

How to start using NP Services

Sony Computer Entertainment Inc.



Supported NP Services in HDK 1.5.5

🏠 *Use a NP Communication ID*

- *NP Trophy (Read Only)*
- *NP Score Ranking (Read/Write)*
- *NP Title User Storage (TUS) (Read Only)*

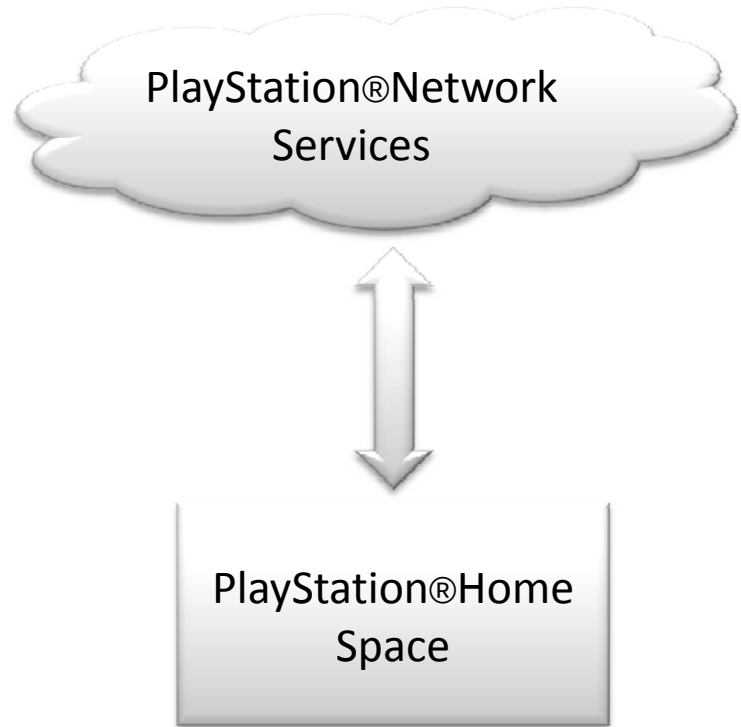
🏠 *Use a NP Service ID*

- *NP Entitlements (Read/Write)*
- *NP Ticketing (Read Only)*

🏠 *This document will focus on registering NP Communication IDs only.*



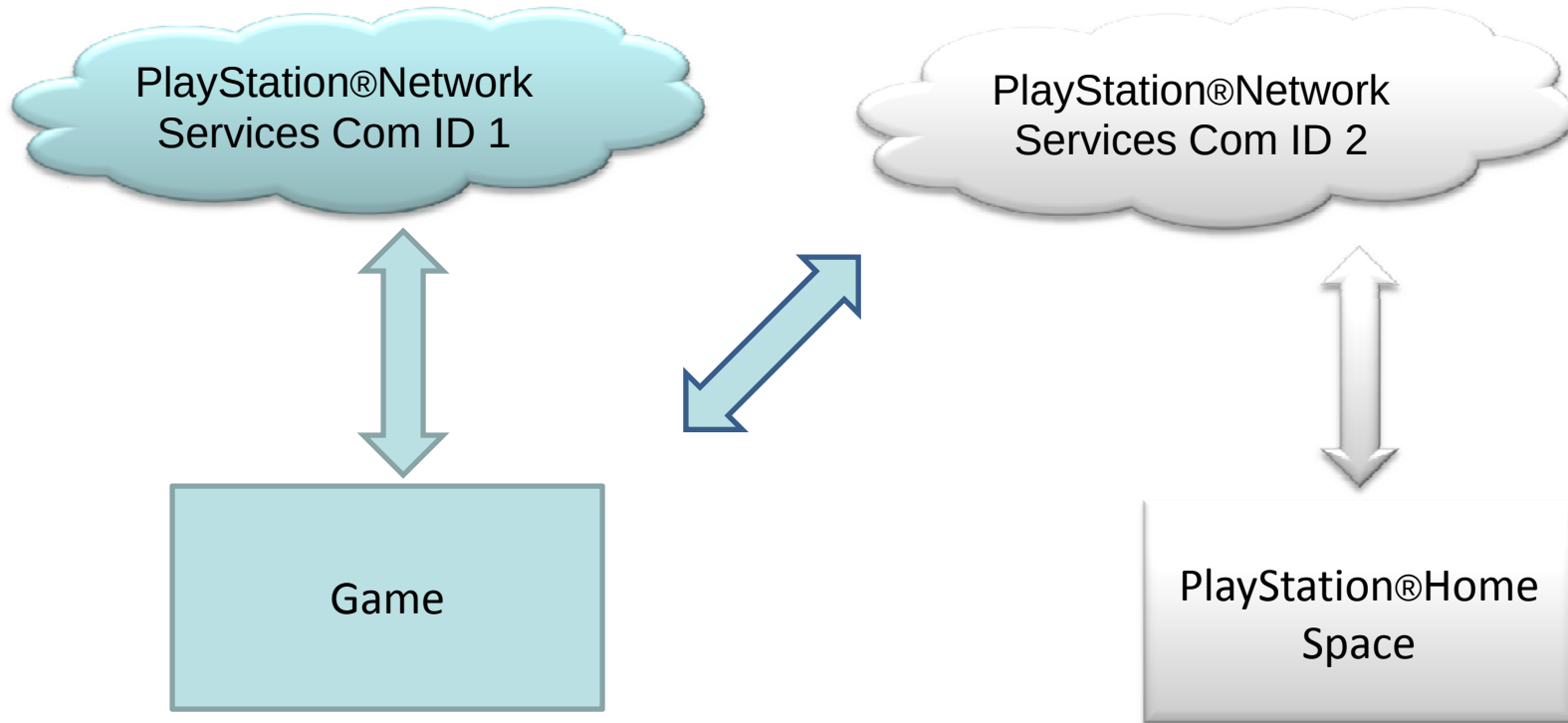
Expected connection to NP Services (1)



