

Technical Requirements Checklist for PlayStation®Home Content

**Standard Content Development Rules for
SCEJ/SCEA/SCEE/SCE Asia Territories**

Version 1.70

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Effective Date for Publishers

Must be used for submissions from November 30, 2012
(Recommended also for earlier submissions)

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In this document:

- "SIXAXIS™ wireless controller" and "DUALSHOCK®3 wireless controller" will be indicated by the general term "wireless controller" unless distinction is necessary.
- "PSP™ (PlayStation®Portable)" and "PSP™ (PlayStation®Portable)" go will be called "PSP™" unless distinction is necessary.
- "PlayStation®Move motion controller" will be indicated by the general term "motion controller".
- "PlayStation®Move navigation controller" and "wireless controller" (when used together with the PlayStation®Move motion controller) will be indicated by the general term "navigation controller" unless a distinction is necessary.
- "Memory Stick™", "Memory Stick Duo™", "Memory Stick PRO Duo™" and "Memory Stick PRO-HG Duo™" will be indicated by the general term "Memory Stick™" unless distinction is necessary.
- RTGame or Realtime Game – the term for a scripted object that is similar to a Mini-Game scripted object, but is for multiplayer games, uses a different library (RTGame) which contains all of the Mini-Game functionality, and also supports peer-to-peer networking
- Game launching – the term for launching a PS3 game title from PS Home
- Game returning – the term for returning to a specified place in PS Home from a PS3 game title that has been game launched from PS Home
- HDK is the abbreviation for Home Development Kit
- **SC** is the abbreviation for a Scene, which can be a Public Space Types, Personal Space Types, Clubhouse Space Types, Game/Video Space Types
- **CC** is the abbreviation for a Character Component
- **FI** is the abbreviation for a Furniture Item
- **AI** is the abbreviation for an Active Item
- **PI** is the abbreviation for a Portable Item (Companion Object, Animation Pack and Locomotion Object)
- **AG** is the abbreviation for an Arcade Game
- **MG** is the abbreviation for a Mini-Game
- **GL** is the abbreviation for a Game Launch Object
- PS Home is the abbreviation for PlayStation®Home
- CDS is the abbreviation for Content Delivery System
- HDD is the abbreviation for a Hard Disk Drive
- OSD is the abbreviation for On Screen Display
- IP is the abbreviation for Intellectual Property
- DRM is the abbreviation for Digital Rights Management
- NP is the abbreviation for Network Platform
- TUS is the abbreviation for Title User Storage
- BBS is the abbreviation for Bulletin Board System
- TRC is the abbreviation for Technical Requirements Checklist
- SCE is the abbreviation for Sony Computer Entertainment
- SCEE is the abbreviation for Sony Computer Entertainment Europe
- SCEA is the abbreviation for Sony Computer Entertainment America
- SCE Asia is the abbreviation for Sony Computer Entertainment Asia

- SCEJ is the abbreviation for Sony Computer Entertainment Japan
- SCEI is the abbreviation for Sony Computer Entertainment Inc.
- QA is the abbreviation for Quality Assurance
- ARG is the abbreviation for Alternate Reality Game
- HSML is the abbreviation for Home Screen Markup Language

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About This TRC

Links to the HDK Documentation:

The [HDK Help](https://docs.home.scedev.net/) is available directly on <https://docs.home.scedev.net/> or via the PS Home Developer Network website <https://home.scedev.net/>.

Links to the PlayStation®3 Developer Network Website:

If you need to, but do not have, access to the PlayStation®3 Developer Network website (<https://ps3.scedev.net/>) contact your regional SCE representative via the PS Home Developer Network website (<https://home.scedev.net/>).

Changes from the Last Release

In addition to the major changes listed below, a number of minor changes have been made for clarity.

This version of the PS Home TRC has been updated with the latest requirements from PlayStation®3 TRC v.4.2.

New items:

[Content Specification Form](#) – Added Save Data Services

[\[R2078\]](#) – Added Locomotion Object requirement

[\[R2079\]](#) – Added Save Data Services requirement

Modified items:

Section [7.0](#) – added PlayStation®Vita

[\[R2027\]](#) and [\[R2052\]](#) – Added a note stipulating that SCE Asia now accepts content that is localized only with en-SG.

[\[R2060\]](#) – Removed test requirement

[\[R2062\]](#) – Removed test requirement

[\[R2076\]](#) – Updated and expanded

Deleted items:

None

Submitting the TRC

This document contains the "PlayStation®Home Content Checklist and Technical Requirements Checklist".

