

How to use Content Delivery System

Sony Computer Entertainment Inc.



Sony Computer Entertainment Inc.

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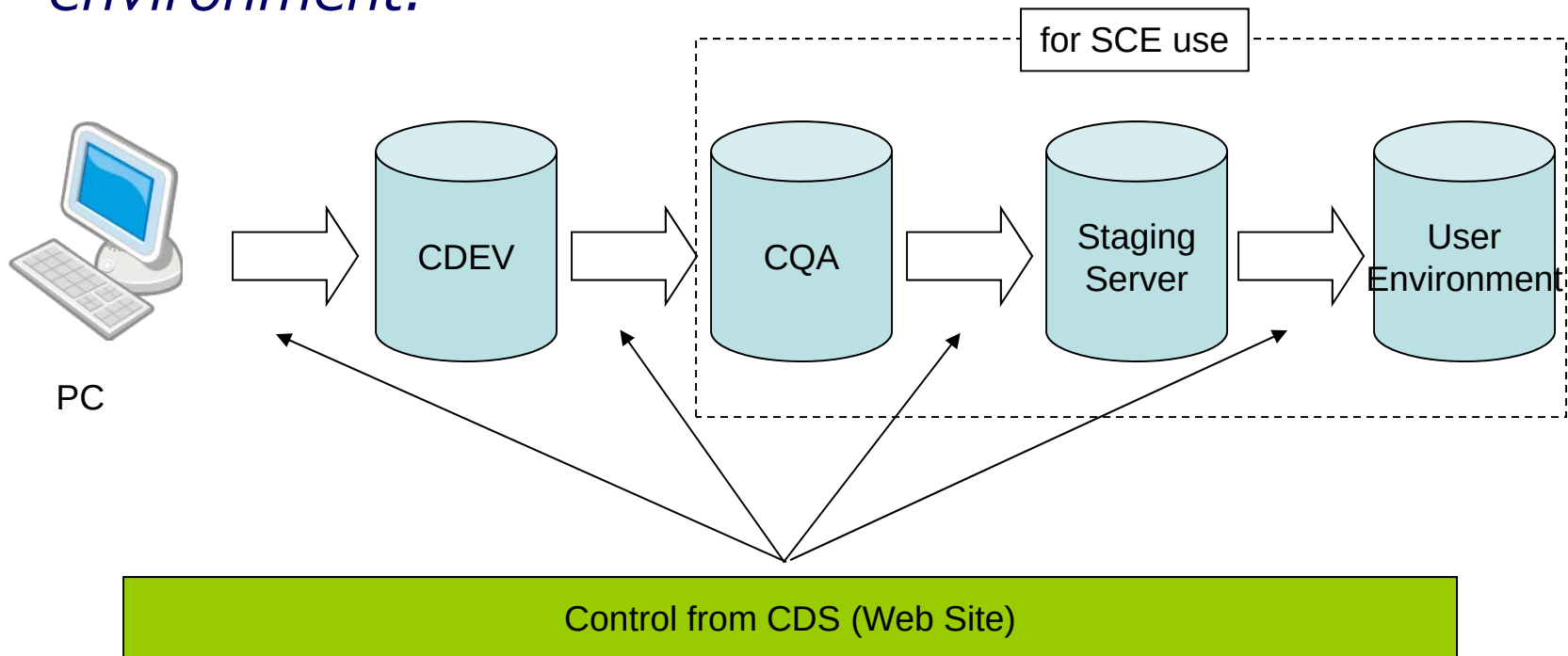


Overview



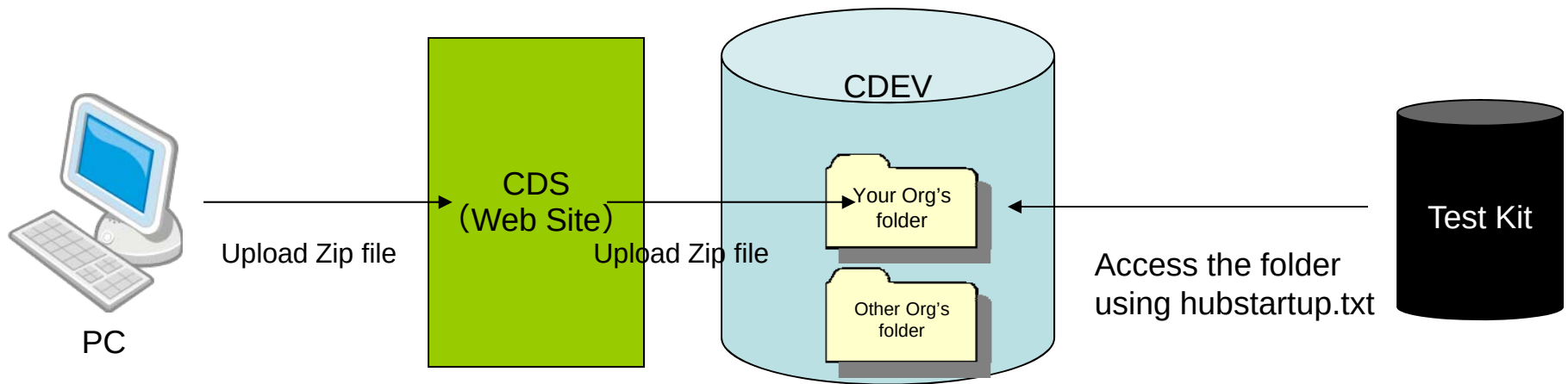
What is Content Delivery System (CDS)?