🏠 *Access NP Services only from a Lua Script in PlayStation®Home.*

- *NP Score Ranking (Read/Write)*

Expected connection to NP Services (2)

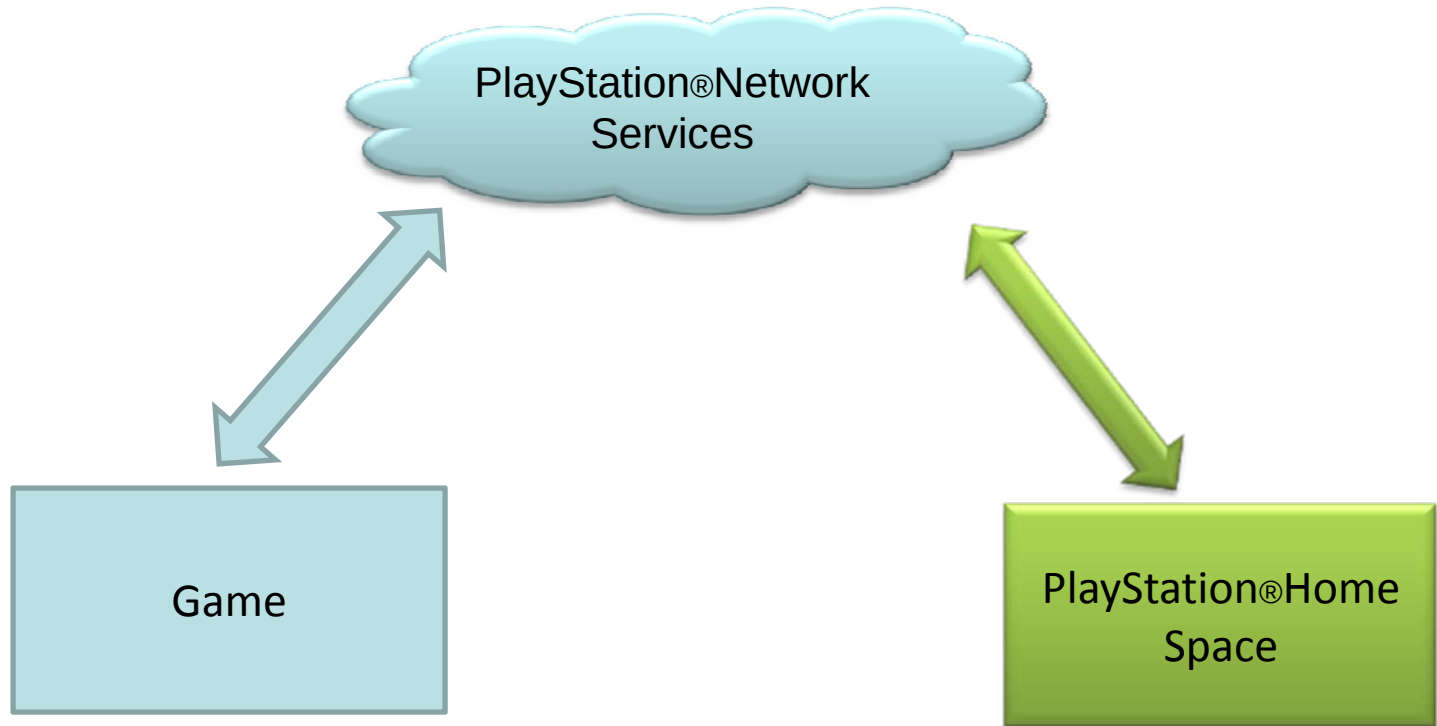


🏠 *Obtain a new NP Communication ID for a Lua Script in PlayStation®Home, and share the same NP Service.*

- *NP Score Ranking (Read/Write)*
- *NP TUS (Read Only)*
- *NP Trophy (Read Only)*



Expected connection to NP Services (3)



🏠 *A Lua Script in PlayStation®Home accesses NP Services which is originally used by a PlayStation®3 Game.*

- *NP Trophy (Read Only)*
- *NP Score Ranking (Read/Write)*
- *NP TUS (Read Only)*





How to obtain NP Communication ID



Applying for use of NP Service (1)

- ❏ *Free games / services CANNOT use NP Services.*
 - *Do not use/share any NP Services with free content.*
 - *Indicate your use of any NP Services in your proposal.*

- ❏ *The application can be done only through PlayStation®3 Devnet as same as a PlayStation®Game titles.*
 - *If you don't have access to PlayStation®3 DevNet, please contact your technical support through PlayStation®Home DevNet.*

- ❏ *Number of Title IDs*
 - *The number of issuable Title IDs depends on each regional SCE's policy and operation flow.*
 - *You can use multiple NP Communication ID under 1 Title ID.*
 - *1 NP Communication ID can have multiple Ranking Board.*
 - *When you need to add a Ranking Board for your new/updated PlayStation®Home contents which uses NP Service, please obtain a new NP Communication ID rather than trying to update the existing one.*



Applying for use of NP Service (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** SCEJ_Home
The full name of the product, which might contain language, type, and region information, e.g. Crack In Time Japanese BD game

Type Game
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** SCEJ_Home_EN
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 title can share the product's name.
☐ This product is part of a franchise.

Franchise name -- Select an existing franchise -- SCEJ_Home
A franchise represents a series of titles, e.g. God Of War.