- Submit the PlayStation®Home Content Checklist when submitting the packaged content for PS Home.

Complete the PlayStation®Home Content Checklist for your submission. For re-submissions, submit only the applicable (modified) pages.

Please check the following prior to submitting the documents:

- Check that the required licensing agreements have been signed.
- Check the "Technical Notes" section of the PS Home Developer Network website (<https://home.scedev.net/>) for up-to-date information and applicable warnings.
- Check to make sure that you have the latest version of the TRC.

Warning regarding export regulations:

Exports must be strictly controlled to adhere to the export regulations of the originating country as well as the re-export regulations of the Export Administration Regulations (USA).

Contact SCE via the PS Home Developer Network website (<https://home.scedev.net/>) if you have any questions.

Completing the TRC

The TRC is a checklist of requirements that must be fulfilled by the content being submitted. The requirements are in the following format.

Requirement number	SC CC FI AI PI AG MG GL For the use of textures in a Space, an Arcade Game in a space or a Mini-game in a space:	☐ N/A
Premise	The total environment textures of the Space must conform to the memory limits for the space.	☐ Build ☐ Test
Requirement	Explanation: Texture totals for spaces are made up of textures used in the environment (including the environment textures, environment animation textures and all images, such as Arcade Games, Mini-games, Screens, etc.) used or potentially activated in the Space. The texture limits for spaces are determined by the amount of VRAM allocated to the type of space.	Checkboxes for implementation and test teams
	Note: For details, refer to the HDK Documentation > Content Requirements https://docs.home.scedev.net/confluence/display/HDK170/Content+Requirements	
	Check method: Use the Profiling Tools to check VRAM usage.	Check method for testing

Note: The requirement is an example and does not necessarily contain accurate information.

Each requirement consists of three parts:

The first part consists of the premise. If the stated conditions apply to the PS Home content, the requirement in the second part must be satisfied. If the conditions do not apply, select the "N/A" checkbox to the right of the premise, and skip the item.

In the [PlayStation®Home Content Checklist](#), the premise can also include the applicable PS Home content formats, which are abbreviated as follows.

- **SC**: Scenes (also sometimes referred to as Environments) that will be Spaces in PS Home, including Public Space Types (e.g. cinema, square), Personal Space Types (e.g. apartment, beach condo), Clubhouse Space Types (e.g. Game Title XYZ Survivors' Club), and Game/Movie Space Types (e.g. Shoot-em-Up game space, Elf and Bow RPG dungeon)
- **CC**: Character Component (e.g. item of clothing, accessory, hairstyle)
- **FI**: Furniture item (e.g. chair, lamp, ornament)
- **AI**: Active item (e.g. any piece of furniture that has associated scripted behavior)
- **PI**: Portable item (e.g. Companion Object, Animation Pack and Locomotion Object)
- **AG**: Arcade game
- **MG ***: Mini-game (applicable to Realtime Game content as well)
- **GL**: Game launch object

* Note:

- When submitting Realtime Game content, fill in the TRC as if submitting a Mini-Game, e.g. tick in all the tick-boxes and abide by the requirements for mini-games as indicated in the premise "MG" in the TRC, unless there is a distinct question regarding Realtime Game content or it is explicitly stated that the requirements for Realtime Games are different. The limits in the Validation and Submission Guide will be different for Mini-Games and Realtime Games.

In the above example, the requirement applies only to Spaces in PS Home (e.g. the public, personal, or clubhouse space/scene, including all PS Home models within the scene, scene assets and resources, such as embedded scene objects, environment animations, particle effects, scripts, mini-games, spawn points, screens, triggers and sounds), as well as Arcade Games and Mini-games.

The second part consists of the requirement. The third part consists of the explanation and additional information. There are checkboxes to the right of the requirement. The "Build" checkbox is for implementation (design and production) teams. The "Test" checkbox is for test teams. (Testing is not necessary if there is no "Test" checkbox.)

The "Build" and "Test" checkboxes are provided for simplifying the checking process. These checkboxes do not need to be marked when submitting content.

If there is a common premise for all the requirements in a section, it is written at the beginning, as shown below.

Common premise for section	☐ Check this box if section's premise does not apply
----------------------------	---

10.0 Controller

[R2036]

SC CC FI FI AI AG MG GL

☐ N/A

If license areas with different buttons assigned for "advance" are targeted:

Note: The requirement is an example and does not necessarily contain accurate information.

