

PlayStation®Home

Additional Setup Guide for Screens

Sony Computer Entertainment Inc.



Purpose

- ⏏ This document describes the additional process for creating screens within environments that can display media content(text images and video).





Adding Screens

Technical Information



Screen Types and Media Formats

🏠 *There are two methods for updating content.*

	Content update method	Movie playback method
Simultaneous Update	• Updating both a scene and media contents simultaneously. • Updating a Definition file to switch content. After updating end users need to download a space again	• Movie starts once it finishes downloading the media content file. • Downloaded content is cached and will be used until uploading new media content
Media RSS +HSM	• Use this method when content updates are more frequent than the method above. • Updating a definition file on your server.	• 2 methods: Streaming and caching.

※ These updating methods for media content describe how URLs should be assigned. Both methods can be utilized without changing URLs when overwriting media content directly. However, sometimes CDN could delay updating content, therefore end users may experience difficulty finding the latest media content available on PlayStation®Home.



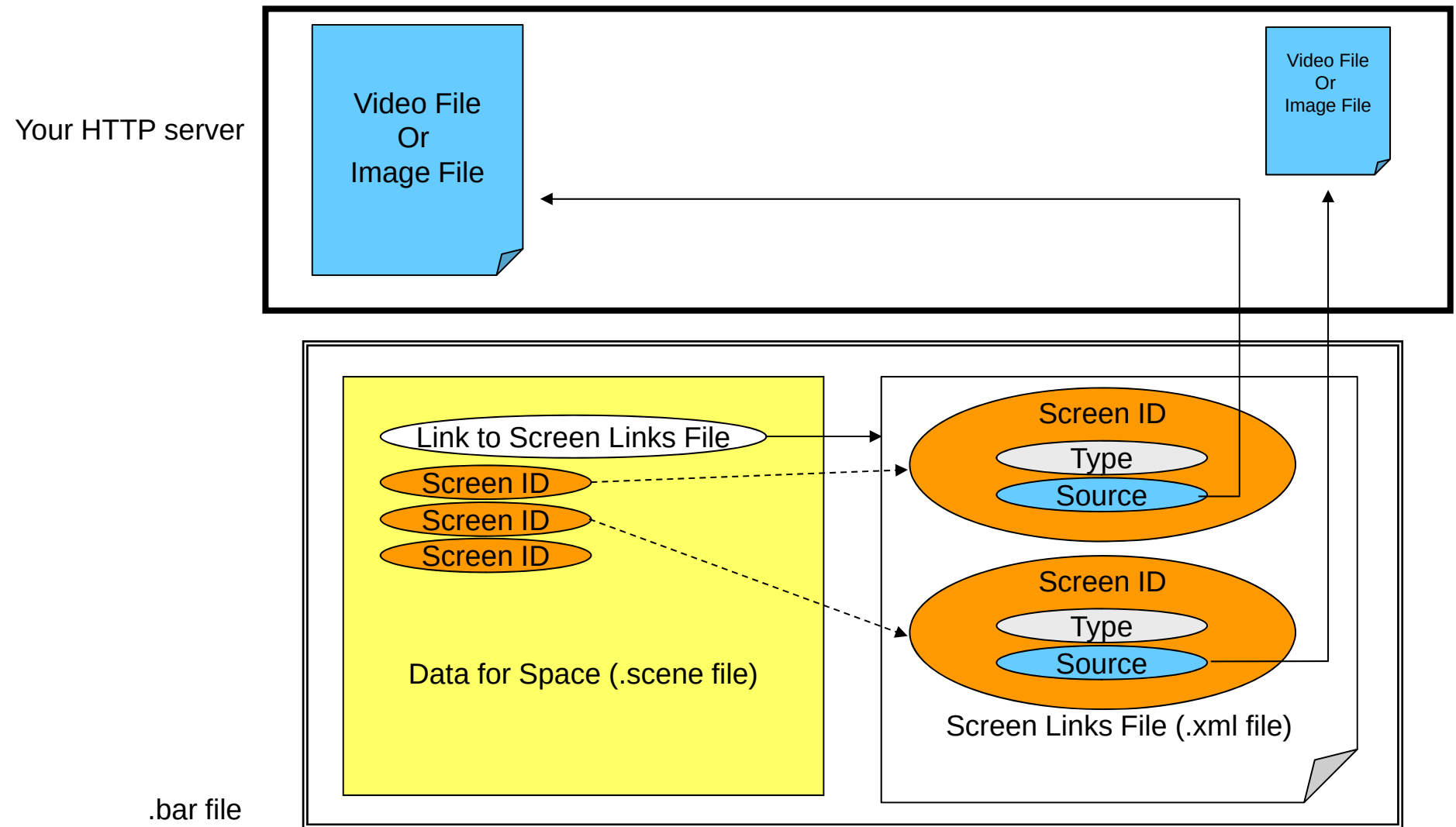


Type 1: Simultaneous Screen Content and Scene updates



Type 1:: Simultaneous Screen Content and Scene updates

Conceptual diagram



Type 1:: Simultaneous Screen Content and Scene updates

Setting up Movies and Images(1)

🏠 Add screens according to the instruction of HDK Help > Media > Screens

🏠 Assign parameters for each screen with Scene Editor

- Screen ID
- Adjusting Volume and Sound Emitter.

