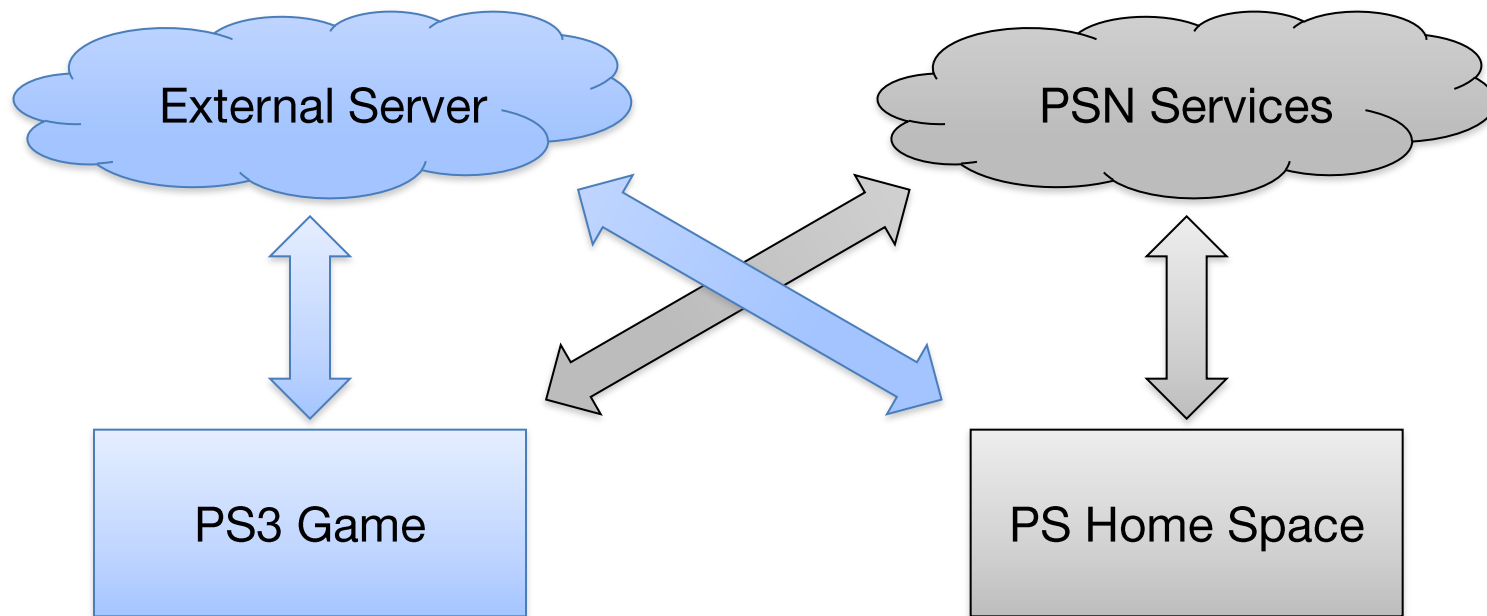
- Accessing NP Services from a Lua Script in PS Home.
 - NP Entitlements (Read Only)

2. Expected connection to NP Services (2)



- Communicate with an External Server using NP Services from a Lua Script in PS Home
 - NP Entitlements (Read Only)
 - NP Ticketing (Read Only)

2. Expected connection to NP Services (3)



- Collaborate with a PS3 Game via an External Server using the same NP Service ID from a Lua Script in PS Home
 - NP Entitlements (Read Only)
 - NP Ticketing (Read Only)

3. Registering your NP Services

3. Registering your NP Services

- Registering for NP Services is two-step process that can happen at the same if you have already requested your Title ID

3.1 Register your Home Title

3.2 Register for Authentication (NP Ticketing)

3.1 Register your Home Title (1)

- Submit a Home DevNet support issue to acquire your Title ID
- Register your Home Title using the provided Title ID
 - <https://ps3.scedev.net/psn/>
 - Note: For Home-only Licensed Developers who do not have access to PS3 DevNet, SCEA will register your NP Services on your behalf
- Number of Title IDs
 - The number of issuable Title IDs depends on each regional SCE's policy and operation flow
 - SCEA requires one Title ID per game / scripted content if that content communicates sensitive data with an external server
 - Note: Only one authentication service (NP Ticketing) may be registered with a Title ID

3.1 Register your Home Title (2)

Product Information

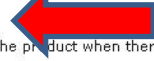
A product is a specific, shipping (or soon-to-be-shipping) piece of code that is published for a particular region. Most titles will have more than one product: such as the game in various languages, demos, level packs, etc.