- ❖ *CDS is a Web Tool which promotes your assets for PlayStation®Home from local PC to Online Test Environment (CDEV), from CDEV to SCE QA environment (CQA), and from CQA to user environment.*



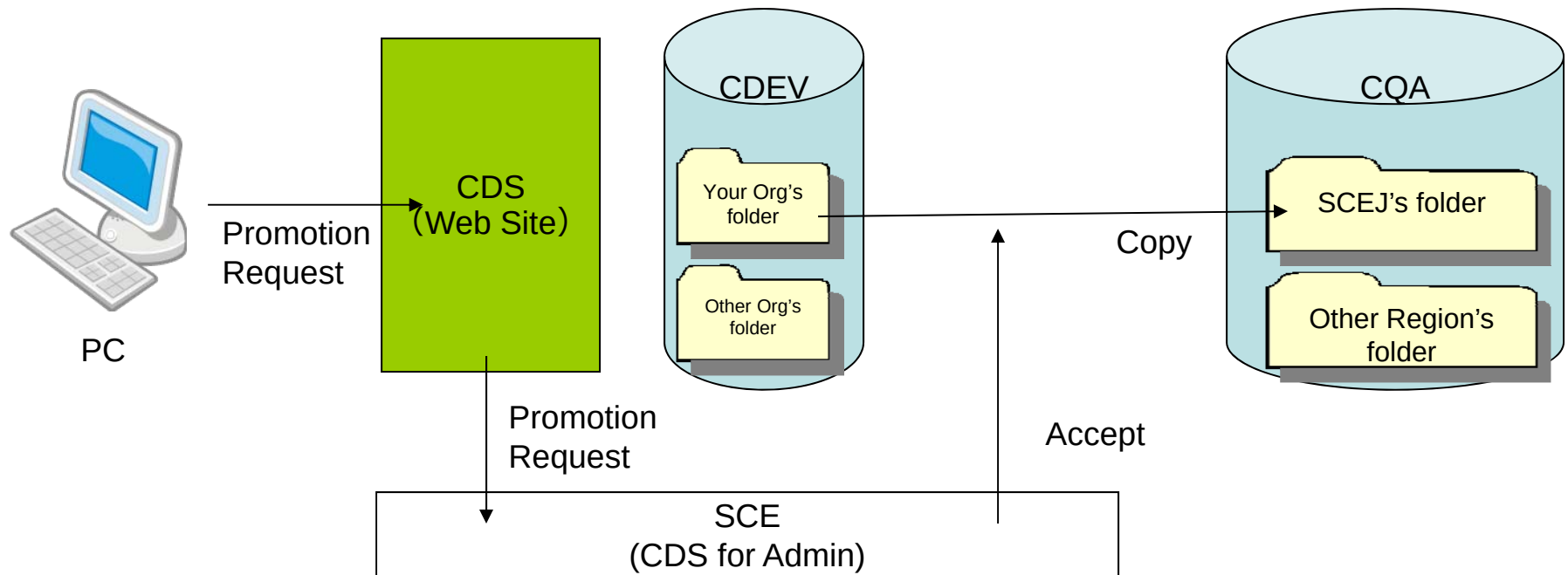
CDEV Environment

- ❖ *As soon as a person in your organization of DevNet uploads the first asset to CDEV, a folder for the organization will be created automatically.*
- ❖ *As soon as the folder is created, hubstartup.txt to access to the folder from Test Kit and PlayStation®Home Developer Build will be created.*



CQA Environment

- ✧ *Using CDS Web Site, you must promote your assets to CQA for SCE QA.*
- ✧ *SCE will copy your data and start QA accepting the promotion from you.*



Case for a company in SCEJ region



Details of CDS Usage



Index

- 🏠 *Workflow*
- 🏠 *Login, Account Information*
- 🏠 *Submission, Upload to CDEV*
- 🏠 *SCE QA Request*

- 🏠 *Appendix:*
 - Major changes from CDS v1.1*
 - Notes*



Workflow

🏠 *There are basically 3 steps in CDS*

1. Login, and check account information

- Check sandbox info, and download “**hubstartup.txt**” ([My Details](#))

2. Submit assets, and upload them to CDEV

- Submission and Uploading ([New Submission](#))
- Check Submission Jobs ([Job Schedule/Job History](#))
- Check Past Submissions ([My Submissions](#))

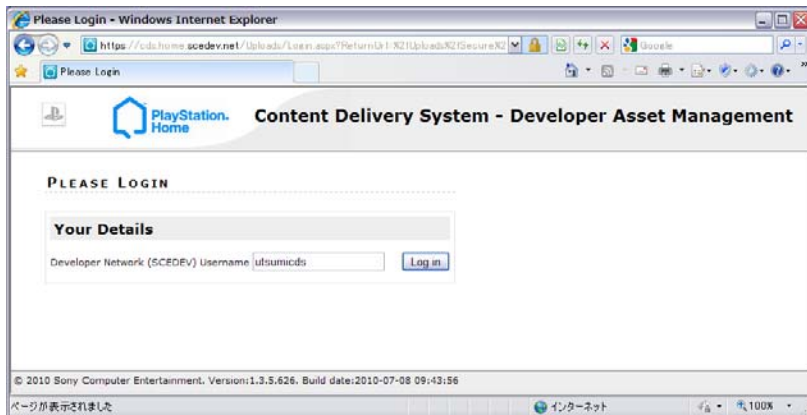
3. SCE QA Request

- Upload Request to CQA
[Request Publishing to QA Environment](#)

🏠 Details will be described basing on the above steps.

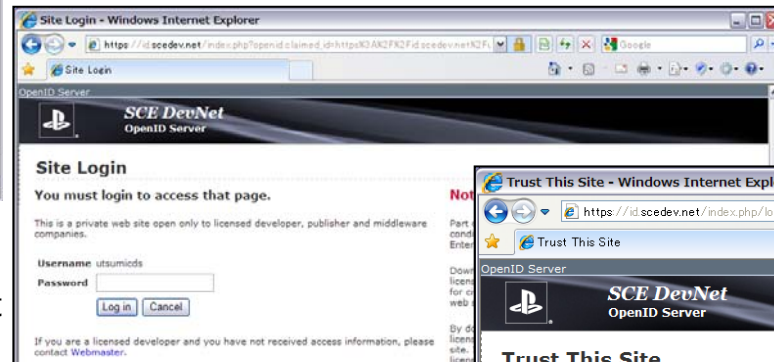
1. Login, and check account information 1/3

- Access to <https://cds.home.scedev.net/Uploads/>
- Login to CDS as below.