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

* denotes required field

Steps

- In PlayStation®3 DevNet, select "PlayStation®Network" > "Start here," then, "Add a new product."
- Enter "Your Company Name" + "_Home" in "Name" field.
➤ e.g.: SCEI_Home
- Select "Game" in "Type" field.
- Select a region from which you obtained your Title ID.
- You can enter the same name as "Name" field in "Short Name."
- Input "Extra Information" as you needed.
- Press "Choose services" button.

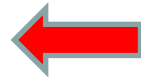
Note: If not all information is input in this and later process, it could take a long time to set up your service.

Applying for use of NP Service (3)

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.

☒ 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.



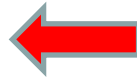
E.g. NPEA01234_00. It is required for a Service ID to be generated for this service.

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** - Friends list, rich presence, and messaging services.
- ☐ **Trophy** - Service to enable platform recognition of user accomplishment.
- ☐ **Commerce (Regional Store)** - Service to provide games and additional content from the PlayStation®Store.
- ☐ **Ticketing** - User authentication service (necessary to access 3rd party servers).
- ☐ **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

We will help you configure all the services you request.

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

🔑 *Input "Publisher."*

🔑 *Input Title ID.*

- *This can be done later.*
- *Please obtain the Title ID from regional SCEs.*

🔑 *Select the service you need.*

- *Depending on the selected service, "NP Basic" will be automatically selected.*
- *Here, the document will explain a case for "NP Score Ranking."*

🔑 *Press "Configure selected services" button.*



Applying for use of NP Service (4)

Add and configure new services to this product

Please configure the new services you've just selected for this product. Go back and re-select some services.

