

How to Release PlayStation®Home Content (2 of 3)

Sony Computer Entertainment Inc.



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About This Document

- ⏏ *Please read this document when you start creation of PlayStation®Home assets after SCE's sign off of your proposal.*
- ⏏ *There are 3 volumes of documents to learn PlayStation®Home content release flow.*
 - *Volume 1: Entry, and Proposal Submission*
 - *Volume 2: Creation, and Publisher QA*
 - *Volume 3: SCE QA, and Release*



Index

🏠 [Overview of Content Release Flow](#)

🏠 [Details in Each Step](#)

🏠 [Appendix](#)

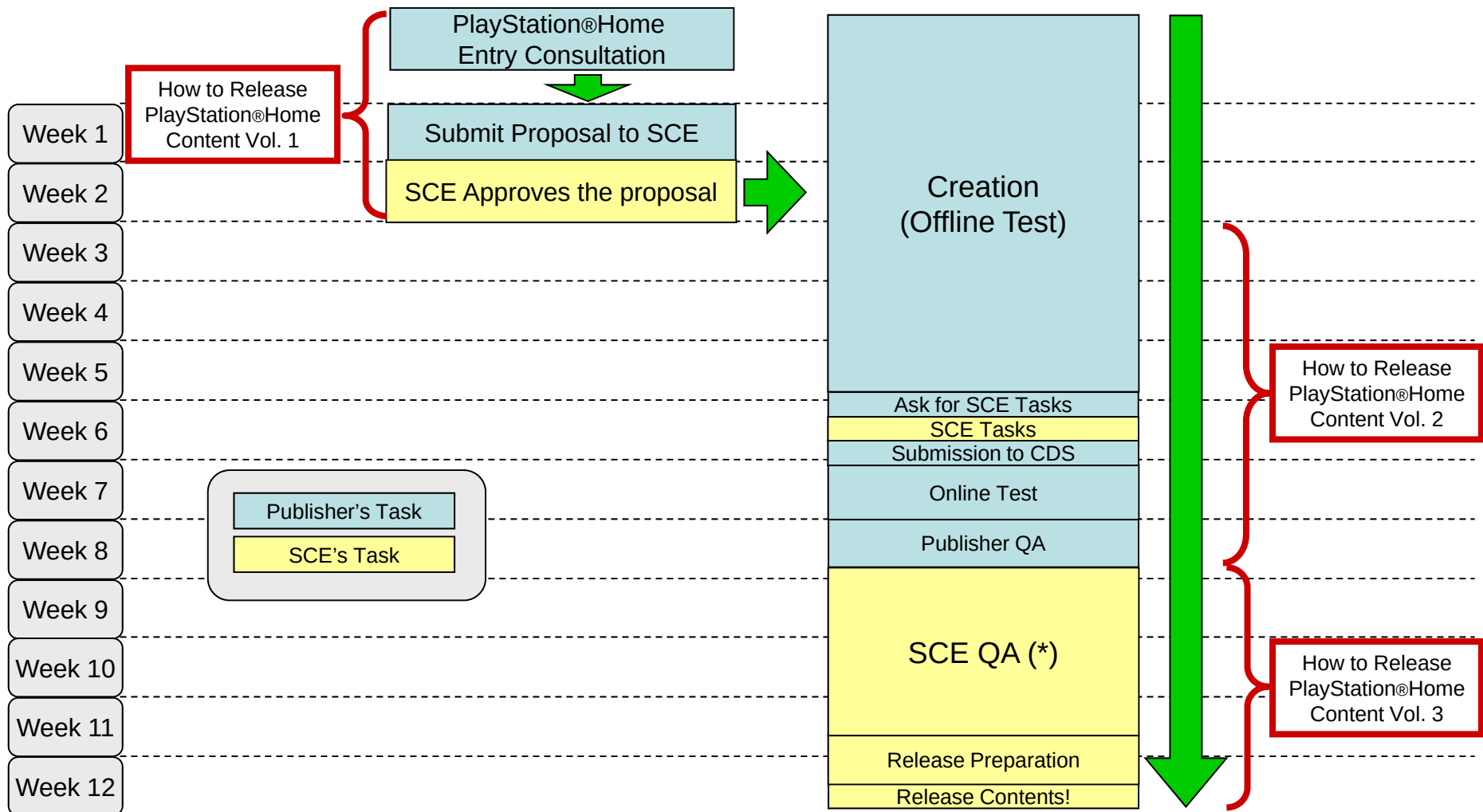




Overview of Content Release Flow



Overview of Content Release Schedule & Flow



(*) PlayStation®Home contents must be QAed when PlayStation®3 Game which corroborates with PlayStation®Home is QAed.

(*) Extra weeks are needed if the content need a global QA.

All Application Forms

	<i>Time to submit</i>	<i>Development Stage</i>	<i>Application Forms</i>
Vol. 1	3 – 4 months before	<i>Entry Consultation</i>	• <i>PlayStation®Home Entry Form</i>
		<i>Proposal Submission</i>	• <i>Proposal</i>
Vol. 2	2 – 3 months before	<i>Creation (Offline Test)</i>	• <i>Scene Key Request Form</i> • <i>Commerce Item PlayStation®Store ID & Rating Request Form</i> • <i>Non-Commerce Item Rating Request Form</i> • <i>Scene Entitlement Object Request Form</i>
		<i>Online Test</i>	<i>None</i>
Vol. 3	5 – 6 weeks before	<i>Publisher QA</i>	<i>None</i>
		<i>SCE QA</i>	• <i>SCE QA Request Form</i> • <i>PlayStation®Home TRC</i> • <i>Specification (Reward Condition, etc.)</i>
	4 weeks before		

If your data corroborates with your PlayStation®3 Game, you need to submit all other necessary documents like PlayStation®3 Game TRC, Game Spec, and etc. as usual.



