

How to access to CDEV Server

Sony Computer Entertainment Inc.



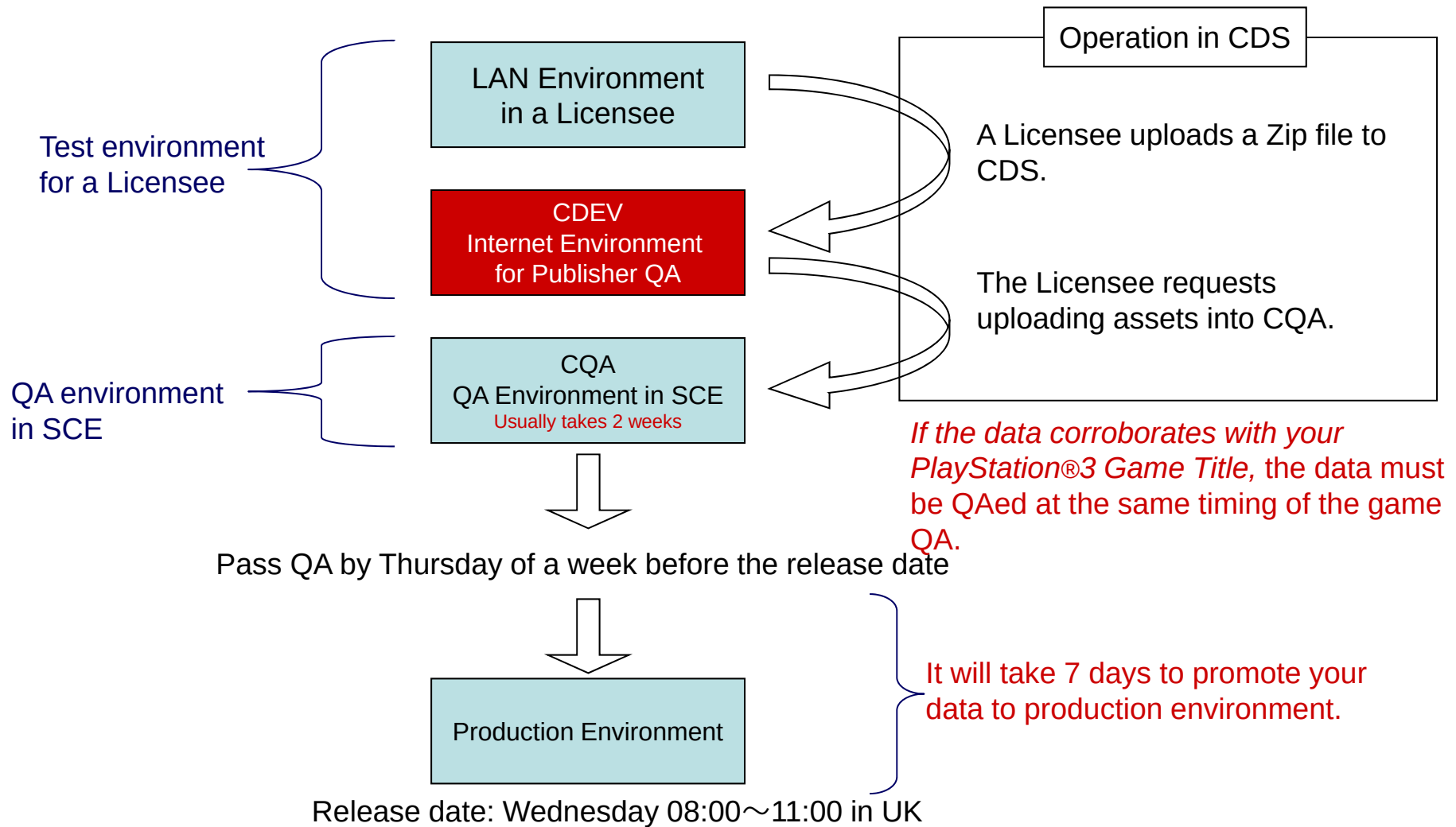