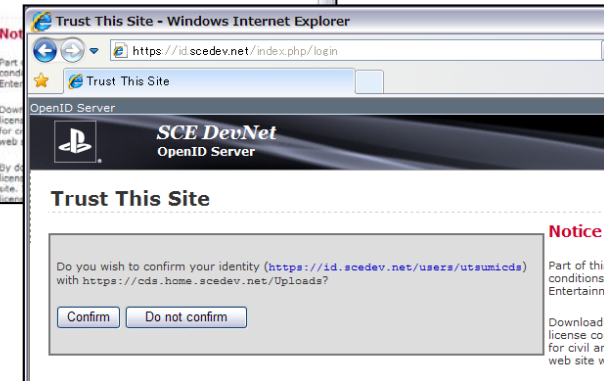


① Input your Devnet account ID and press “OK”

If you sandbox-associated account, you must input an ID for the sandbox you want to use.



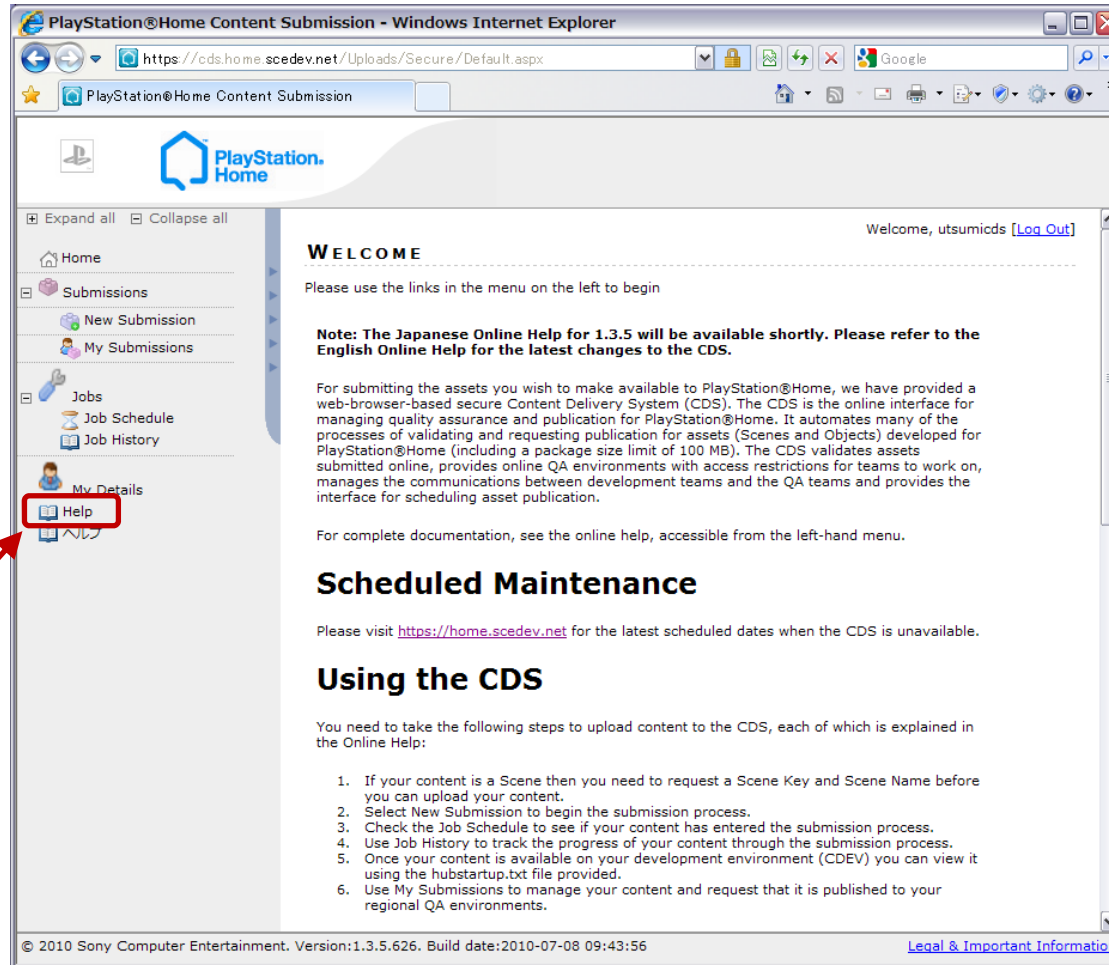
② Enter password and press “Log in”



③ Press “Confirm”

1. Login, and check account information 2/3

🏠 *The following screen will appear.*



Please refer this help about features not listed in this document.

1. Login, and check account information 3/3

🏠 Check Account Information

- Click **"My Details"** in the left menu, then your account info will appear.
- You can download ***"hubstartup.txt"*** here to connect to your assets in CDEV environment through Test Kit.
- If the account can access more than 2 sandboxes, all sandboxes will be list up here.

MY DETAILS

Use this page to refer to your details and download the hubstartup.txt files for your CDEV Environments.

Organization	CDS Documentation Review
Name	[Redacted] - CDS Documentation Review
Email	[Redacted]

User Info

CDEV Environments		
	Environment Name	Environment URL
Account Info Owner / Submitter	SCEJ Home Japan Environment	Download hubstartup.txt