In the example, all of the requirements in Section 10.0 apply to Spaces (SC), Active Items (AI), Arcade Games (AG), Mini-Games (MG) and Game Launching (GL), if the content uses different buttons for "advance"/"accept" in different regions. For content that does not assign different buttons per regions, select the "N/A" checkbox to the right of the premise, and skip Section 10.0 altogether. The requirements do not apply to Character Components, Furniture or Companion Objects, which are grayed out (CC FI CC).

Note:

- If you do not comply with all of the stated technical requirements, this may delay the QA testing cycle and approval of your content.
- Unless otherwise noted, the documents named as references in this document can be found at (<https://docs.home.scedev.net/>).
- The references in this TRC were available at the given URLs on October, 2012. Note, however, that it is possible for the applicable pages to be moved or modified.
- Your submitted PS Home content must also meet all of the requirements presented to you in any documents supplied by SCE, or posted on the website, etc.

Submitting Content

Submission Materials

- When submitting content, use the CDS (Content Delivery System) to upload packaged scene or object files.
- For associated content, submit all packages together (e.g. for a scene that has a mini-game in it, submit the scene package and the associated mini-game object package together) or ensure content is already available live.
- Associated content (scripts/objects/scenes that reference other scripts/objects/scenes) must be accessible to QA for testing (i.e. submitted for publication or already live). Therefore, associated content must either be submitted at the same time or content must already be submitted and in the live environment, and all associated content must list the content it is related to.
 - For example:
 - A script that is packaged with an arcade game cabinet (furniture object) is used in a scene that contains arcade games as well. When submitting the arcade game cabinet furniture object, specify that the object has associated content. List the scene name, scene ID and describe how the scene is associated with the furniture object (i.e. they have the same script and the arcade cabinet furniture model is included in the scene). State whether the scene is live or whether it is submitted to QA.
 - A script that is packaged with an active item object is also packaged in a separate mini-game object. The mini-game object is referenced by a scene. When submitting the active item object, specify that the object has associated content. List the scene name, scene ID, mini-game object name, mini-game object ID and describing how the scene and mini-game are associated with active item object (i.e. the active item has a script that is also in a mini-game referenced by the scene). State whether the mini-game object and the scene are live or whether they are submitted to QA.
 - A mini-game object will be embedded in five separate scenes as a scene object. When submitting the mini-game object, specify that the object has associated content. List all the scene names, scene IDs and describe how the mini-game object is associated with the scenes (i.e. the mini-game will be embedded into all the scenes but will have different instance parameters set in some cases). State whether the scenes are live or whether they are submitted to QA.
- For updated or changed content, resubmit the content package following the same procedure as initial submission.
- For bundled content, submit all packages together, including the object denoting the bundle with the appropriate entitlements in place. Bundled content is any content (objects or scenes) that are bundled together into a single object to be sold (as a commerce item) or awarded (as a reward object), but once acquired are available as individual objects/scenes selectable from the menu/inventory.

- When submitting multiple content packages, do not zip any packages together. Ensure each package is a separate content submission and each package is described adequately (as specified in the Content Checklist).
- When submitting service entitlements, submit a list of the entitlement IDs, product IDs and (if applicable) the category IDs to which the entitlements belong, and descriptions on their usage (to obtain IDs, contact SCE via the PS Home Developer Network website (<https://home.scedev.net/>) or speak to regional SCE (e.g. Regional SCE Representative (Regional Account Managers for PS Home in SCEJ/A/E/Asia).

Note:

- Access the CDS and information on the CDS via the PS Home Developer Network website (<https://home.scedev.net/>).

PlayStation®Home Content Checklist

Submit this checklist when submitting PS Home Content (Scene/Space, Character Component, Furniture Item, Active Item, Portable Item, Arcade Game, Mini-Game and RTGame, Game Launch Object, additional content).

Please note that:

NP services can currently only be used by PlayStation®3 registered developers, and are not available to PlayStation®Home only registered developers.



PlayStation®Home Content Specifications Form **(for contents targeting SCEJ/SCEA/SCEE/SCE Asia)**

I declare that the following information is correct regarding the submitted contents, according to the licensing and tools contract between SCE and my company.

I hereby submit the content and other required materials, and declare that the following information is correct.