🏠 Edit/ Create a Screen Links File(XML)

- Create an xml file in "C:\HomeHDK\build\Screens"
- example

<SCREEN ID="ID edited in Scene Editor" >

<TYPE>Type</TYPE>

- Type Either "IMAGES," "VIDEO," or other type.

<SOURCE> URL to your server where content is stored.</SOURCE>

- You can run local files for debugging, although when submitting to SCE QA, the files can not be submitted for QA check.



Add a Screen Links File to a Scene

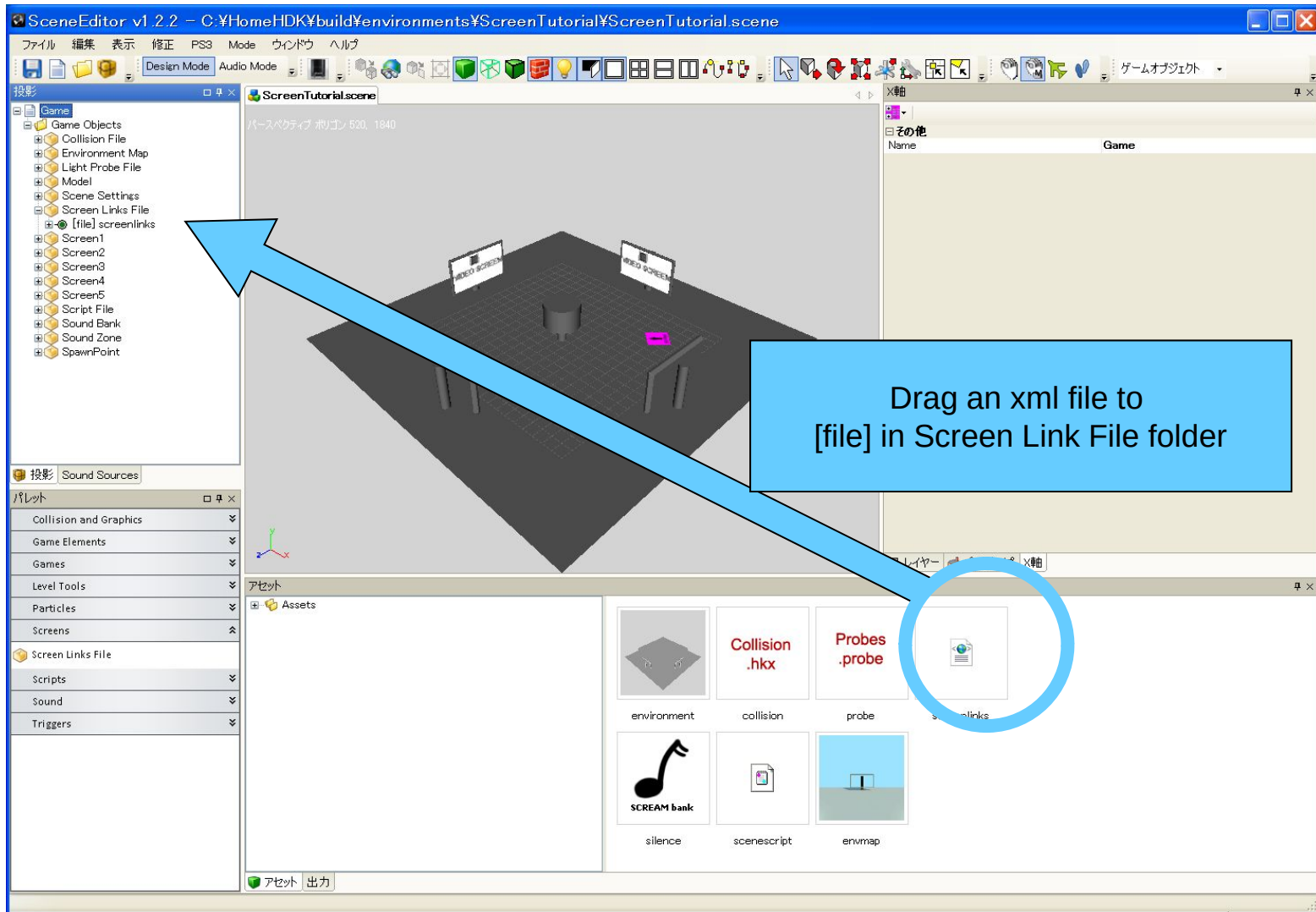
1. Open your scene in the Scene Editor.
2. In the Assets pane, right-click Add > Existing Asset. Then select your Screen Links file.
3. Expand the Palette > Screens folder and drag the 'Screen Links File' node to your Project >Game Objects folder.
4. Drag the Screen Links File from the Assets pane to the exposed file node. The node will turn green.(see next page)