Once you have chosen a product type - game, demo etc. - you cannot change it later. If you are just testing, please choose the 'Test' type.

* **Name** 
The full name of the product, which might contain language, type, and region information, e.g. Crack In Time Japanese BD game

Type 
A product's type determines which services it can use.

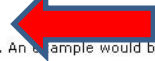
* **Region** ☒ SCEA ☐ SCEE ☐ SCEJ ☐ SCE Asia 
Please tell us in which region this product will be released

* **Short Name** 
This will be used to identify the product when there is not much space on the page.

Extra Information

☐ This is a standalone product, so the franchise and product share the product's name.
☒ This product is part of a franchise.

Franchise name ☒ 
A franchise represents a series of titles, e.g. God Of War.

Title name 
A 'title' belongs to a franchise and holds products. An example would be 'God Of War: Chains of Olympus'.



* denotes required field

- Start in PS3 DevNet, select
 - “PlayStation@Network”
 - “Start here”
 - “Add a new product.”
- Product Information
 - Name: Enter “PS Home – “ + “ Game Name”
 - E.g. PS Home – The name of my game!
 - Type: Select “Game”
 - Region: Select the region that gave you your Title ID
 - Short name: This is automatically created for you
- Extra Information
 - If registering the first product in a franchise, select the second option. If you do not know, select the first option.
 - Franchise name: Select the name from the drop-down box if the franchise exists, otherwise enter it here.
 - Title name: Copy / paste the product name from above.
 - Select “Choose services”
- Note: Enter all information where possible, it will speed-up the registration process.

3.1 Register your Home Title (3)

Product: PS Home - The name of my game: the sequel - Step 2 of 2: Select and Configure Services for this Product

Add and configure new services to this product

Publisher - Publisher of your product. Valid publisher name is required for setting up Service ID services, e.g. Commerce, Patching, Ticketing, etc. Publisher is also required, in the future, for your products to be submitted to FQA.

☒ My own company **SCEA**, is publishing this product in the SCEA region

☐ SCEA

☐ Other Full name of the publisher

Title ID - The official SCE title ID that uniquely identifies the product. A Valid Title ID is required for setting up some types of service. Until you enter a title ID some services will be disabled.

NPUR00000_00

E.g. NPEA01234_00. It is required for a Service ID to be generated for this service.

Services selection

Please select the services you need for your product from the list below.

'Commerce (Regional Store)' is required for PSN packages downloadable via the Regional Store.

☐ **NP Basic** - Service to enable platform recognition of user accomplishment.

☐ **Trophy** - Service to enable platform recognition of user accomplishment.

☐ **Commerce (Regional Store)** - Service to provide games and additional content from the PlayStation@Store.

☐ **Ticketing** - Service to enable connection to external platform services (such as In-game advertising).

☐ **Patching** - Title update and data addition/replacement service.

☐ **Commerce (Title Store)** - Service to provide additional content with scope limited to one title.

☐ **Ranking** - User scoreboard service.

☐ **Matching2** - User matchmaking and lobby service.

☐ **Title Small Storage (TSS)** - Storage service with limited space allocated to a title.

☐ **Title User Storage (TUS)** - Storage service with space allocated for each user.

☐ **Clan** - User grouping and challenge service.

☐ **Ranking Log** - Service to export Ranking service data (e.g. for website usage). (Only enabled if Ranking is selected.)

☐ **Title User Storage (TUS) Log** - Service to export Title User Storage data (e.g. for website usage). (Only enabled if TUS is selected.)

☐ **Mediated** - Service layer to enable connection to external platform services (such as In-game advertising).

☐ **Server to Server (S2S)** - Service to allow your website to communicate with the PlayStation@Network.