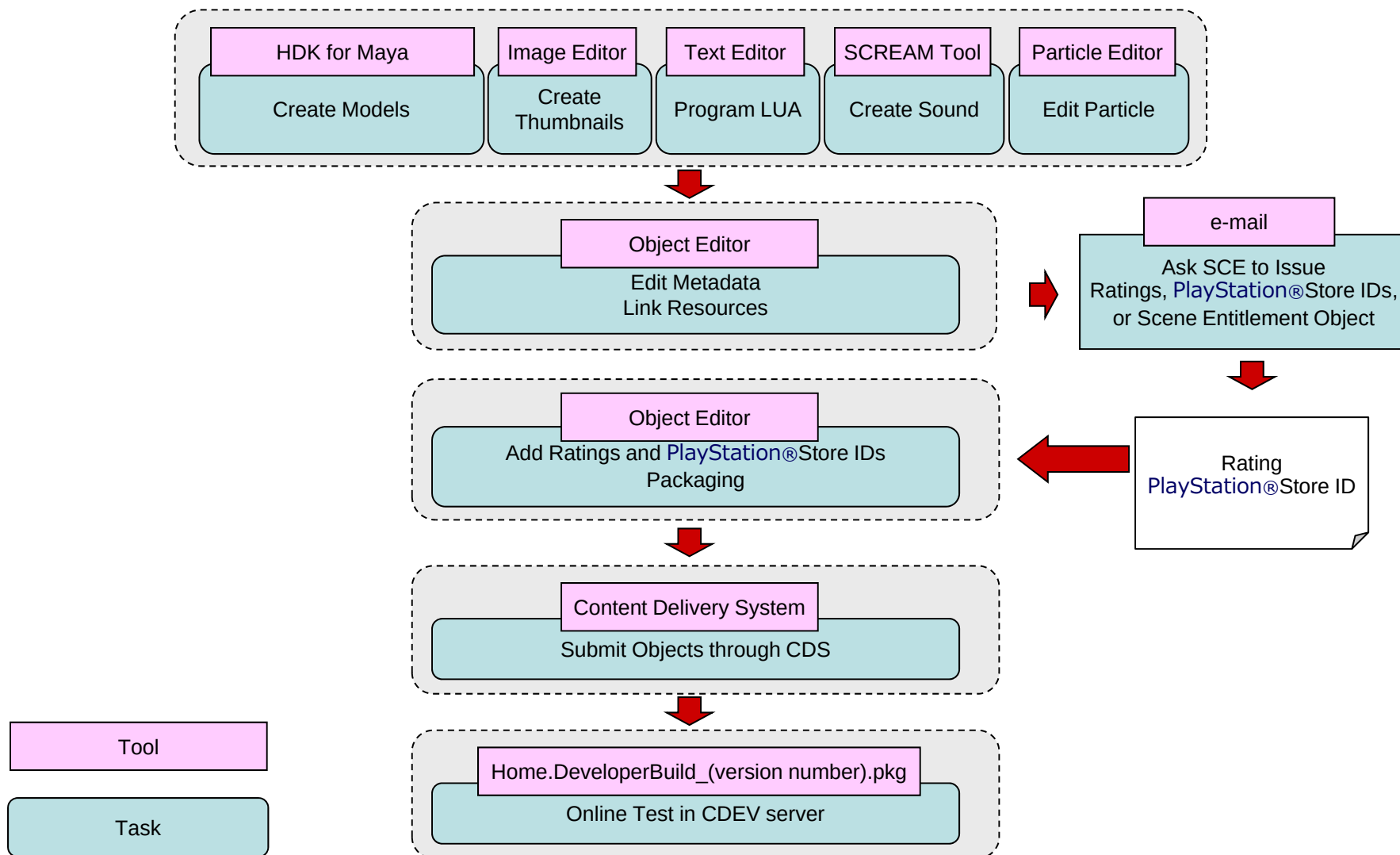


Details in Each Step



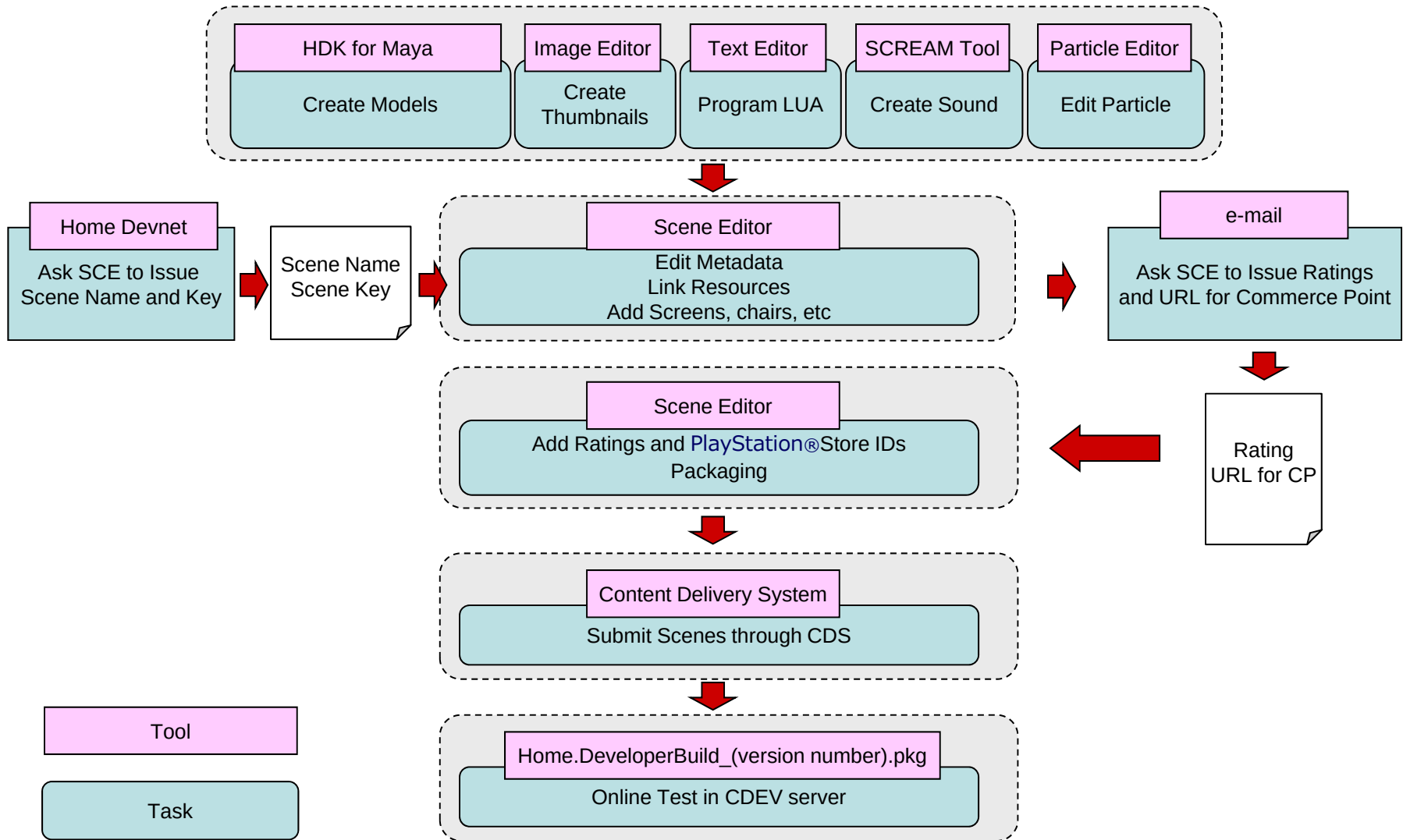
Basic Object Creation Flow

Updated



Basic Scene Creation Flow

Updated



Development

🏠 *Application Forms during Development Stage*

● *Scene Key Request Form*

- *SCE will issue a Scene Key and Name which is needed when you test online mode in the Scene Editor.*
- *This Name is needed when you submit your scenes to SCE.*

● *Scene Entitlement Object Request Form*

- *Scene Entitlement Object is a dummy object to sell your Space.*
- *SCE will create a Scene Entitlement Object for you.*
- *Need SCE's sign off on your proposal to process this form.*

● *Commerce Item PlayStation®Store ID & Rating Request Form*

- *SCE will register your assets to PlayStation®Store, and return IDs to be entered in Object Editor and Scene Editor.*