 For further information, please refer [page 7 Conceptual diagram](#) and [HDK Help > Media > Screens](#).



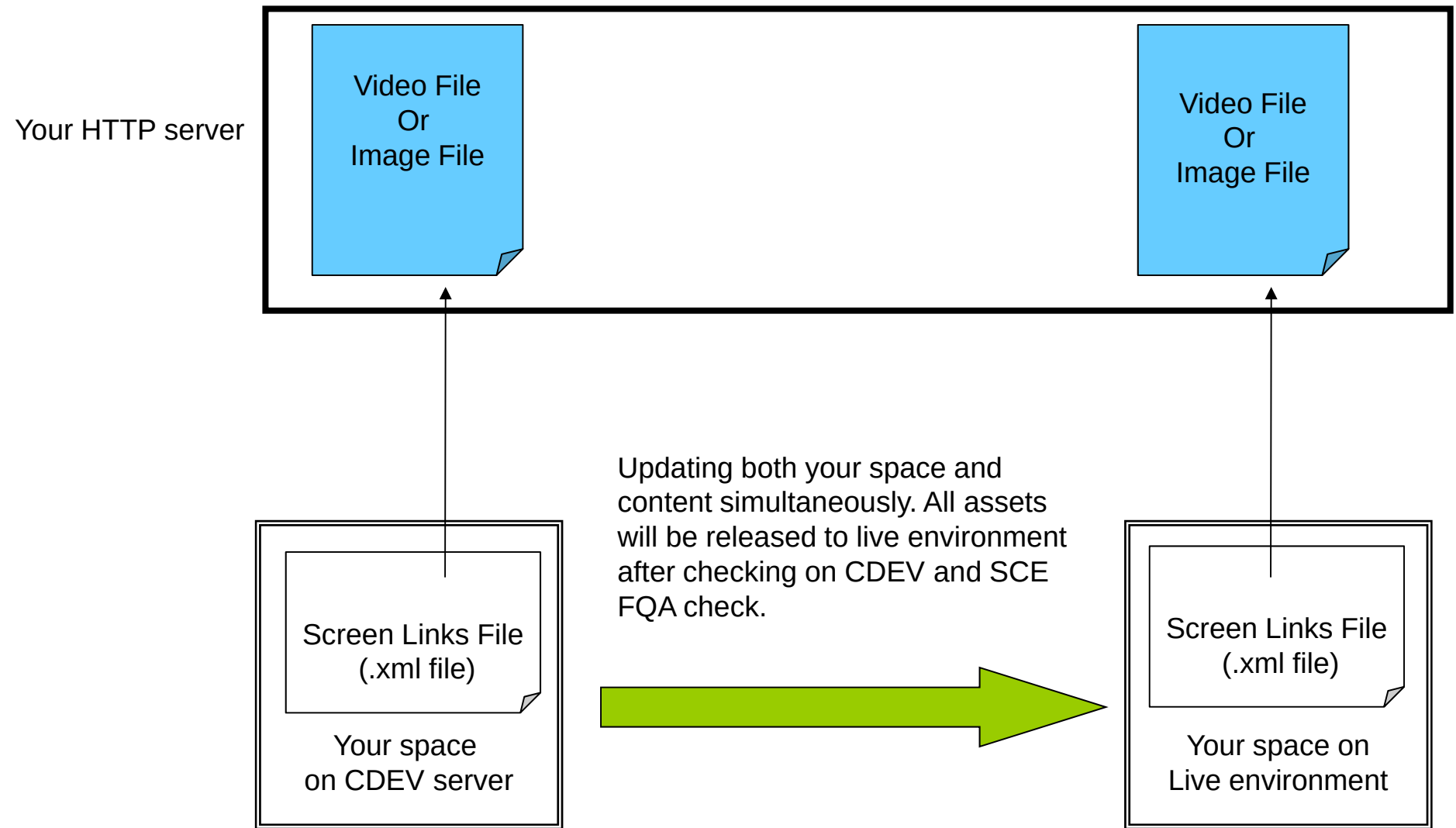
Type 1:: Simultaneous Screen Content and Scene updates