[Configure selected services](#) Please select at least one service to continue.

If you don't have the service details, you can configure them later. [Visit the product overview page.](#)

- Publisher and Title ID

- These will be entered later.

- Services selection

- “Ticketing” cannot be configured now, this will be done later.
- Uncheck “NP Basic” and “Trophy” as these services cannot be used.

- Click the “Visit the product overview page” link to continue.

3.1 Register your Home Title (4)

Product: PS Home - The name of my game: the sequel - Overview

Title: PS Home - The name of my game! (Test) [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product: PS Home - The name of my game: the sequel [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product notices

- Product registration is not completed yet. Until you fill out the following fields, it cannot enter QA. [Edit them here.](#)
 - Title ID (Product code)
 - Publisher info
 - QA master submission date
 - Scheduled release date
- Add and configure some services.
- Currently only product creator and administrators have access to this product. Configure product access.

Related products

Short Name	Services	Views	Admin views
PH-TNOMGTSGameUS	No services configured		Access
TNOMGGameUS	No services configured		Access

Actions

Want to add a new product to this title? We will guide you through the process. [Add a new product](#)

Have a question? [Ask a question](#)

Add and configure a new service for this product. [Add a new service](#)

Product info [Edit](#)

Title: PS Home - The name of my game! (Test)

Product name: PS Home - The name of my game: the sequel (PH-TNOMGTSGameUS)

Region: SCEA

Product type: Game

Services: We found that no services are configured for this product.

Service sets

Primary service sets - Services
This product does not have any primary service sets.

Shared service sets - Services
This product does not have any shared service sets.

Product info [Cancel edit](#)

Title: PS Home - The name of my game! (Test)

Product: PS Home - The name of my game: the sequel

Product type: Game

Product short name: PH-TNOMGTSGameUS

Title ID (Product code):
E.g. NPEA01234_00. It is required for a Service ID to be generated for this service.

Publisher: ☐ My own company SCEA, is publishing this product in the SCEA region
☐ SCEA Full name of the publisher

QA master submission date:

Scheduled release date:

[Submit](#)

- Product Info

- You may edit your product's info, including the Title's name, at any time.
- Select the “Edit them here” link.

- Publisher

- Select “My own company...” if you are self-publishing. Otherwise choose “Other” and enter your Publisher's name.

- Title ID

- Enter the Title ID you received from SCEA.

- QA and Release dates

- Add the “QA master submission date” and “Schedule release date” to your product.
- This is useful information to have when SCE register your NP Services.

3.2 Register for Authentication (NP Ticketing) (1)

Product: PS Home - The name of my game: the sequel - Overview

Title: PS Home - The name of my game! (Test) [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product: PS Home - The name of my game: the sequel [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product notices

- Product registration is not completed yet. Until you fill out the following fields, it cannot enter QA. Edit them here.
 - Title ID (Product code)
 - Publisher info
 - QA master submission date
 - Scheduled release date
- Add and configure some services.
- Currently only product creator and administrators have access to this product. Configure product access.

Product info [Edit](#)

Title: PS Home - The name of my game! (Test)

Product name: PS Home - The name of my game: the sequel (PH-TNOMGTSGameUS)

Region: SCEA

Product type: Game

Services: We found that services for this product are not configured.

Related products

Short Name	Services	Views	Admin views
PH-TNOMGTSGameUS	No services configured		Access
TNOMGTSGameUS	No services configured		Access

Actions

Want to add a new product to this title? We will guide you through the process. [Add a new product](#)

Have a question? [Ask a question](#)

Add and configure a new service for this product. [Add a new service](#)

Service sets

Primary service sets - Services for this product

This product does not have any primary service sets.

Shared service sets - Services for this product

This product does not have any shared service sets.

Actions

Want to add a new product to this title? We will guide you through the process. [Add a new product](#)

Have a question? [Ask a question](#)

Add and configure a new service for this product.