- *SCE will return ratings for each objects which must be set in the Object Editor.*
- *Need SCE's sign off on your proposal to process this form.*

● *Non-Commerce Item Rating Request Form*

- *SCE will return ratings for each objects and scenes which must be set in the Object Editor or the Scene Editor.*
- *Need SCE's sign off on your proposal to process this form.*



🏠 *When you use the following features you need to contact to Home DevNet.*

- *Group Door*

- *Please write the following information to Private Support in Home DevNet*
 - *Scene Name of a Space which will be a group instances*
 - *Submission Number in CDS*
- *By the request, SCE will set up your Group Instance Space, and report back to you.*

- *Global Space*

- *When you submit your asset in CDS, please leave region checkboxes unchecked.*
- *After the above, please write the following information to Private Support in Home DevNet*
 - *Scene Name of a Space which will be a global space*
 - *Submission Number in CDS*
- *By the request, SCE will set up your Global Space , and report back to you.*

- *A public space where only less than 60 people can enter (See Next Page)*

- *From HDK 1.60, no longer SCE side operation is needed, but please clearly state that you are going to use spaces for less than 60 people.*
- *If you need to change scene type of your released scene, please contact your regional SCE.*

Please indicate that you wants to use the above features when you submit your proposal.

Spaces for 60 people or less

Added

📌 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.