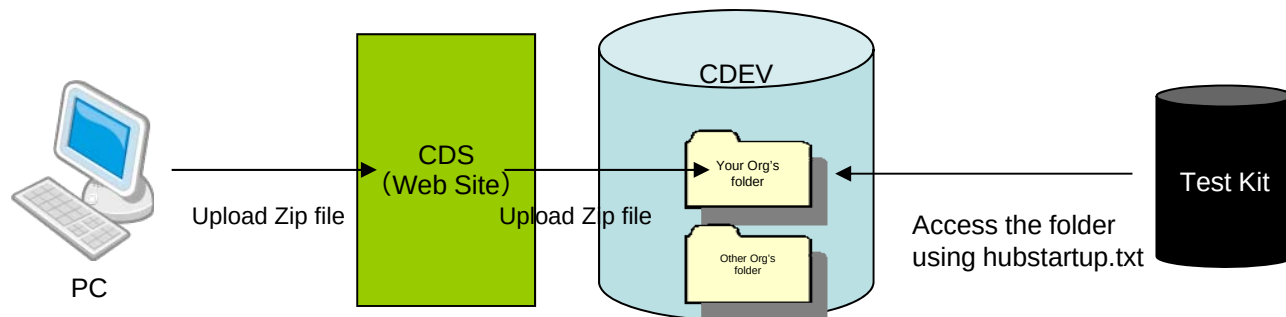
2つ目の環境の例 : CDS Documentation Review以外の環境

* "hubstartup.txt" will be created when you upload the first asset to your Organization's folder in CDEV server. If you cannot find the download button shown above, please upload your asset first.

2. Submit assets, and upload them to CDEV 1/12

🏠 Through CDS, you can submit **Scenes** and **Objects** zipped by HDK to CDEV environment.

- As soon as you submit your assets to CDS, it will be uploaded into CDEV environment.
 - You can confirm your assets using Test Kit and “hubstartup.txt,” which can be obtained in “My Details” page.



- You can see all submission records done in the past.

* Please package your assets using the latest version of HDK.

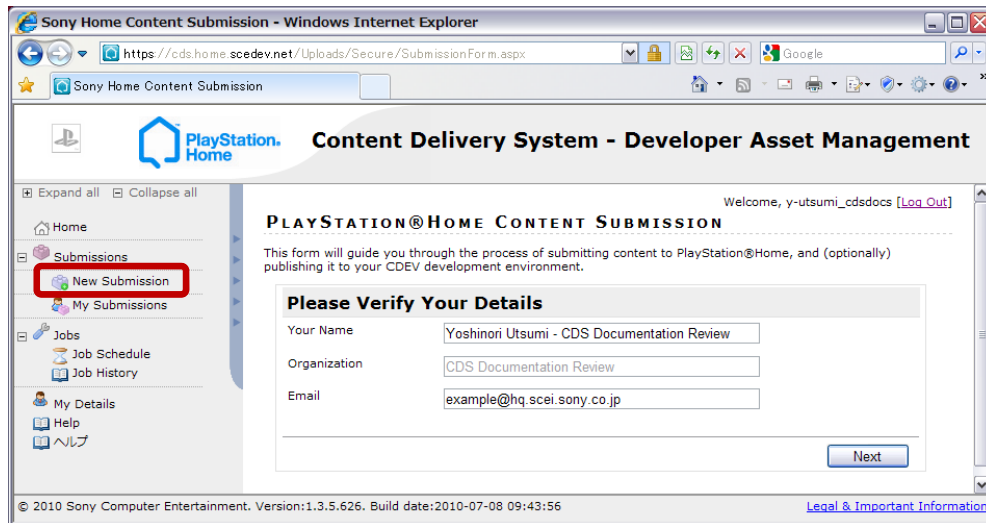
CDS will check the HDK version, and if older HDK is used for an object, CDS will reject to upload the object to CDEV.

🏠 Details will be described from the next page.

2. Submit assets, and upload them to CDEV 2/12

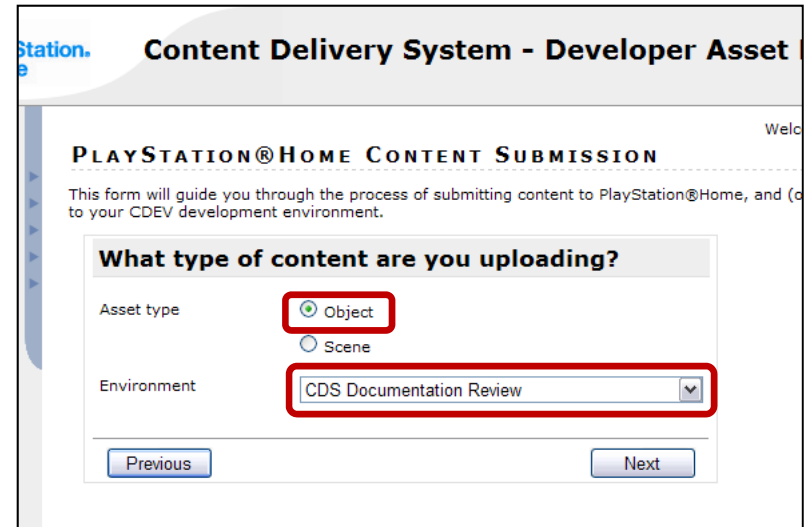
🏠 Object Submission 1/5

- Here is the steps to submit and upload your **Objects**.



① Select **New Submission**

② Check information, especially "Company," then press "Next"



③ Select content type.

Select "Object" here, and press "Next"

* Please check "Environment" to submit your assets.
If your account is associated to multiple sandboxes,
you can select those from the environment list.

2. Submit assets, and upload them to CDEV 3/12

🏠 Object Submission 2/5

PLAYSTATION.3 Content Delivery System - Developer Asset Management

Welcome, utsumids [\[Log Out\]](#)

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and (optionally) publishing it to your CDEV development environment.

Please tell us a bit about the content

Object Title:

Notes:

[Previous](#) [Next](#)

④ Enter Object Name (Title) and short description (Notes), and press **“Next”**

These texts won't appear in PlayStation®Home, but are used for asset management in CDS.

PLAYSTATION.3 Content Delivery System - Developer Asset Management

Welcome, utsumids [\[Log Out\]](#)

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and (optionally) publishing it to your CDEV development environment.