[Add](#) [Cancel](#)

----- Select a service -----

- NP Basic
- Trophy
- Commerce (Regional Store)
- Ticketing**
- Patching
- Commerce (Title Store)
- Ranking
- Matching2
- Title Small Storage (TSS)
- Title User Storage (TUS)
- Clan
- Mediated
- Server to Server (S2S)

- Press the “Add a new service” button.
- Select “Ticketing”.
- Press the “Add” button.

3.2 Register for Authentication (NP Ticketing) (2)

Adding a Ticketing service

The Ticketing service allows an application to request credentials, as well as any application-specific service entitlements, for the currently logged in PSN user. This service is required when using an online service from outside PSN that needs to identify a particular user.

Configure your new Ticketing service

PGP key

This service requires a PGP key, which we will use to encrypt the passphrases and IDs necessary for this service.

The public key should look similar to the following:

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
WqpUziBS7XmsMmojMiLoIMZSKNew8hlgMjMLLn9Kwd61SBa0hK3eNH4AySySuFnm
L1ljcxh0Vn81m+rYKtHQRzFf0f2CbJc7CWsGd12ZJ5oenW+mqYrrGKMCC7Ktn3yL
...
fv0Xxman0obbAMvkhfEvBTDCZLkF8Md/VvSdXfNNj16IEdh+0zqswADBQf/eMaL
YN3k8H5YgKv3Qr5iFH8LrVtf/7qLWlcWliucOGPxLErgwBmdjIC8vP9aYoaab5z
jqCtpNP1DUw+Nv5+VYdjfd0+U/b2hIeJEAmf1d6FxBgtelycM8J3/vtx3kFSV7A
-----END PGP PUBLIC KEY BLOCK-----
```

* PGP key string

* denotes required field

* Authentication providers

This is the middleware or third-party network service used by your product. Note: If you only want a service ID for Authentication, you can use the same service ID across all regions that your title is released in. If you are not using a middleware network service and wish to use your own servers for ticketing please provide your PGP key.

* denotes required field

[Go back to the previous step.](#)

- PGP key

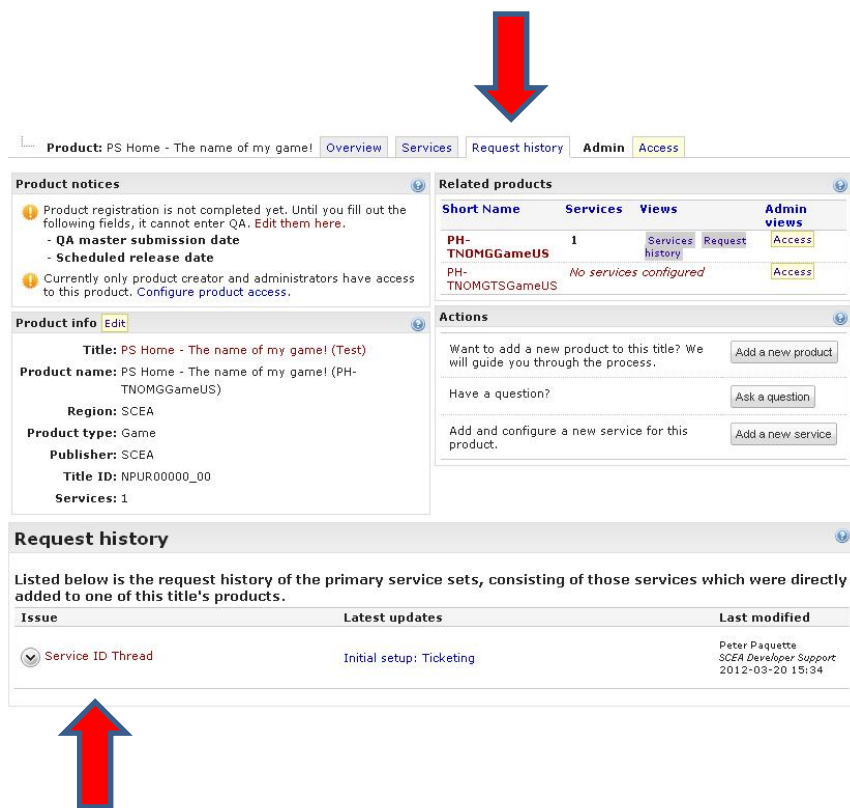
- http://en.wikipedia.org/wiki/Pretty_Good_Privacy
- Use Gpg4win, or another tool, to generate your public / private key pair. <http://www.gpg4win.org/> DO NOT LOSE YOUR PASSPHRASE!
- Your PUBLIC key will be used to encrypt a cipher used by the Ticket Checking Module (TCM) to decrypt the NP Ticket you send to your server.