Publisher: _____

Associated Title/IP: _____

Content created with HDK version: [] Date of submission: _____ (YY/MM/DD)

Proposed date of publication: _____ (YY/MM/DD)

Type of content: ☐ SC ☐ CC ☐ FI ☐ AI ☐ PI ☐ AG ☐ MG ☐ GL

Submitted Content

1. All submitted data satisfies all requirements specified in this Checklist. (You do not have to submit PS Home Content Requirements.).	☐ Yes	☐ No
2. List of all objects and scenes (in a separate document) with object/scene IDs and names and descriptions if applicable, CDS submission numbers, age restrictions (age rating/minimum age and parental control levels), associated content (scripts/objects/scenes), embedded content, bundled content (items grouped together in one commerce item/reward object) and PS Store information which must be Quality Assured.	☐ Submitted	☐ Not submitted
3. Specification of games, operation guidelines, description of hidden features, interaction strategy guide, methods to get Home Rewards or voucher codes, method of saving and loading data, ties to Game Titles and patch dependencies, content that is associated (such as multiple objects sharing save data), NP services and the NP Communication IDs, Service IDs and Entitlement IDs used (only for first submission and when necessary thereafter).	☐ Submitted ☐ N/A	☐ Not submitted
4. All submitted content data is promoted to CQA server through CDS.	☐ Done	☐ Not Done
5. Changes from the last content version (only when there is a version change).	☐ Submitted ☐ N/A	☐ Not submitted
6. If coordinating with PlayStation®3 Games, the game title is submitted for QA.	☐ Submitted ☐ N/A	☐ Not submitted
7. I understand that there may be a case that my content will be required to adhere to PS3 TRC, too, as PlayStation®3 contents on PlayStation®Home.	☐ Yes	☐ No
8. I understand that there are non-technical requirements which could be different region by region, and I have consulted my regional SCE representative. I have also read content submission documents, forms, and any other documents provided by my regional SCE representative. As a result, my content complies with not only technical requirements, but also regional non-technical requirements. Example of regional non-technical requirements are: - Level of content quality - Level of localization quality - Text added to an object's description - Acceptable expression levels of Religion, Violence, Sexuality, etc.	☐ Yes	☐ No

Requirements Compliance

☐ The title is implemented with compliance to all requirements (items indicated by "Build") applicable to the title
☐ All tests (items indicated by "Test") applicable to the title were performed and no problems were found

Specifications

Submitted Regions	☐ SCEJ ☐ SCE Asia ☐ SCEA ☐ SCEE
Supported Languages	☐ English (US) ☐ English (GB) ☐ English (SG) ☐ French ☐ Spanish ☐ German ☐ Italian ☐ Korean ☐ Chinese (traditional) ☐ Japanese
Coordinated with PlayStation®3 Games	☐ Yes ☐ No
Game Title Name/ID Title ID is also known as Product Code.	Name: ID:
Type of coordination Tick all applicable	☐ Game launch from Menu Screen ☐ Game launch from Lua script ☐ Home rewards system ☐ NP Services ☐ Game returning (If yes, specify in a separate document) ☐ Other ()
Associated or Bundled Content	☐ Yes ☐ No
Details	☐ Associated Content ☐ Bundled Content
Reward Items	☐ Yes ☐ No
Where to give from	☐ From within PS Home ☐ From within PlayStation®3 Games
Commerce Points	☐ Yes ☐ No
Details	List spaces: List commerce point xml file name(s):
Commerce Items	☐ Yes ☐ No
Types of commerce item	☐ Ownable (Purchase) ☐ Rentable (Rental) ☐ Consumable (Tokens)
Voucher Code Item	☐ Yes ☐ No (If yes, specify in a separate document, including method for obtaining code)
Free items	☐ Yes ☐ No
PS Store (non-Home content) products available in Commerce Points	☐ Yes ☐ No
PS Store (non-Home content) products - Details of use	Product ID: Entitlement ID:
PS Store (non-Home content) products - Where to offer	☐ SCE spaces ☐ Non-SCE spaces
Commerce metadata included in content that can be purchased	☐ Yes ☐ No ☐ N/A
Quick Purchase	☐ Yes ☐ No
Details	List spaces: List commerce point xml file name(s): Note: Contact your Regional SCE Representative before submitting content that uses Quick Purchase.
Age Restrictions (Age Gating/Minimum Age, Age Rating and Parental Lock Level)	
Obtained age rating from rating board or Regional SCE Representative in each region	☐ Yes ☐ No
Obtained age gating (minimum age) from a Regional SCE Representative or rating board in each region	☐ Yes ☐ No
Obtained Parental Control Level from regional SCE	☐ Yes ☐ No