Regionalisation

Is this content targeted at specific regions? If so, please select them, otherwise leave blank:

- ☐ All SCEA
- ☐ All SCEAsia
- ☐ All SCEE
- ☒ All SCEJ

[Previous](#) [Next](#)

⑤ Select regions you want to release your assets, then, press **“Next”**

★ Please see the next page to learn

2. Submit assets, and upload them to CDEV 4/12

🏠 Note) Target Region Selection

Regionalization

Is this content targeted at: ● *The data you submitted need to be QAed and Passed QA in the region you selected in step ⑤.*

- ☐ All SCEA
- ☐ All SCEAsia
- ☐ All SCEE
- ☒ All SCEJ

➤ *So, please select **only** necessary/affected region, otherwise, your data will be stacked in an unnecessary region.*

● *Object Data is always shared among all regions.*

➤ *If you want to update existing data, the data must be QAed again in all affected region as the data is shared among regions.*

e.g.: Assume you have released an object to SCEJ. If you want to release the object to SCEA updating its metadata, you have to select SCEJ and SCEA when you submit the updated data, since the object must be QAed in SCEJ as well.

➤ *As CQA environment is separated region by region, please always select both "A Region you have released the object before (needs re-QA)" and "A Region you are going to release the object (needs new QA)" to keep both environments up to date.*

➤ *Scene Data will be released to only selected region here.*

2. Submit assets, and upload them to CDEV 5/12

🏠 Object Submission 3/5

PLAYSTATION.3 Content Delivery System - Developer Asset Management

Welcome, utsumids [Log Out](#)

PLAYSTATION@HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation@Home, and (optionally) publishing it to your CDEV development environment.

Would you like this to be published straight away?

☒ Yes, publish this as soon as I've submitted it.

☐ No, I will publish it myself later.

Publish to: CDS Test Kulky - Org Environment

[Previous](#) [Next](#)

⑥ Select “Yes” if you want to submit and upload the assets at the same time. Usually, you don’t have to select “No.”

PLAYSTATION.3 Content Delivery System - Developer Asset Management

Welcome, utsumids [Log Out](#)

PLAYSTATION@HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation@Home, and (optionally) publishing it to your CDEV development environment.

Please choose the file you wish to submit

(Zip files only, must not exceed 300MB)

[Select](#)

[Previous](#) [Finish and Add Next](#) [Finish](#)

⑦ Press “**Select**,” and choose a zip file you packed in Object Editor. Then, press “**Finish**” or “**Finish and Add Next**.”

If you have multiple objects you want to upload, press “**Finish and Add Next**,” then, you can continue submitting the next asset. (Operation will be continued from ②.)
If you don’t have any other objects you want to upload, press “**Finish**.”

2. Submit assets, and upload them to CDEV 6/12

🏠 Object Submission 4/5



⑧ Submission Complete!

A Submission Number (for all Objects you submitted this time) will be displayed.

At the same time, an e-mail titled
“CDS Upload receipt (#Submission Number)”
will be sent to you.

CDS upload receipt (#1299413502)

Thank you for submitting a file to the PlayStation®Home Content Delivery System.

This is an automatically generated email receipt.

Your submission number is: 1299413502

Title: Test Object 1

Notes: This is a test object.

Type: Object

File name: E2C62FD0-093240EC-A8C8BFCA-0A34257B.zip

Date submitted: 2010年7月23日 7:49

Target regions: SCEJ

2. Submit assets, and upload them to CDEV 7/12

🏠 Object Submission 5/5

- An uploading Job will be created per Object, then, Jobs will be processed one by one to upload assets to CDEV server.
- Unprocessed Jobs can be found in [“Job Schedule,”](#) and processed Jobs can be found in [“Job History.”](#)
 - You can find all Jobs submitted by other people in your organization.

Job Creator	Object Id	Submission No.	Submission Title	Target Environment	Scheduled For	Started	Finished	Status
Yoshinori Utsumi - CDS Documentation Review	E2C62FD0-093240EC-A8C8BFCA-0A34257B	3054879424	Test Object 2	SCEJ Home Japan Environment	2010/07/23 8:58:20	2010/07/23 8:58:24		Run

↑ [“Job Schedule”](#) Page

Unprocessed Jobs will be listed here, and as soon as a Job is processed, it will be deleted from this page.

→ [“Job History”](#) Page

Processed Jobs will be listed here. If uploading is failed by some reason, you can find such objects it here.

Job Creator	Object Id	Submission No.	Submission Title	Target Environment	Scheduled For	Started	Finished	Status
Yoshinori Utsumi - CDS Documentation Review	E2C62FD0-093240EC-A8C8BFCA-0A34257B	3054879424	Test Object 2	SCEJ Home Japan Environment	2010/07/23 8:58:20	2010/07/23 8:58:24	2010/07/23 8:58:29	Complete
Yoshinori Utsumi - CDS	E2C62FD0-093240EC-A8C8BFCA-0A34257B	1200412503	Test Object 1	SCEJ Home Japan Environment	2010/07/23 8:58:20	2010/07/23 8:58:24	2010/07/23 8:58:29	Complete

2. Submit assets, and upload them to CDEV 8/12

🏠 Scene Submission 1/4

- Here is the steps to submit and upload your **Scenes**.
① and ② is the same as Object.

PlayStation®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, publishing it to your CDEV development environment.

What type of content are you uploading?

Asset type: ☒ Object ☐ Scene

Environment: SCEJ Home Japan Environment

Previous Next

Content Delivery System - Developer Asset Management

Welcome, y-utsumi_cdsdocs [\[Log Out\]](#)

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and (optionally) publishing it to your CDEV development environment.

What type of content are you uploading?

Asset type: ☐ Object ☒ Scene

Scene Name: J_SCEJ_TestScene_05_35E2_30EC

Environment: SCEJ Home Japan Environment

Previous Next

③ Select "**Scene.**"

* Please check "Environment" to submit your assets. If your account is associated to multiple sandboxes, you can select those from the environment list.

④ Field to enter Scene Name will appear. Enter **Scene Name issued by SCE beforehand**, and press "**Next.**"

* Scene Name Looks like:
J_SCEJ_HomeSquare_1234_5678

2. Submit assets, and upload them to CDEV 9/12

Scene Submission 2/4

Content Delivery System - Developer Asset Manager

Welcome, y-utsumi_cdsd

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and (optionally) to your CDEV development environment.