Scene Key Request Form

🏠 Please submit "Scene Key Request Form" to regional SCE through **Private Support in Home Devnet**

- SCE will return Scene Name and Key
 - Scene Key is needed when two users have to meet in the same lounge in your company's LAN environment.
 - Scene Name and Key are needed when you submit your scenes through CDS (CDS will be explained later.)
 - Scene Name is used to link lounges each other, and relocate from the Navigator.
- Scene Name won't be displayed
 - A name written in a "Name" field of "Scene Description" will be displayed.



Scene Entitlement Object Request Form

- ⏏ Please submit "Scene Entitlement Object Request Form" when you want to sell a Personal Space or Club House.
 - Scene metadata itself doesn't have fields related to NPMT, so that you cannot sell Scene Data directly. Instead, you have to sell a dummy object called Scene Entitlement Object which gives a user right to own a scene.
 - Name, Description and Thumbnails registered to the chip will be displayed in the PlayStation®Store UI and Purchase History UI in PlayStation®Home.
 - Currently, only SCVE can create a Scene Entitlement Object.



Scene Entitlement Object

- ⏏ You must submit thumbnails of your chips with the form.
- ⏏ You need to register your account to NPMT to purchase your products
 - Please refer "Important Notice on commerce in PlayStation®Home" for more information.
- ⏏ Please get a rating for your scene itself using a "Non-Commerce Item Rating Request Form."

Please contact regional SCE on Age Ratings of your contents.
The rating and the IDs will be returned in a week.

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Purchase Confirmation Flow for a Scene Entitlement Object



Create a scene in a certain quality, and finalize a thumbnail and a scene display name.

Submit "Scene Entitlement Object Request Form" to SCE.

SCE creates a Scene Entitlement Object.

If the scene won't be sold in your space, SCE creates a temporal commerce point file.
If the scene will be sold in your space, SCE creates a final commerce point file to be released.

If your product uses a new Service ID, SCE registers an admin account into NPMT for you.

SCE returns you a packaged Scene Entitlement Object (a Zip file) and "Scene Entitlement Object Request Form" with NPMT information. The temporal commerce point file path will be given if necessary.

Submit the Zip file and your scene data to CDS.

The NPMT admin account logs in to NPMT and register accounts who needs to buy your product. As this is controlled by Service ID basis, once they are registered, you can skip this process.

Buy the Scene Entitlement Object through a commerce point .

Go to the scene you bought through Navigator.

Publisher's Task

SCE's Task

Commerce Item PlayStation®Store ID & Rating Request Form

- 🏠 *Please submit “Commerce Item PlayStation®Store ID & Rating Request Form.”*
 - *Commerce item means “all item treated in a store including Purchasable Items and Free Items.”*
 - *SCE will rate your objects and return the result.*
 - *Please set the returned rating values in Object Editor or Scene Editor.*
 - *SCE will register your assets to PlayStation®Store, and return IDs and XML file path to test.*
 - *Please set the IDs in Object Editor.*
 - *Please QA your assets using the XML file path and debug command.*
See” How to access CDEV server.”
 - *SCE will check if there are any problematic items from this document.*
- 🏠 *You need to register your account to NPMT to purchase your products*
 - *Please refer “Important Notice on commerce in PlayStation®Home” for more information.*
- 🏠 *You don’t have to submit object thumbnails*
 - *From submission form ver. 1.36, no longer you have to submit thumbnails of your objects with the form.*
 - *SCE will extract the thumbnails from the form.*
 - *You still have to submit Maker Logo and Market Place Category thumbnails.*

Please contact regional SCE on Age Ratings of your contents. The rating and the IDs will be returned in a week.

Non-Commerce Item Rating Request Form

🏠 *Please submit “Non-Commerce Item PlayStation®Store ID & Rating Request Form.”*

- *Home Rewards, Scenes, LUA Scripts, and etc.*
- *SCE will rate your objects and return the result.*
 - *Please set the returned rating values in Object Editor or Scene Editor.*
- *SCE will check if there are any problematic items.*

🏠 *You don't have to submit thumbnails*

- *Rules when you input metadata is described in “Content Creation Tips.”*

Please contact regional SCE on Age Ratings of your contents.
The rating and the IDs will be returned in a week.