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

NP Basic

Ranking

Summary

Configure NP Basic service

Essentially, all network applications require the NP Basic service, but the service doesn't involve any explicit configuration. The service provides the application with access to the user's PSN Friends List, Block List, and Player History. It also allows the application to set basic presence information to share the user's current activity with their friends on the network. Extended application-specific presence information can also be set to share details with friends who are currently online and using the same application. This service also enables messaging such as invitations, and application-specific instant messaging as well.

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-----
WqpUZiBS7XmeMnojMiLoIMZSKNew8h1gMJMLLn9Kwd61SBa0hK3eNH4AySySuFnm
L11jcxboVn8lm+rYKtHQRzFf0fZCbJC7CWsGd12ZJ5oenW+mqYrrGKMCC7Ktn3yL
...
FvXKXnanOobbANwhkhfEvBTDCZLkF8Md/VwSdXfNNj16IEdh+0zqswADBQf/eMaL
YN3k8H5YgKKv3Qr5IfH8LrVtF/7qLWlCwLiucOGPx1ErgwBmdjIC8vP9aYoaab5z
jqCtpNP1DUw+Nv5+VYdjfdOw/b2hIeJEAmfld6FxKbgteIycM8J3/vtx3kFSV7A
-----END PGP PUBLIC KEY BLOCK-----
```

The input does not appear to contain a public key block.

* PGP key string

* denotes required field

Confirm configuration

- By using PGP software, generate your PGP key.
- Copy and paste your public key into "PGP key string."
- Press "Confirm Configuration" button.
- Note: In SCEA region, you are required to register PGP key in your DevNet account info. Please refer to "My account" > "Encryption key."**

Applying for use of NP Service (5)

Add and configure new services to this product

Please configure the new services you've just selected for this product. Go back and re-select some services.

If you don't have the service details, you can configure them later. Visit the product overview page.

NP Basic
Ranking
Summary

Configure Ranking service

Applications may optionally use the scoreboard and ranking service provided by PSN. This service provides multiple scoreboards onto which a score can be registered per user (player). Settings can be made for each of the scoreboards - including the method for ranking identical scores and the condition for updating scores. A score can be registered with a comment. Moreover, replay data and character data can be attached as well, as long as overall game data is within the set size limit.

or

Please note that you can easily add a service to a product later, even if you want to remove it from the list now.



🏠 Press “Confirm configuration” button.