- See the NP Ticket Checker Module documentation for more info: https://ps3.scedev.net/projects/np_sdk/

- Authentication Provider

- Input the name of your provider here if using a 3rd party service.
- Otherwise, enter the name of the Publisher or Developer hosting the server.

- Press the “Submit your request” button.

3.2 Register for Authentication (NP Ticketing) (3)



The screenshot displays the SCE Developer Support interface for a product named "PS Home - The name of my game!". The "Request history" tab is selected, showing a table of request history entries. A red arrow points to the "Request history" tab, and another red arrow points to the "Service ID Thread" entry in the table.

Product: PS Home - The name of my game! | Overview | Services | **Request history** | Admin | Access

Product notices

- Product registration is not completed yet. Until you fill out the following fields, it cannot enter QA. Edit them here.
 - QA master submission date
 - Scheduled release date
- Currently only product creator and administrators have access to this product. Configure product access.

Product info | Edit

Title: PS Home - The name of my game! (Test)
Product name: PS Home - The name of my game! (PH-TNOMGGameUS)
Region: SCEA
Product type: Game
Publisher: SCEA
Title ID: NPUR00000_00
Services: 1

Related products

Short Name	Services	Views	Admin views
PH-TNOMGGameUS	1	Services history	Request Access
PH-TNOMGTSGameUS	No services configured		Access

Actions

Want to add a new product to this title? We will guide you through the process. [Add a new product](#)

Have a question? [Ask a question](#)

Add and configure a new service for this product. [Add a new service](#)

Request history

Listed below is the request history of the primary service sets, consisting of those services which were directly added to one of this title's products.

Issue	Latest updates	Last modified
Service ID Thread	Initial setup: Ticketing	Peter Paquette SCEA Developer Support 2012-03-20 15:34

- Your request for NP Ticketing will automatically create a new DevNet support issue for you.
- The request can be seen at any time by selecting:
“Request history” > “Service ID Thread”.