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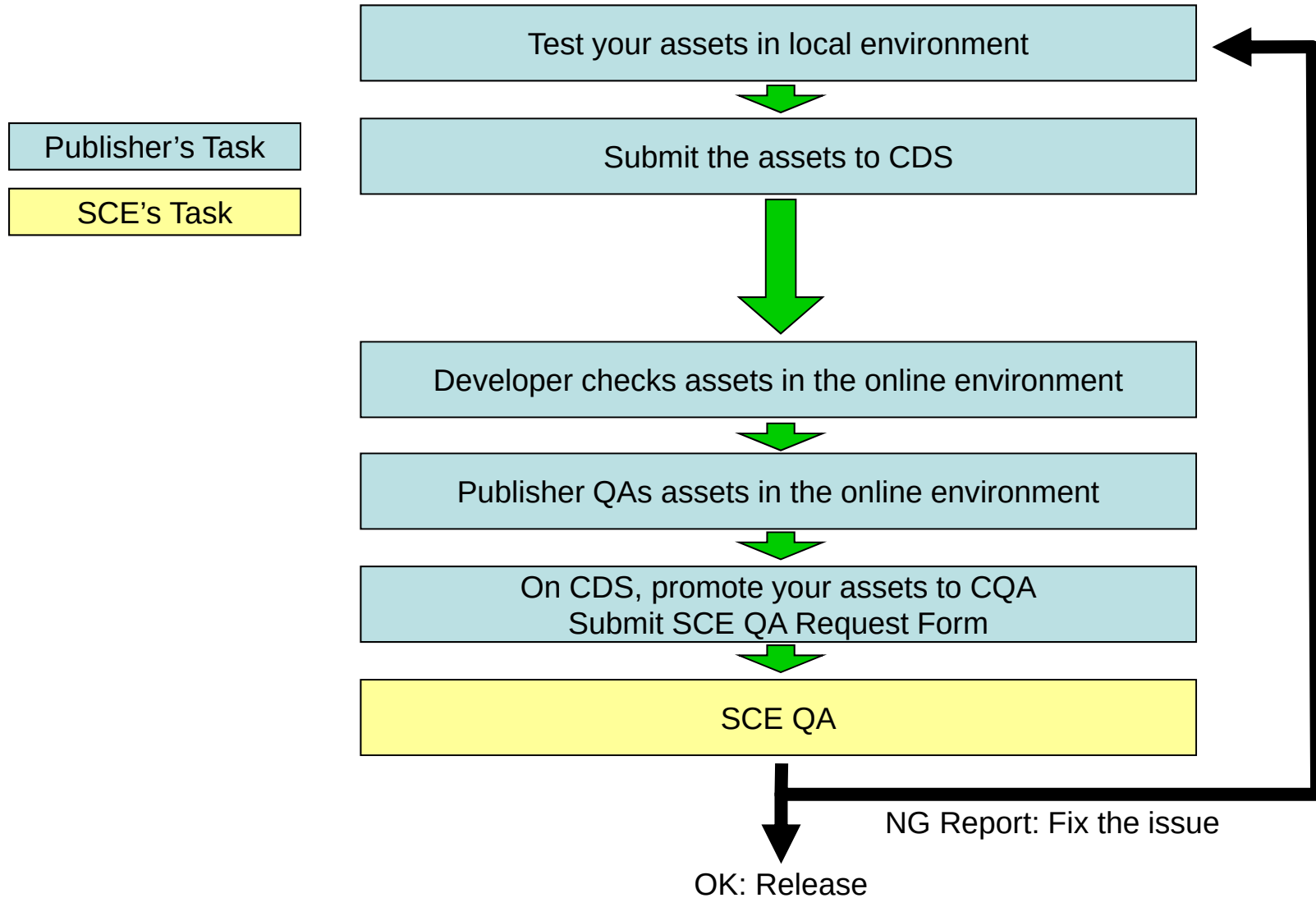