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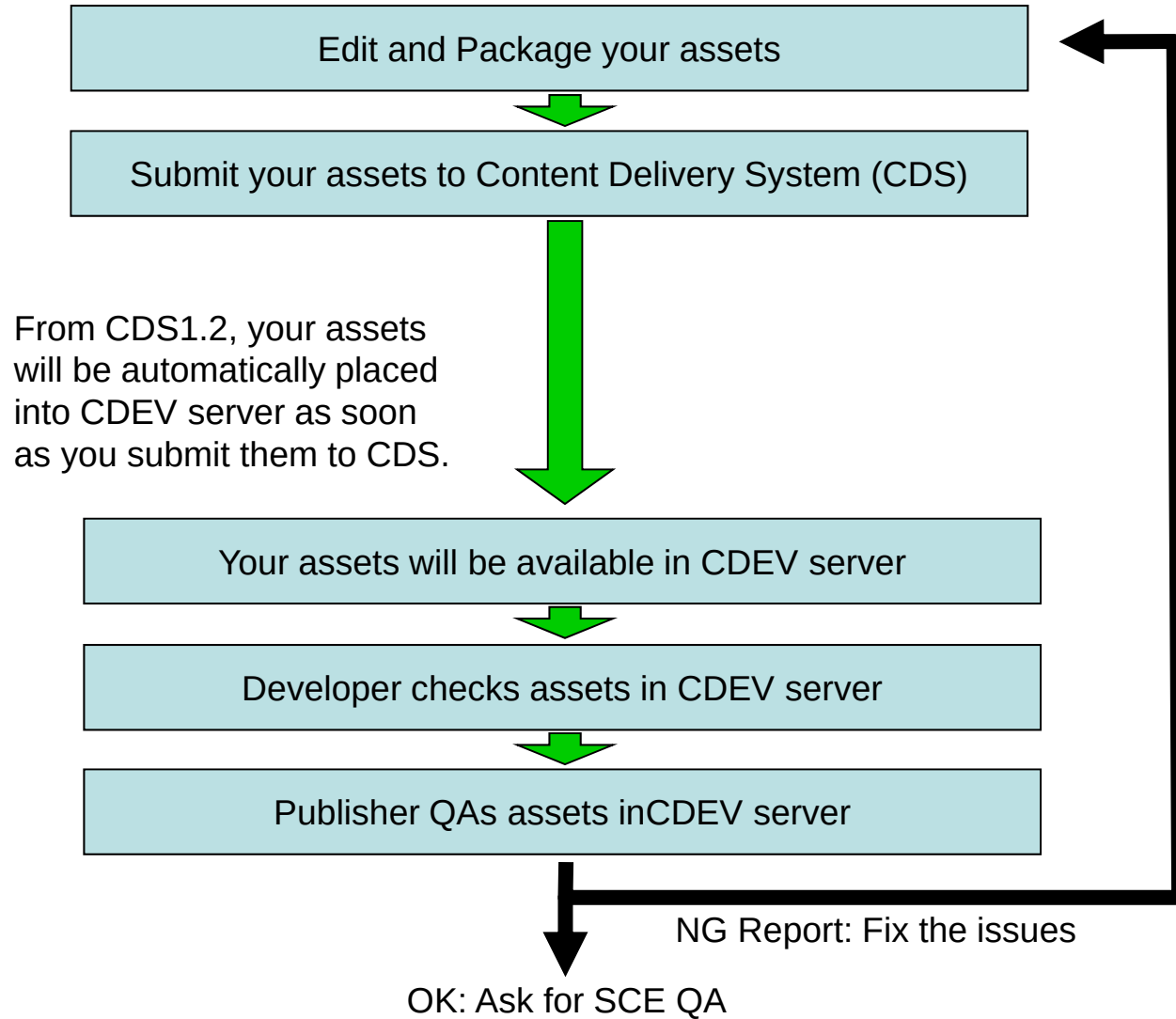


Online Testing

(5 – 6 weeks before the target release date)



Detailed Flow for Online Testing



Why Online Testing is needed?