Please tell us a bit about the content

Scene Type:

Scene Key:

Access Object ID:

Notes:

(*) required field

Content Delivery System - Developer Asset Manager

Welcome, y-utsumi_

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and (optionally) to your CDEV development environment.

Regionalization

Is this content targeted at specific regions? If so, please select them, otherwise **leave blank**:

☐ All SCEA

☐ All SCEAsia

☐ All SCEE

☐ All SCEJ

⑤ Enter Scene Type, Scene Key, Access Object ID(Optional), and Short Description (Notes), and press **"Next."**

Please refer HDK document on Scene Type.
Scene Key will be issued with Scene Name by SCE.
Scene Name, Key, and Notes won't appear in PlayStation®Home, but are used for asset management in CDS.

"**Access Object ID**" is an optional field only for Public Lobby. If you want to restrict access to this scene, enter the object ID to this field. Only the users having that object can access the scene.

⑥ Select regions you want to release your scene, then, press **"Next."** You can select countries/areas to release if you want/need.

★Note)

You cannot select regions for Personal Spaces and Clubhouses as they always must be released to all region.

QA will be done in all regional SCE you selected here, and your asset cannot be released until you get "pass" from ALL regions. If you are planning to release assets to specific regions, but not other regions, please select the specific regions only. Later, you can resubmit the assets when you decided to release the assets to additional regions.

If you want to create a global space where all users around the world can enter, please leave these checkboxes empty.

Stop!



Station. Content Delivery System - Developer Asset Mar

Welcome, y-utsumi

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and (optionally) to your CDEV development environment.

Regionalization

Is this content targeted at specific regions? If so, please select them, otherwise **leave blank**:

- ☐ All SCEA
- ☐ All SCEAsia
- ☐ All SCEE
- ☐ All SCEJ

Previous Next

- ❏ *Please never select regions to which you don't release the content.*
- ❏ *Please select only regions to which you have released the content and the ones to which you are going to release the contents this time.*



2. Submit assets, and upload them to CDEV 10/12

🏠 Scene Submission 3/4



Station. Content Delivery System - Developer Asset

Welcome, y-

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and to your CDEV development environment.

Would you like this to be published straight away?

☒ Yes, publish this as soon as I've submitted it.

☐ No, I will publish it myself later.

Previous Next

⑦ Select **"Yes"** if you want to submit and upload the assets at the same time. Usually, you don't have to select **"No."**



Station. Content Delivery System - Developer

PLAYSTATION®HOME CONTENT SUBMISSION

This form will guide you through the process of submitting content to PlayStation®Home, and to your CDEV development environment.

Please choose the file you wish to submit

(Zip files only, must not exceed 100MB)

Select

Previous Finish and Add Next Finish

⑧ Press **"Select,"** and choose a zip file you packed in Object Editor. Then, press **"Finish"** or **"Finish and Add Next."**

If you have multiple objects you want to upload, press **"Finish and Add Next,"** then, you can continue submitting the next asset.

(Operation will be continued from ②.)

If you don't have any other objects you want to upload, press **"Finish."**

2. Submit assets, and upload them to CDEV 11/12

🏠 Scene Submission 4/4

- Same as **Object**, a Submission Number will be displayed and CDS receipt e-mail will be sent to you after submission.
- Same as **Object**, Uploading Jobs for **Scenes** will be created, and can be checked in ["Job Schedule"](#) / ["Job History"](#) pages.



2. Submit assets, and upload them to CDEV 12/12

🏠 Submission History

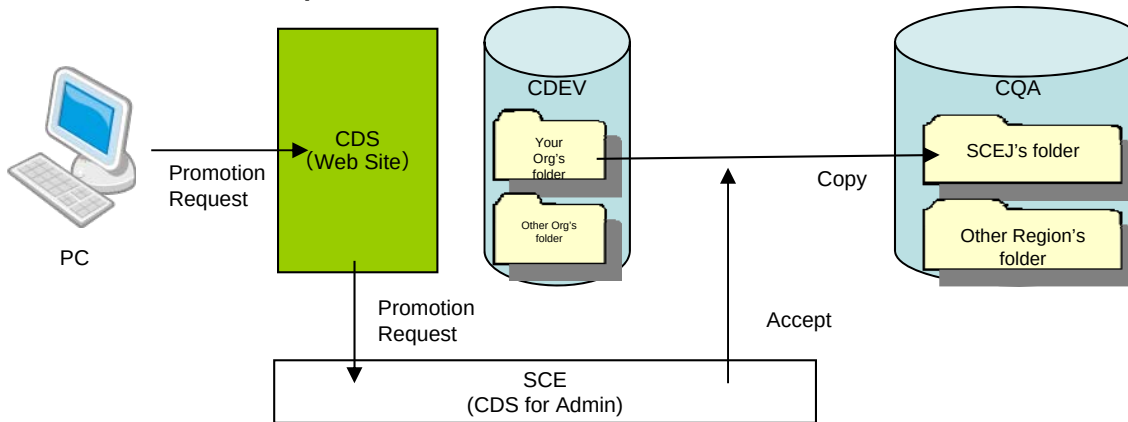
- Submission history can be seen in ["My Submission"](#) page.
 - You can see the details of each submission, and you can promote your assets to CQA server for SCE QA.
 - You can find the submissions from the other members of your organization in this page, too.