Setting up Movies and Images(3)



Type 1:: Simultaneous Screen Content and Scene updates

Testing your screen contents before releasing



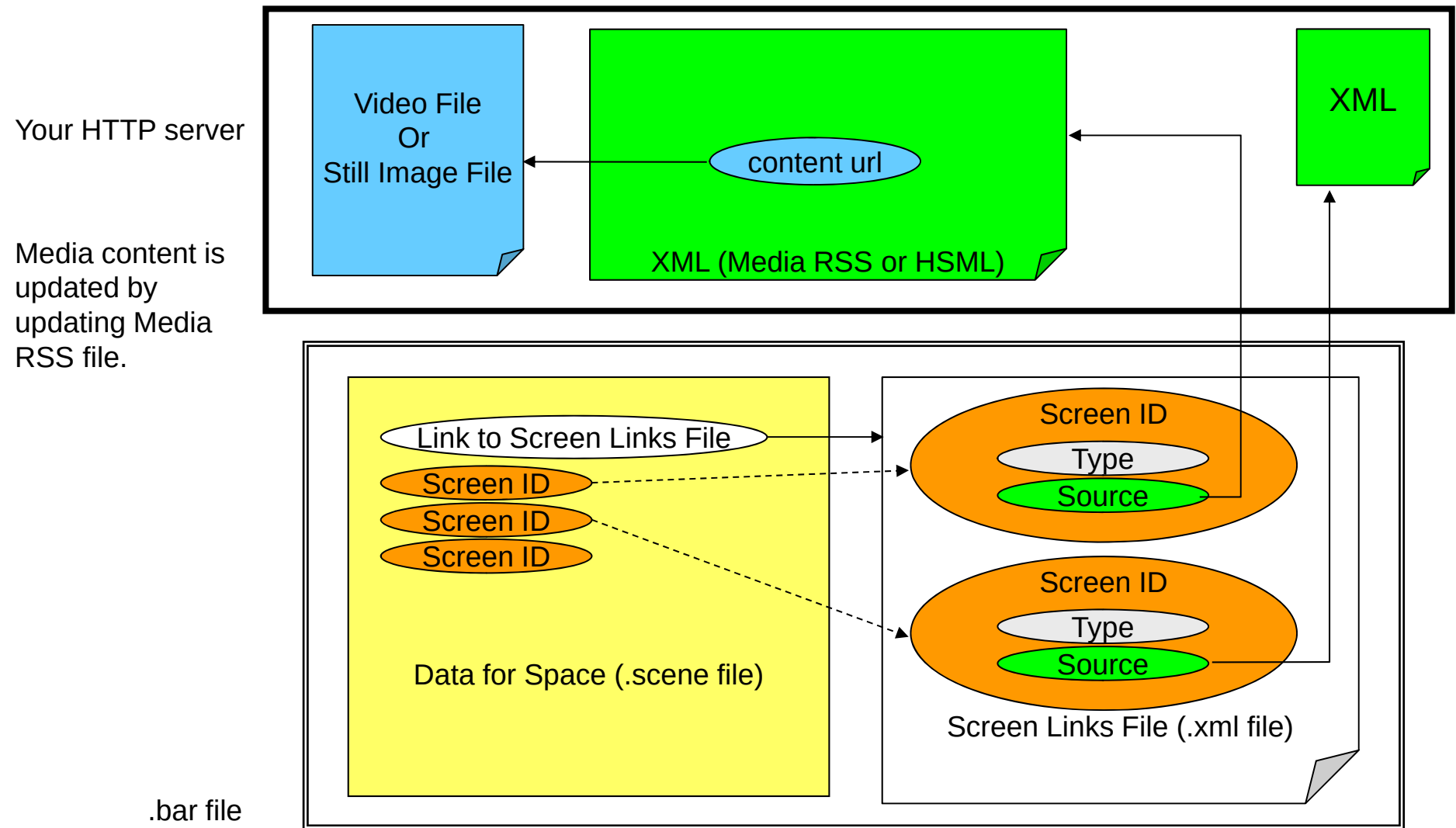


Type 2:Media RSS HSML



Type 2 Media RSS + HSML

Conceptual diagram



- 🏠 Add screens according to the instruction of HDK Help > Media > Screens
- 🏠 Configure screens in the Scene Editor
 - Screen ID
 - Adjusting Volume and Sound Emitter.
- 🏠 Add URLs in an XML file for Media RSS/HSML on your server
 - Screen content can be modified by editing the XML file.



🏠 Edit/Create a Screen Links File(XML)

- Create an xml file in C:\HomeHDK\build\Screens"

example

```
<SCREEN ID= "ID edited in Scene Editor" >
```

```
<Type>TYPE</TYPE>
```