Add and configure new services to this product

Please configure the new services you've just selected for this product. Go back and re-select some services.

If you don't have the service details, you can configure them later. Visit the product overview page.

NP Basic
Ranking
Summary

Confirmation of configuration

You have successfully configured services:

NP Basic - Friends list, rich presence, and messaging services.

Ranking - User scoreboard service.

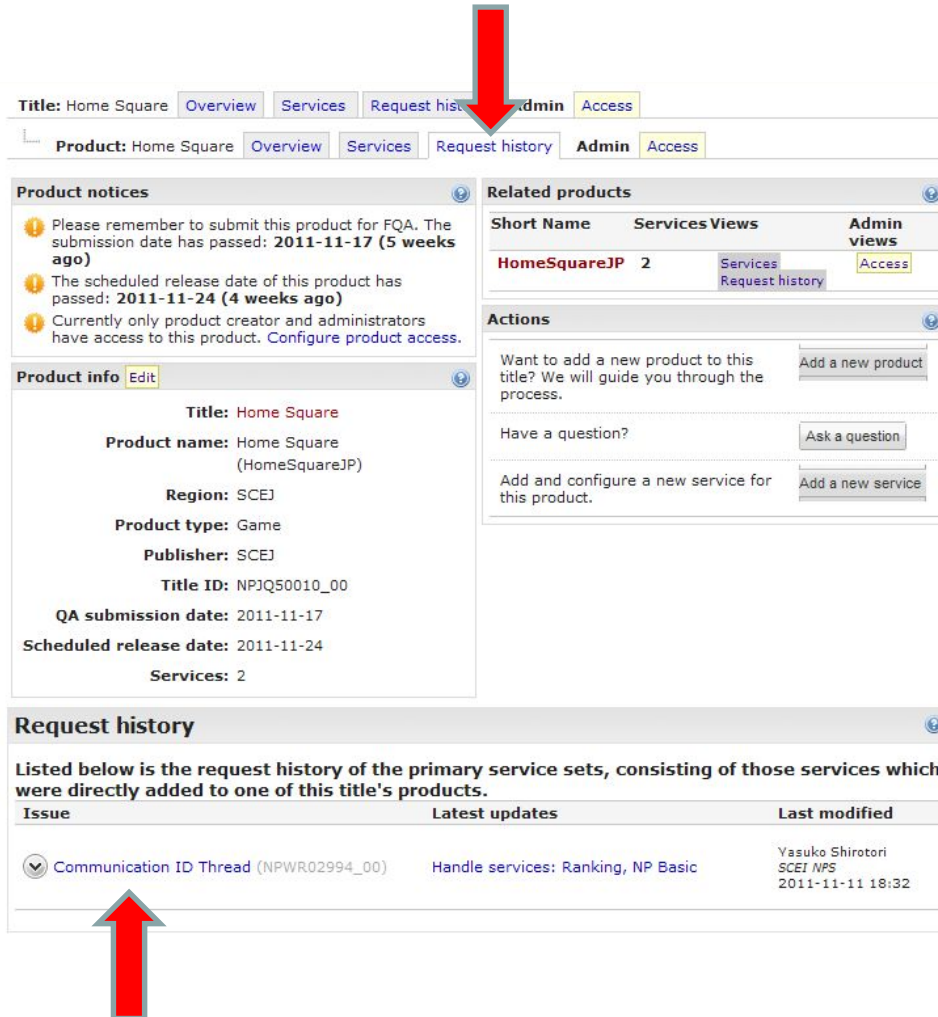
[Go back and re-select some services.](#)



🏠 Press “Confirm All Services” button.



Applying for use of NP Service (6)



Title: Home Square [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product: Home Square [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product notices

- Please remember to submit this product for FQA. The submission date has passed: **2011-11-17 (5 weeks ago)**
- The scheduled release date of this product has passed: **2011-11-24 (4 weeks ago)**
- Currently only product creator and administrators have access to this product. [Configure product access.](#)

Product info [Edit](#)

Title: Home Square

Product name: Home Square (HomeSquareJP)

Region: SCEJ

Product type: Game

Publisher: SCEJ

Title ID: NPJQ50010_00

QA submission date: 2011-11-17

Scheduled release date: 2011-11-24

Services: 2

Related products

Short Name	Services Views	Admin views
HomeSquareJP	2	Services Request history 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
▼ Communication ID Thread (NPWR02994_00)	Handle services: Ranking, NP Basic	Yasuko Shirotori SCEI NPS 2011-11-11 18:32

- ⌘ Your NP Communication ID request will be automatically posted.
- ⌘ The request can be seen in "Request history" > "Communication ID Thread" at anytime.
- ⌘ Your ID is shown at the time of registration, but the actual service will not be set up until SCE prepares the service for you.

Applying for use of NP Service (7)

The following new service requests have been submitted:

Franchise name: *****
Title name: *****
Product name: *****
Product short name: *****
Region: SCEX

The following services have been added:

Use NP Basic
Use Ranking

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
Game Space

Your request for the services below has been completed:

Ranking
NP Basic

Your communication ID has been registered: *****

Your account has been activated on the Server Management Tools (SMT), which you can access from <https://ps3.scedev.net/ext/npm>

You can also create co-admins within the same DevNet organization. Note that the target co-admins must first visit SMT to instantiate their SMT credentials.