- Click the “Service ID Thread” now.

3.2 Register for Authentication (NP Ticketing) (4)

The following new service requests have been submitted:

Franchise name: *****
Title name: *****
Product name: *****
Product short name: *****
Region: SCEX
Publisher: *****
SCE Title ID: *****

The following services have been added:

Use Ticketing
Authentication providers: *****

For more details, please follow this link: https://ps3.scedev.net/psn/npids/id-*****/services/

This ID will be used in the following spaces.

Home Square (Home_Square)
Game Space (Game_Space_****_****)

Your configuration request for the Ticketing service has been completed.

Your Service ID has been registered: *****_*****_**

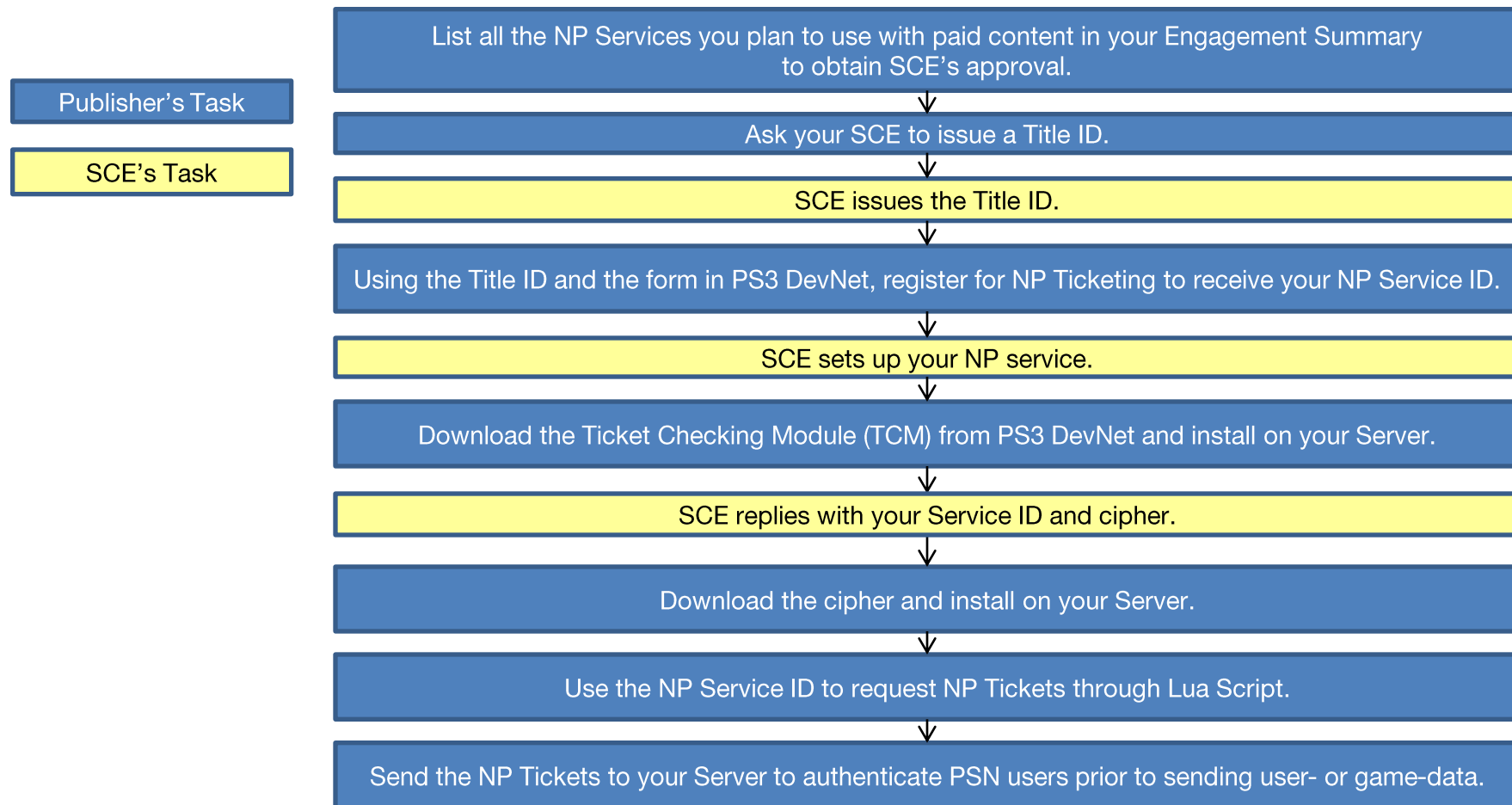
Attached is your cipher info.

[\[Download NPUQ00013_00.tcm.gpg\]](#) (1.3 KB)

- The following was automatically posted to the Service ID thread.
- Please post the Scene Names where you will use Ticketing.
 - This is for recording keeping purpose at SCE. Thank you for your cooperation.
- After SCE's internal process has been finished a reply to the thread will be sent. Download the cipher, decrypt using your PGP key, and install on your Server.
 - In your Lua Script use the NP Service ID issued to you to request a Ticket.
- If you want to share this ID with a developer from a different organization, please add sub-admins to your product.

4. Content Release Flow Checklist

4. Content Release Flow Checklist



Additional Information

Additional Information

- How to obtain Title ID
 - Submit a new issue on Home DevNet. <https://home.scedev.net/support/newissue>
- How to use PSN for NP Services
 - Please refer PS3 DevNet > Online SDK Documentation > PlayStation®Network.
 - Important: Learn the limitations and restrictions necessary to use NP Services.
 - Please feel free to ask any questions to Private Support in PS3 DevNet or PS Home DevNet.
- How to use NP Services in PS Home
 - Please refer HDK Help > “Home Systems and Services” > “Communication with PSN and Servers”
 - Please feel free to ask any questions to Private Support in PS Home DevNet.
- Please ask Private Support in PS Home DevNet for any other questions.