- TYPE: Either MEDIA RSS or HSML

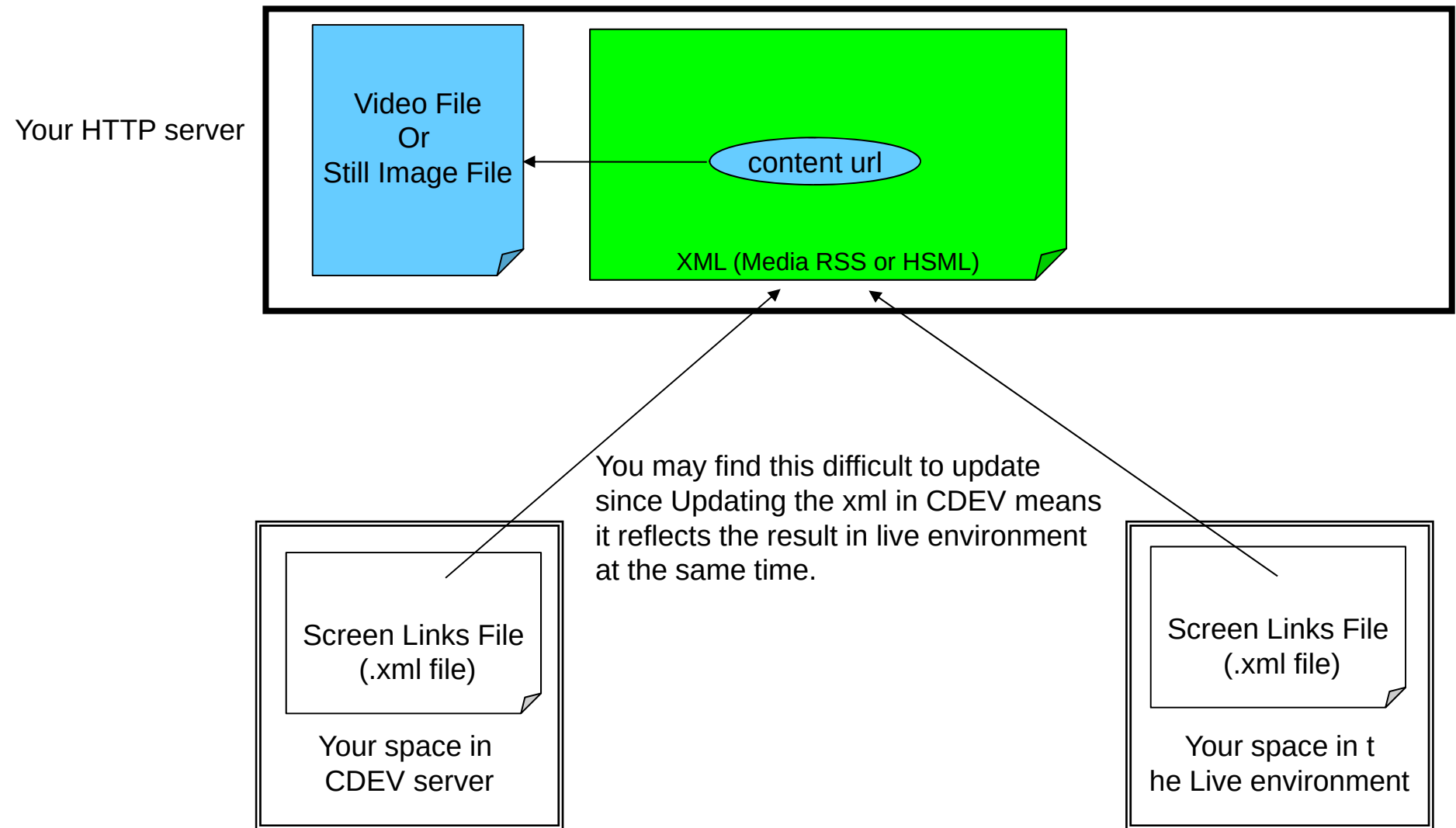
```
<SOURCE> Content URL in your server</SOURCE>
```