Content Promotion Flow

Updated

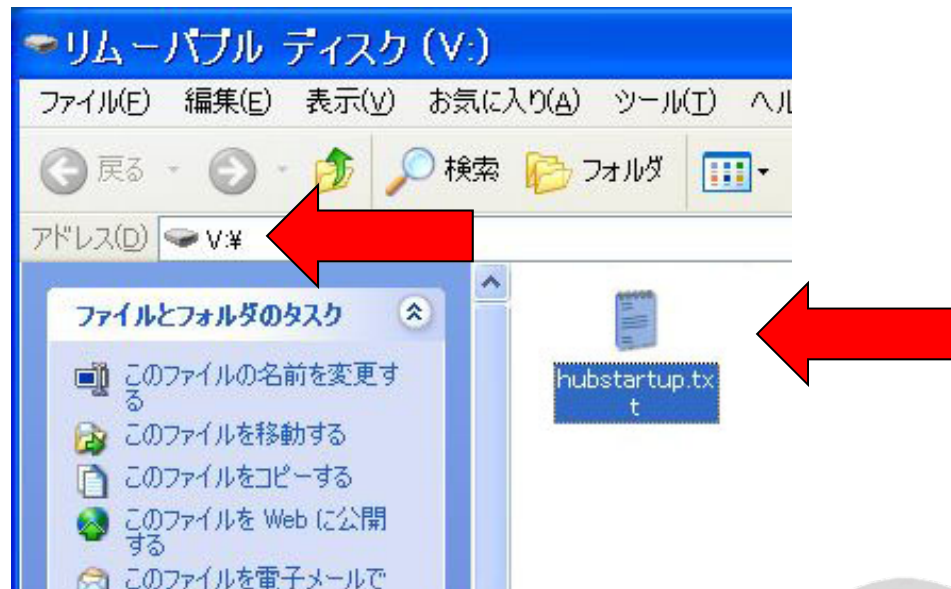


Tasks during SCE QA period



CDEV server

- ✧ In the CDEV server, folders are separated Licensee by Licensee, so that they cannot access others' data each other.
- ✧ Store a special configure file to a route folder of a USB memory, then, insert the memory to USB port of your REF Tool or Debugging Station. Boot [Home.DeveloperBuild *.*.*.pkg](#), then, PlayStation®Home automatically reads contents from your folder.



hubstartup.txt

- ⬢ *This file will be read when PlayStation®Home is booted*
- ⬢ *When you upload data to CDS first time, you can get hubstartup.txt which allow you to access your folder in CDEV server.*
- ⬢ *Place the txt file into a root folder of a USB memory, and boot the Home.DeveloperBuild PKG while the USB memory is inserted to PlayStation®3*
 - *Finally, you can see your contents in PlayStation®Home*
 - *Note: SCE created contents like PlayStation®Home Square does not exist in your folder.*



Testing of Commerce Items

🏠 SCE will create Storefront for your testing purpose

- You can access the storefront by debug command.
- you can use dummy credit card in sp-int environment.
Please refer:

➤ https://ps3.scedev.net/docs/ps3-en,NP_Commerce-Programming_Guide,Development_Support_Functions/1

🏠 About Category

- SCE will create a final version of a store front when your assets are in SCE QA.
- Your assets will be placed in both default category and the one for Game Title/your company.
 - Please refer production environment to see how it looks.



Debug Command to test Storefront

🏠 Open Debug Console

- *SELECT Button > ***DEB DEBUG*** > Debug Console*
- *Enter "HomeStore.Open (Storefront configure file Name)"
e.g. HomeStore.Open Threads_ja-JP.xml*
- *The XML File Name will be announced when it is uploaded to your testing environment.*

🏠 PlayStation®Store GUI will be opened

🏠 If you have the XML locally, you can load the XML from your USB memory by the following command.

- *HomeStore.Open file://usb:Threads_ja-JP.xml*



While the store XML is not ready

⬢ *Uploading the XML could take time*

- *SCE operator needs to create/edit the XML file and upload it to a server.*

⬢ *When you need to obtain your object without store GUI*

- *SELECT button > ***DEB DEBUG*** > Object Catalogue Browser*
 - *All Objects :All objects which is registered in your folder*
 - *Inventory :Objects which the avatar possesses*
 - *Catalogue :Objects which the avatar doesn't possess*
 - *All Objects = Inventory + Catalogue*
- *Focus an object and press CROSS (CIRCLE in Japan) button, you can obtain the object into your inventory.*



After Publisher QA

- 🏠 *Please promote your assets to CQA on the CDS web site.*
- 🏠 *Please submit SCE QA Request Form, PlayStation®Home TRC, and any other Documents (e.g. How to get PlayStation®Home Rewards) to regional SCE asking for QA in SCE.*
 - *If the data corroborates with your PlayStation®3 Game Title, you must submit all necessary documents like PlayStation®3 TRC for the Game Title as usual.*
 - ***SCE cannot QA your assets if they are not promoted to CQA server.***