The screenshot shows the 'Content Delivery System - Developer Asset Management' interface. The left sidebar contains navigation links: Home, Submissions, Jobs, My Details, Help, and ヘルプ. The main content area is titled 'MY SUBMISSIONS' and includes a search section with fields for Object Title/Object ID/Scene Name, Upload Type (set to 'All Types'), Submission Number, Target Regions (SCEE, SCEJ, SCEAsia, SCEA), and QA Status (set to 'Any'). A 'Search' button is present. Below the search section, there is a 'Request Publishing to QA Environment' button and a message 'Found: 3'. A table displays the submission details:

Submission No.	Submitter	QA Status	Date Submitted	Submission Title	Submission Type	Last Environment	Target Regions	
☐ 3024077277	Yoshinori Utsumi - CDS Documentation Review	Not requested to QA	2010/07/23 11:31:01	J_SCEJ_TestScene_06_5C7B_B145	Scene	SCEJ Home Japan Environment	SCEJ	View Details
☐ 3054879424	Yoshinori Utsumi - CDS Documentation	Not requested to QA	2010/07/23 8:58:20	Test Object 2	Object	SCEJ Home Japan Environment	SCEJ	View Details

3. SCE QA Request 1/3

- ❖ After you QAed your assets in CDEV environment, you have to submit them to SCE for approval.
- ❖ At that time, you have to submit all necessary documents, and promote your assets to CQA environment through CDS.
 - Please refer “3. How to Release PlayStation®Home Content (3 of 3)” on SCE QA request.



- ❖ This can be done in [“My Submissions”](#) page.

3. SCE QA Request 2/3

① Open **"My Submissions"**

② Find Submission List which contains an object you want to promote to CQA server.

③ Check on checkboxes of objects you want to promote.

④ Press **"Request Publishing to QA Environment."**

Content Delivery System - Developer Asset Management

Welcome, y-utsumi_cdslots [Log Out]

My SUBMISSIONS

From here you can browse and search all the content you have submitted so far.

Find Submissions

Object Title/Object ID/Scene Name
Upload Type: All Types
Submission Number
Target Regions: ☐ SCEE ☐ SCEJ ☐ SCEAsia ☐ SCEA
QA Status: Any
Search

Request Publishing to QA Environment

Found: 3

Submission No.	Submitter	QA Status	Date Submitted	Submission Title	Submission Type	Last Environment	Target Regions
☒ 024077277	Yoshinori Utsumi - CDS Documentation Review	Not requested to QA	2010/07/23 11:31:01	J_SCEJ_TestScene_06_SC7B_B145	Scene	SCEJ Home Japan Environment	SCEJ View Details
☒ 054879424	Yoshinori Utsumi - CDS Documentation Review	Not requested to QA	2010/07/23 8:58:20	Test Object 2	Object	SCEJ Home Japan Environment	SCEJ View Details
☐ 299413502	Yoshinori Utsumi - CDS Documentation Review	Not requested to QA	2010/07/23 8:49:10	Test Object 1	Object	SCEJ Home Japan Environment	SCEJ View Details

Displaying records 1 - 3 out of 3

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3. SCE QA Request 3/3

⑤ Press “OK” when dialog popped up.

If there is no problem, “Your request was sent successfully” dialog will be shown.



* You can check promotion status in “Submission Details” of each assets.

Not created

- Not promoted to CQA

Waiting

- Promotion request has been sent,

and waiting for that SCE copies

data to CQA.

Approved (or Declined)

- Promotion approved (or rejected)

(*Note, this doesn't mean QA result.)

SUBMISSION DETAILS	
On this page you can:	
- publish content to your CDEV development env - request publishing to QA - track progress of your content through our syst	
Submission Type	Object
Object ID	E2C62FD0-093240E0
Title	Test Object 2
Submitter	Yoshinori Utsumi - C
Email	Yoshinori.Utsumi@sony.com
Organization	CDS Documentation
Date Submitted	2010/07/23 8:58:20
Notes	
Target Regions	SCEJ
Countries	All Countries
Download	Original
Last Published Environment	SCEJ Home Japan E
Sandbox	SCEJ Home Japan E
Submission Number	3054879424
Regional QA	
Request Status	Waiting
Sent to QA	2010/07/23 11:52:1
Republish to CDev Request Publishing to QA Env	
Previous Next	

SUBMISSION DETAILS	
On this page you can:	
- publish content to your CDEV development environment - request publishing to QA - track progress of your content through our system.	
Submission Type	Object
Object ID	E2C62FD0-093240EC-A8C8BFCA-0A34257B
Title	Test Object 2
Submitter	Yoshinori Utsumi - CDS Documentation Review
Email	Yoshinori.Utsumi@sony.com
Organization	CDS Documentation Review
Date Submitted	2010/07/23 8:58:20
Notes	
Target Regions	SCEJ
Countries	All Countries
Download	Original
Last Published Environment	SCEJFQA
Sandbox	SCEJ Home Japan Environment
Submission Number	3054879424
Regional QA	SCEJ Waiting
Request Status	Approved
Sent to QA	2010/07/23 11:52:12
Previous Next	



Appendix



🏠 *Here is the major change list from the previous version, v1.4.*

- *When you submit a scene, you can select scene type.*

Changes from CDS v1.2.1

🏠 *Here is the major change list from the previous version, v1.2.1.*

- *An environment you are going to submit will be clearly shown.*
- *Now you don't have to select regions to submit Private Spaces (Personal Spaces and Clubhouses).*
- *A single account can access to multiple sandboxes.*
 - *Now you don't have to use 2 different account for 2 different environment, but you still have to contact SCE to use more than 2 environments.*
- *Performance improved.*
- *Bug fixes, and improvements.*
- *Added more information in lists.*

Changes from CDS v1.2.0

🏠 *Here is the major change list from the previous version, v1.2.0.*

- *“Access Object ID” can be specified when submitting scenes.*
- *Update in “My Submissions”*
 - *Submissions from the other members of the same organization can be found in “My Submissions”.*
 - *Search conditions improved.*
- *Performance improved.*
- *Bug fixes, and improvements.*



