



Important Notice on commerce in PlayStation®Home

Sony Computer Entertainment Inc.

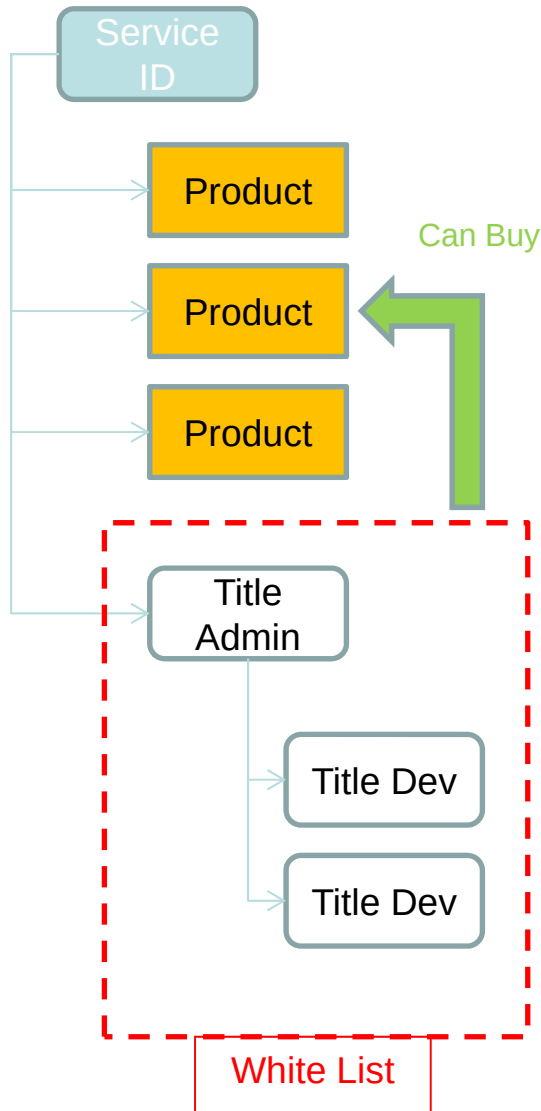


What Happened on 15th September 2011

- ❖ *PlayStation®3 game title's security policy is that developers can buy only a product which is created by the developer.*
- ❖ *This has been controlled by a white list attached to a Service ID in "NP-Product Management Tool (NPMT)".*
- ❖ *PlayStation®Home has been work-arounding the above policy, and PlayStation®Home hadn't required to register your account to NPMT until 15th September 2011.*
- ❖ *The PSN server was patched on 15th September 2011, and the above policy was severely applied to PlayStation®Home. Therefore, every PlayStation®Home users cannot buy anything until their account will be registered to a white list.*
- ❖ *As this is security policy, there is no workaround to have old behavior.*



What Need to Do



🔑 Your SEN account needs to be registered to your Service ID in NP Product Management Tool (NPMT).

1. When you submit **“Commerce Item PlayStation®Store ID & Rating Request Form”** and **“Scene Entitlement Object Request Form”** please send the following information, too.

- Regional Sign-In ID (e-mail address) of your SEN account
- Source IP Address to access NPMT

2. SCE will create a Title Admin account for you.

3. Log-in NPMT using the Title Admin account

- How to use NPMT can be found in “NP-Product Management_Guide” in PlayStation®3 DevNet (Resources > PlayStation®Network > Downloads and Tools > Network Platform SDK > Documents > NP Product Management Guide).

4. Create Title Dev accounts by yourself for your co-workers

- See Section 4 of “NP-Product Management_Guide”

5. Now you can buy your products

What to do depending on your situation

- ⏏ *If you have not released consumable items, and are planning to release them soon.*
 - *As described in p4, SCE will register your admin account to NPMT when submission forms are registered.*

- ⏏ *If you have released consumable items, but have no plan to test them soon.*
 - *You don't have to do anything for now.*

- ⏏ *If you have released consumable items, and have plan to test them soon.*
 - *Please read the next page, and contact PlayStation®Home DevNet.*



Notice!

- 🏠 *If you want to test released consumable items, but if your account has not registered to NPMT yet:*
 - Please raise a ticket in PlayStation®Home DevNet Private Support and write the following information.
 - *Sign-In ID (e-mail address) of your SEN account*
 - *Quick Sign Up e-mail address cannot be used.*
 - *The ID is required region by region.*
 - *You need 4 accounts if you create global contents.*
 - *Source IP Address to access NPMT*
 - *You can find this in DevNet > My Organization > Show permitted IP ranges.*
 - *“Commerce Item PlayStation®Store ID & Rating Request Form” and “Scene Entitlement Object Request Form” has fields for the above in submission form ver.1.55.*
- 🏠 *Please do **NOT** create/edit any products in NPMT for PlayStation®Home contents.*
 - *Unlike PlayStation®3 Game title, Product ID, Entitlement ID, and Category ID are strictly managed by regional SCE, and you cannot give alternative IDs to them.*