🏠 Add a Screen Links File to a Scene

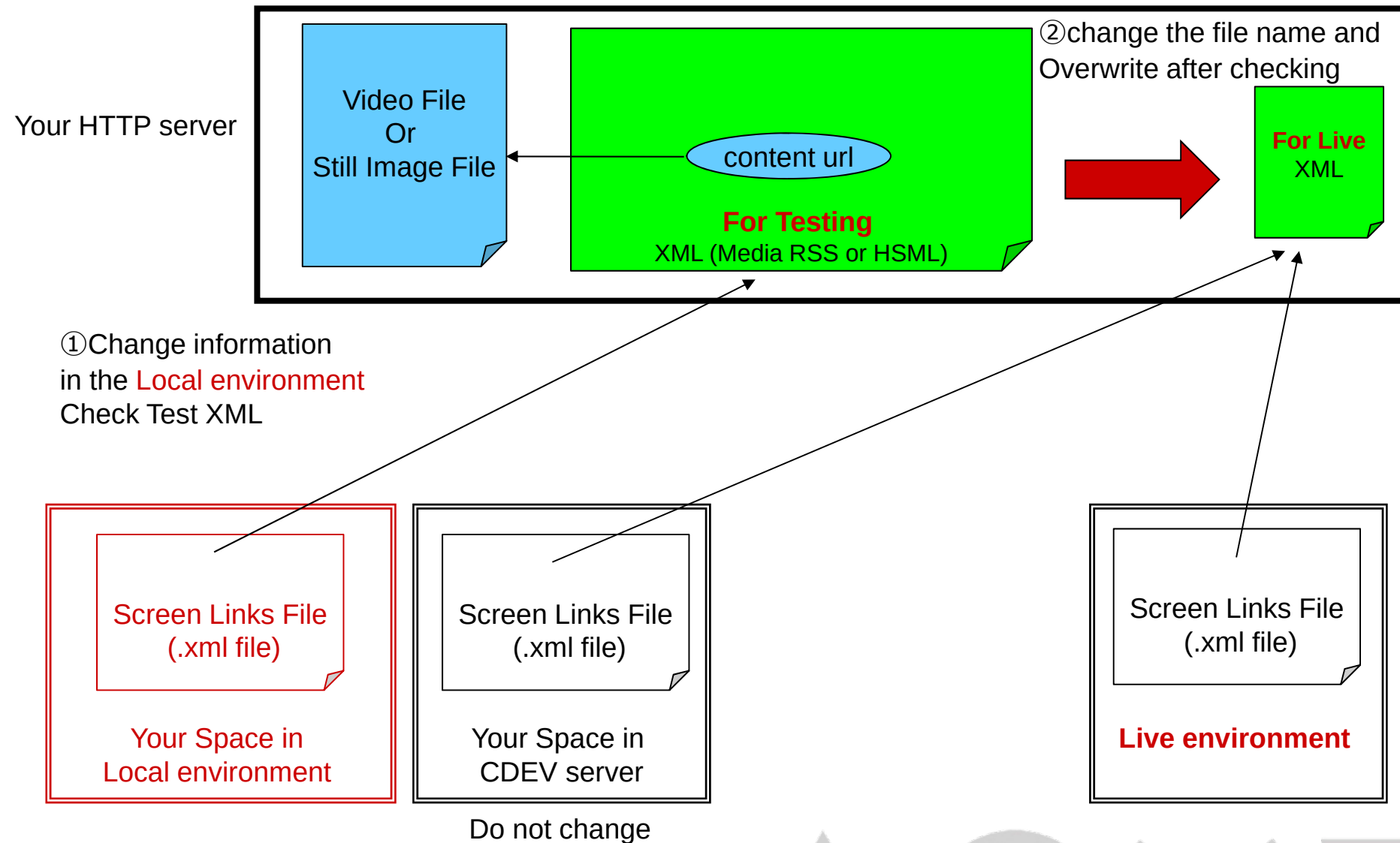
1. Open your scene in the Scene Editor.
2. In the Assets pane, right-click Add > Existing Asset. Then select your Screen Links file.
3. Expand the Palette > Screens folder and drag the 'Screen Links File' node to your Project >Game Objects folder.
4. Drag the Screen Links File from the Assets pane to the exposed file node. The node will turn green.(see next page)

🏠 For further information, please refer page 13 Conceptual diagram and HDK Help > Media > Screens.