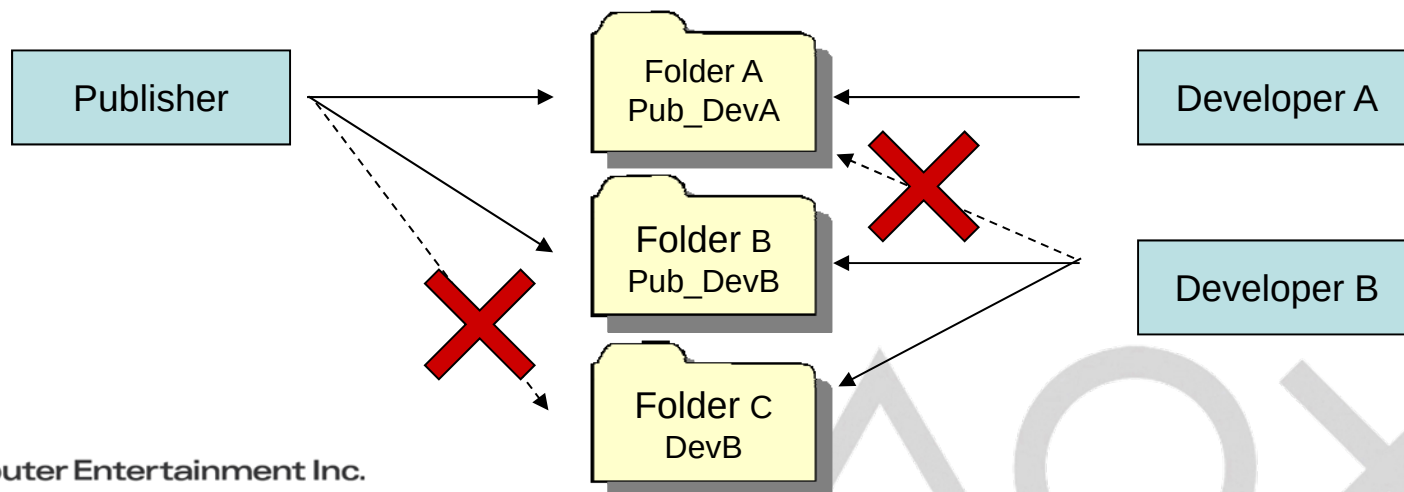
Changes from CDS v1.1

🏠 *Here is the major change list from v1.1.*

- *Developers can upload their assets to CDEV server by themselves without asking SCE to do so.*
- *Developers can check submission history of their assets.*
- *Any member of the same organization can overwrite a Scene submitted by other members.*
- *Promotion to CQA server is required when you request SCE QA.*
- *Developers can obtain hubstartup.txt through CDS.*
- *Bug fixes, and improvements.*

Notes(1)

- ❏ *If you want to have 2nd or more folders in CDEV environment, since you have outsourcing developer who should not see other secret objects created by other teams;*
 - *SCE need to create a new environment for the new project.*
 - *There are two permission levels, owner (who can see all submission lists) and submitter (who can see their own submission only).*
 - *You may think Owner = Publisher, and Submitter = Developer.*
 - *Organization specific info like tickets in Technical Support won't be shared over organization.*
 - *You can select which environment you want to submit data when you use CDS.*
 - ***If you need additional folders, please send the following information to SCEJ Publisher Relation Div from Owner organization.***
 - *Access to an existing sandbox or a new sandbox?*
 - *Owner organization's DevNet Name and ID*
 - *You can find the organization name at right top of the web page after you logged in the DevNet*
 - *Preferred Org Name*
 - *Short Name : 2 – 16 letteres of 'a-z', '0-9', and '-'*
 - *Reccomendation: Publisher Name_Developer Name (e.g. SCEJDevCompanyA)*
 - *Submitters' organization's DevNet Name and ID.*



Accessing, permission, and multiple sandboxes 1/2

🏠 Basic Spec

- **Accessing contents in a sandbox:**

To see contents in a sandbox using PlayStation®Home Client included in HDK, you need **“hubstartup.txt” file**. To refer the same data from a different organization, please share the file among the two organizations. (CDS has nothing to do with sharing contents.)

- **Submitting contents to a sandbox :**

To submit contents to a specific sandbox, **you need a permission**. (TBD)

- As default, 1 sandbox per Devnet organization is given (Owner permission).

➤ Therefore, if you want to use your organization's sandbox, you don't have to contact SCE. You don't have to think about permissions and sharing hubstartup.txt.

- If you want to submit data to non-default sandboxes, you need to apply for a permission to SCE, so that your organization will gain the permission to the additional sandboxes.

🏠 Sandbox access rights in CDS

- **There are Owner and Submitter rights.**

- **Owner:** Can see all data submitted to the sandbox.

- **Submitter:** Can see only data submitted by the organization.

- By gaining access permission to the sandbox, you will be able to download hubstartup.txt in CDS. Using the file, you may check contents in the sandbox in CDEV.

➤ Please contact regional SCE if you want to access additional sandboxes with information written in the previous page, “Notes(1).”

🏠 Use cases:

- *Sharing “hubstartup.txt”*

- *In the case you want to show your contents to other organization;
(using PlayStation®Home Clint included in HDK)*

→ *Pass the **hubstartup.txt** to the organization.*

- *Please note that the organization can see your contents in the sandbox forever. So, if you do not want to show your future contents, please do not use this method.*

- *Add permission to an existing sandbox*

- *In the case you want other organization to submit contents to your sandbox;*

→ *Give the organization a **Submitter Permission**.*

- *Please note that the organization can see your contents in the sandbox forever. So, if you do not want to show your future contents, please do not use this method. You may forbid them to submit contents by canceling the permission, though.*

- *Use multiple sandboxes*

- *In the case you want to use a single sandbox among multiple organizations;*
 - *e.g. A corroboration project among multiple publishers*
- *In the case you want to separate people/organization who can see the sandbox per project;*
 - *e.g. A publisher who uses different developer project by project*
 - *e.g. A developer who wants to separate sandboxes for publisher by publisher*

** Note) You cannot copy/move existing objects among sandboxes. Only new object IDs can be submitted to the new sandbox.*



Notes(2)

- 🏠 ***The same Object ID cannot exist in multiple folders including other companies' ones at the same time.***
 - *As long as you create assets normally, the same Object ID won't be created.*
 - *You cannot copy your assets from one folder to another if the Object ID is the same.*