To add users from a different organization please contact us with the DevNet user name of the user you wish to add.

Please note the 'QA Server' request should be made no later than 1 week before QA Master Submission. This will promote the PlayStation®Network functionality to QA and Consumer environment.

Also note that upon receiving the 'QA Server' request we will lock the Server Management Tools and you will not be able to change the server configuration from Server Management Tools after this. If you wish to change the server settings for a specific service later on, please send a request to unlock the service.

🏠 *Please write Scene Name where you are going to use the ID.*

- *This is for recording keeping purpose at SCE. Thank you for your cooperation.*

🏠 *After SCE process has been finished, a reply to the thread will be sent, and now you are ready to use the issued NP Communication ID.*

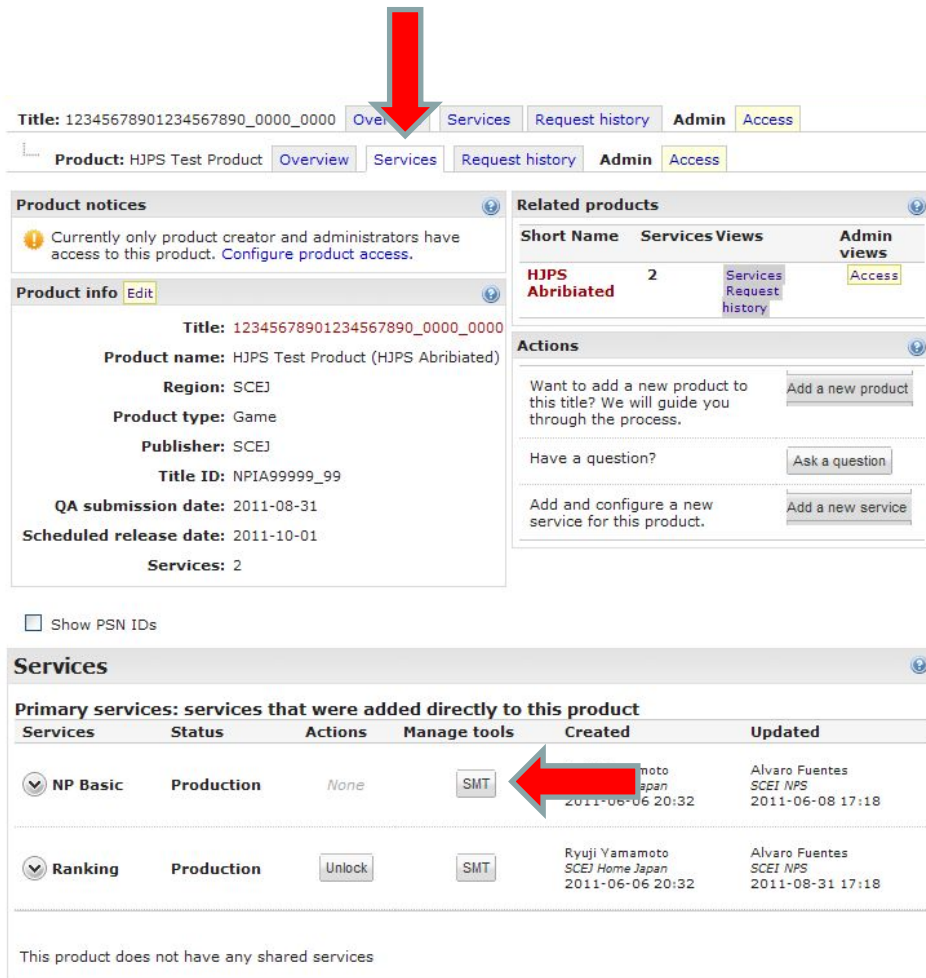
- *In your Lua Script, please use the issued NP Communication ID and the passphrase used for PGP key.*

🏠 *If you want to share the ID with your developer from different organization, you must add sub-admins to your product.*

Applying for use of NP Service (8)

After your service is officially set up, you can find “SMT” button under “Service” tag. You can configure your service in Server Management Tool page by pressing “SMT” button.

- Until your service is set up, the “SMT” button won’t be appeared.
- Please refer PlayStation®3 DevNet > Online SDK Documentation > PlayStation®Network for your general questions on PlayStation®Network.



Product info Edit

Title: 12345678901234567890_0000_0000

Product name: HJPS Test Product (HJPS Abribiated)

Region: SCEJ

Product type: Game

Publisher: SCEJ

Title ID: NP1A99999_99

QA submission date: 2011-08-31

Scheduled release date: 2011-10-01

Services: 2

☐ Show PSN IDs

Services

Primary services: services that were added directly to this product

Services	Status	Actions	Manage tools	Created	Updated
NP Basic	Production	None	SMT	Ryuji Yamamoto SCEJ Home Japan 2011-06-06 20:32	Alvaro Fuentes SCEI NPS 2011-08-08 17:18
Ranking	Production	Unlock	SMT	Ryuji Yamamoto SCEJ Home Japan 2011-06-06 20:32	Alvaro Fuentes SCEI NPS 2011-08-31 17:18

This product does not have any shared services



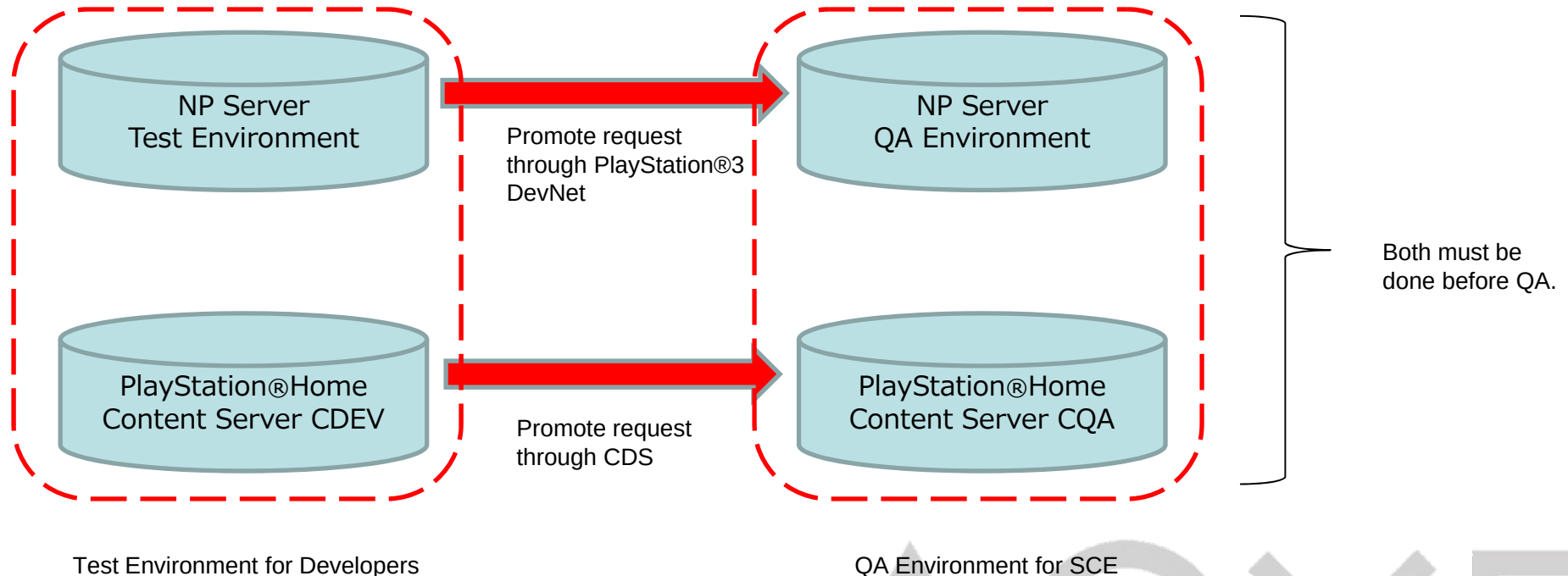
Preparation for QA and Release



QA Request (1)

❖ *Before you submit to SCE QA, you MUST promote your NP server settings to QA server.*

- *If you use the exactly the same setting as live service setting, you don't have to re-promote your settings to QA server.*