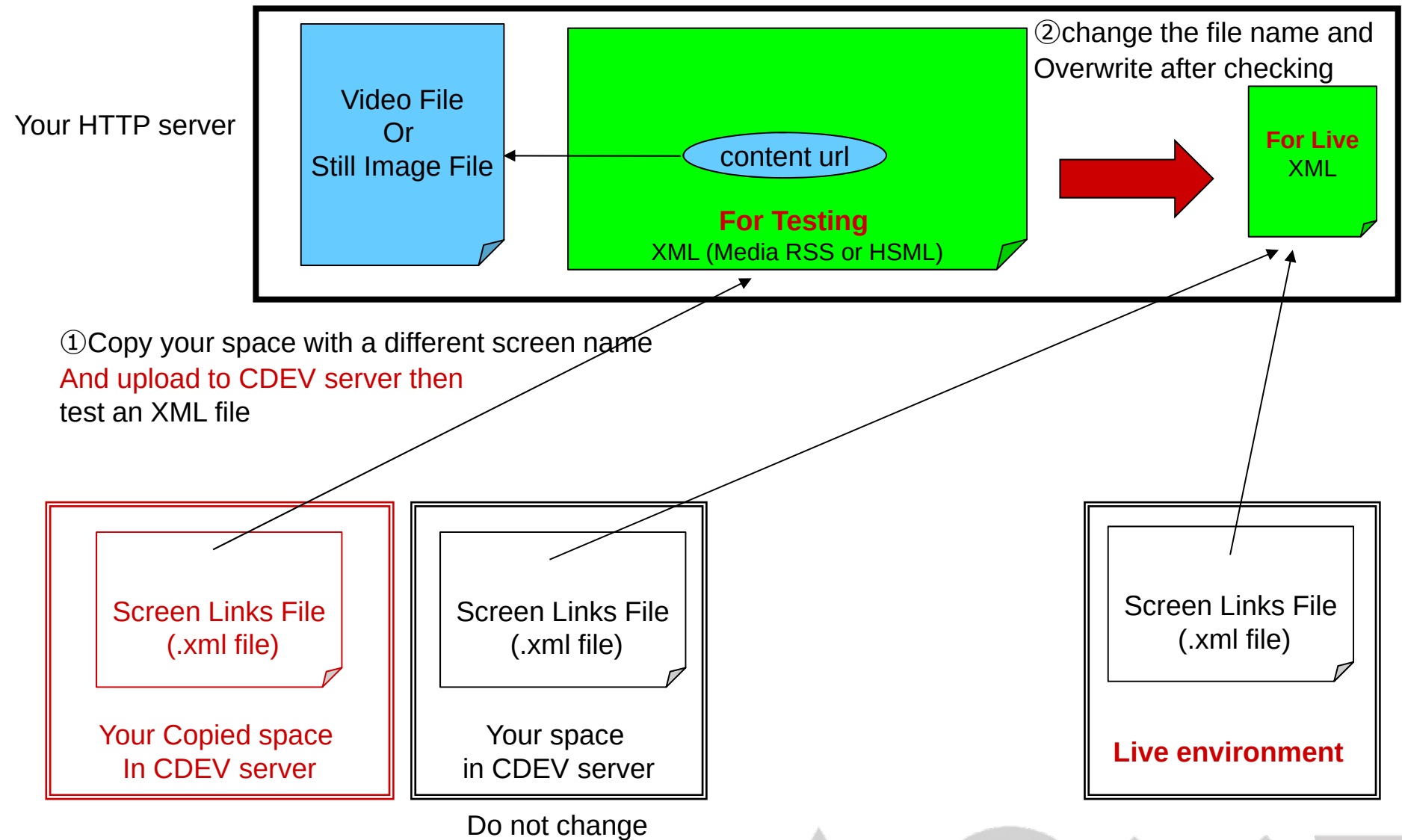
Type 2:Media RSS/HSML Testing Screens (Possible issue)



Type 2:Media RSS/HSML Testing Screens(Solution1)



Type 2:Media RSS/HSML Testing Screens(Solution2)



Points to remember(1)

🏠 There is a memory limit!

- Make sure to come in under Memory limit according to HDK Help “Media > Screens” and “Testing and Validation”. Bit ratio, image resolution and screens should be taken into consideration.

🏠 Check your content before submission!

- Due to its memory limitation, you may not be able to go in your space! Make sure to check the space to see everything is working ok.

➤ Checkpoint

- File format, Data size
- Volume and number of content
- Usage of Screen VRAM

🏠 Your content files should be also viewed from the web!

- PlayStation®Home accesses your files through HTTP. Make sure to upload files that will not be problematic to be accessed from the web.
- You could restrict any web users with User-Agent, although it would be easier for you to check URLs from ordinal web browsers.





Operation Guide



FQA Check by SCE

- 🏠 *When submitting your assets to SCE FQA, Please make sure that all information and files are current all in place.*
 - *Please make sure to upload the media content for live environment when submitting. This is to ensure the performance and all functionality before media content goes live.*



When assets go live

- 🏠 *End users can see the updated screens after updating spaces (Simultaneous Type), or an xml (Media RSS, HSML Type) for the live environment.*
 - *Users within the space need to restart PlayStation®Home to see the latest media content.*
 - *We highly recommend to update media and xml files during PlayStation®Home weekly maintenance.*
 - *Daylight saving time :Every Thursday (4:00pm-7:00pm)*
 - *Standard time :Every Thursday (5:00pm-8:00pm)*
 - *Type 1 simultaneous update will automatically publish the latest content.*
 - *Please be advised that the PlayStation®Home maintenance proceeds at SCE's discretion without extending the maintenance time for screen content.*
- 🏠 *When you update screens, face server incidents, and plan server maintenance, please contact our administrator listed in External server guidelines.*