🏠 *Difference between online and offline environments*

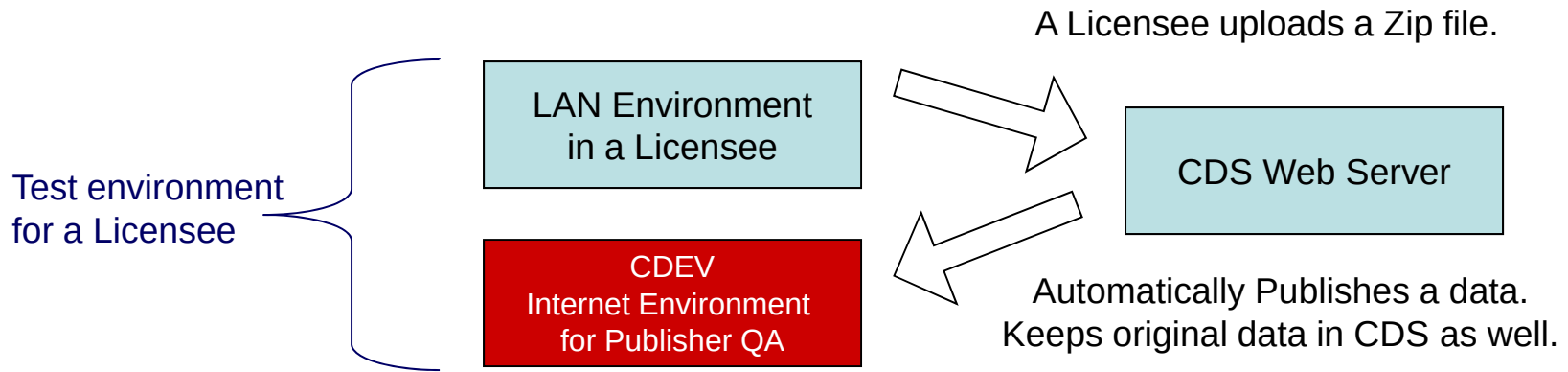
- *All data will become 1 binary data by packaging.*
- *Data will be registered into a catalogue at the server side.*
- *Data will be downloaded from a “Content Server.”*
- *Scene Download Confirmation Screen will be displayed.*
- *Home Client will accesses [PlayStation®](#)Store information.*

🏠 *The final testing in the environment which is close to the production environment*

- *Is all data packaged correctly as expected?*
- *Is there any mistake when registering your data to a server?*
- *Is there any timing issue by the difference of download speed from LAN and the Internet?*
- *Is there any text problem in the Scene Download Confirmation Screen?*
- *Is [PlayStation®](#)Store information correct?*



Content promotion flow



- The difference between CDEV server and Production Environment
Downloading will take time in CDEV server since Content Delivery Network (CDN) is not used in the environment.
Environment in CDEV is prepared for Licensee by Licensee for their security.



Content Delivery System (CDS)

- ⏏ *A Zip file will be created when you pack your assets in Scene/Object Editor*
- ⏏ *Submit the Zip file through a Web site called CDS*
 - *Please refer “How to use CDS” for CDS URL and its usage.*
 - *Need PlayStation®3 DevNet account to login*



Testing on CDEV server

- 🏠 *You can Test your assets in the ordinal Internet Environment*
- *Please use CDEV server for Publisher QA.*
 - *To connect to CDEV server, please use [Home.DeveloperBuild *.*.*.pkg](#) which you can download from Home Devnet and hubstartup.txt provided by CDS.*
 - *Please refer “How to connect CDEV server”*