QA Request (2)

Title: 12345678901234567890_0000_0000 Overview Services Request history Admin Access

Short Name	Services Views	Admin views
HJPS Abribiated	2	Services history Request 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

📌 To promote your server settings to QA server, Title ID, QA master submission date, and Scheduled release date must be input in the form.

Product info Cancel edit

Title

Product

Product type

Product short name

Title ID (Product code)

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

QA master submission date

Scheduled release date

Submit

📌 Steps

- Select PlayStation®3 Devnet > “My Title” > (Title Name).
- Select “Service” of your product in your product list.
- Select “Product info” > “Configure product access.”
- Input Title ID, QA master submission date, and Scheduled release date, then, press “Submit” button.

QA Request (3)

Title: Home Square [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product: Home Square [Overview](#) [Services](#) [Request history](#) [Admin](#) [Access](#)

Product notices

- Please remember to submit this product for FQA. The submission date has passed: **2011-11-17 (5 weeks ago)**
- The scheduled release date of this product has passed: **2011-11-24 (4 weeks ago)**
- Currently only product creator and administrators have access to this product. [Configure product access.](#)

Product info [Edit](#)

Title: Home Square

Product name: Home Square (HomeSquareJP)

Region: SCEJ

Product type: Game

Publisher: SCEJ

Title ID: NPJQ50010_00

QA submission date: 2011-11-17

Scheduled release date: 2011-11-24

Services: 2

☐ Show PSN IDs

Services

Primary services: services that were added directly to this product

Services	Status	Actions	Manage tools	Created	Updated
Ranking	Development	QA request Edit request Delete	SMT	Ryuji Yamamoto SCEJ Home Japan 2011-11-10 17:32	Yasuko Shirotori SCEI NPS 2011-11-11 18:32
NP Basic	Production	None	SMT	Ryuji Yamamoto SCEJ Home Japan 2011-11-10 17:32	Yasuko Shirotori SCEI NPS 2011-11-11 18:32

This product does not have any shared services

Steps

- Select PlayStation®3 Devnet > “My Title” > (Title Name) > (Product Name) > “Service.”
- Press “QA request” button.
- Your QA request will be automatically posted.
- The request can be seen in “Request history” > “Communication ID Thread” anytime.
- After SCE’s process, a reply to the thread will be posted, and your server settings will be promoted **both QA environment and production environment at the same time.**

QA Request (4)

- After the promotion to QA server has been done, "Status" will be changed to "Production," and you are ready to start SCE QA from NP Service point of view.
- Your server settings will be promoted to **QA and Production Environment at the same time.**
 - When you need to add a Ranking Board for your new/updated PlayStation®Home contents which uses NP Service, please obtain a new NP Communication ID rather than trying to update the existing one.

Services					
Primary services: services that were added directly to this product					
Services	Status	Actions	Manage tools	Created	Updated
▼ NP Basic	Production	None	SMT	Ryuji Yamamoto SCEJ Home Japan 2011-06-06 20:32	Alvaro Fuentes SCEI NPS 2011-06-08 17:18
▼ Ranking	Production	Unlock	SMT	Ryuji Yamamoto SCEJ Home Japan 2011-06-06 20:32	Alvaro Fuentes SCEI NPS 2011-08-31 17:18



Summary of Content Release Flow

Publisher's Task

SCE's Task

Mention that you are going to use NP Service for paid contents in your proposal, and obtain SCE's sign off.

Ask SCE for issuing a Title ID.

SCE issues the Title ID.

Using the Title ID and the form in PlayStation®3 DevNet, register your NP Services to be used in you content, and ask for issuing a NP Communication ID.

SCE sets up your NP service.

Using the NP Communication ID and the pass phrase you input, access to the service through Lua Script.

When you finished your QA, ask for promoting NP server settings to SCE QA Environment.

SCE promotes your NP Services to SCE QA Environment, and at this stage, the services will be released to Production Environment as well.

Submit "SCE QA Request Form" and ask for promoting your PlayStation®Home contents to be promoted to SCE QA Environment.

Write a NP Communication ID you used in the TRC.

SCE promotes your PlayStation®Home contents to SCE QA Environment, and starts QA.

After the QA, SCE will release your PlayStation®Home contents to the Production Environment.

(Note: NP Services has been promoted to the Production Environment at this stage.)

Contact Info

🏠 *How to obtain Title ID*

- *Please contact your regional SCE.*

🏠 *How to use PlayStation®Network and Web Tool for NP Services*

- *Please refer PlayStation®3 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 PlayStation®3 DevNet or PlayStation®Home DevNet.*

🏠 *How to use NP Services in PlayStation®Home*

- *Please refer HDK Help > “Home Systems and Services” > “Communication with PlayStation®Network and Servers”*
- *Please feel free to ask any questions to Private Support in PlayStation®Home DevNet.*

🏠 *Please ask Private Support in PlayStation®Home DevNet for Any other questions.*