Parental Control Level Do not create additional content with a higher rating (older target age group) than the original content or associated game title.	☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 0: Rating pending (acceptable for test versions) ☐ Other (Reason: _____) ☐ Bundled content with various levels, specified in accompanying specification document or QA request form
Multiplayer Games	☐ Yes ☐ No
Type of game	☐ Mini-game ☐ Realtime game
Number of players	_____ to _____
Game or Video Spaces	☐ Yes ☐ No
Restricted to number of players	_____ to _____
Requested from SCE	☐ Yes ☐ No
Resource Pack	☐ Yes ☐ No (If yes, specify Master Object ID in separate document)
Master Object	☐ Yes ☐ No (If yes, specify Master Object ID/Resource Pack IDs in separate document)
Connecting to Servers	☐ Yes ☐ No
Approved by SCE	☐ Yes ☐ No
Server Type	☐ PlayStation®Network Server ☐ Other Server
Purpose of use	☐ PlayStation®Network Services (NP Score Ranking, NP Ticketing, NP TUS, NP Trophy) ☐ Screens Media (Video, Images, MediaRSS, HSML, Audio) ☐ Read from Lua ☐ Write from Lua ☐ Web Service (BBS, Commerce) ☐ Other (Describe: _____)
PlayStation®Network Using NP Services	☐ Yes ☐ No
NP Service(s)	☐ NP Score Ranking ☐ NP Ticketing ☐ NP TUS (title user storage) ☐ NP Trophy (Provide NP Service IDs, Communication IDs and Entitlement IDs in a separate document as stated in requirement 3 above)
Wireless Controller (Only for scripted content)	☐ Multiple Controller (Maximum Number: _____) ☐ Analogue Stick ☐ Pressure Sensitivity function ☐ Motion Sensor ☐ Vibration Function (Specify controller functions in separate document as stated in requirement 3 above)
Save Data Utility	☐ Yes ☐ No
In scripted content and active items Using Save Data Services and the AsyncCommands API library	☐ Supported ☐ Not supported
In active items Using Active API library	☐ Supported ☐ Not supported
In scripted content Using SaveData API library (i.e. not active items)	☐ Supported ☐ ☐ Autosave ☐ Autoload ☐ Multiple save data If autosave/autoload is supported, describe the situations in which autosaves/autoloads will be executed below, or submit a spec document: (_____) Key issued by SCE Related content (and IDs) ☐ Not supported
Debug Commands	
Content submission to QA includes debug functions and final release version content excludes debug functions.	☐ Yes ☐ No
Media and Codec Usage	
Media (audio or video) included in content package	☐ Yes ☐ No

Update to existing content package¹	☐ Yes ☐ No		
Codec: MPEG-4 Part 2 Simple²	☐ Included in package (Total unique time of media defined in content package: min sec) ☐ Defined Media-RSS feed or other dynamic method ³ ☐ Not included		
Codec: MPEG-4 Part 2 Advanced Simple²	☐ Included in package (Total unique time of media defined in content package: min sec) ☐ Defined Media-RSS feed or other dynamic method ³ ☐ Not included		
Codec: MPEG-4 Part 10 AVC/H.264²	☐ Included in package (Total unique time of media defined in content package: min sec) ☐ Defined Media-RSS feed or other dynamic method ³ ☐ Not included		
Codec: AAC²	☐ Included in package (Total unique time of media defined in content package: min sec) ☐ Defined Media-RSS feed or other dynamic method ³ ☐ Not included		
Codec: MP3	☐ Included in package (Total unique time of media defined in content package: min sec) ☐ Defined Media-RSS feed or other dynamic method ³ ☐ Not included		
Legal			
Includes a program subject to export regulations (a program that uses encryption technology not provided by SCE in libraries, APIs, software tools)	☐ Yes ☐ No		

¹ If the content package is an update to a previous package, only additional unique content has to have codec usage in minutes and seconds declared.

² If MPEG-4 Simple, MPEG-4 Advanced Simple, MPEG-4 Part 10 AVC/H.264, AAC, or MP3 is included in the video content, write the total playback time per content package of video/audio data encoded in the applicable formats.

³ If media content will be streamed via Media-RSS feed or defined by another dynamic method external to the data in the content package, contact SCE.

⁴ If non-SCE encryption technology is used, certain export regulations may apply. Contact SCE.

Inquiries regarding Requirements

Write the requirement numbers and DevNet issue IDs of any issues regarding the TRC requirements that were inquired or discussed with SCE via the PlayStation®Home Developer Network website (<https://home.scedev.net/>) regarding this content.

R	Resolved (DevNet issue ID:)	R	Resolved (DevNet issue ID:)
R	Resolved (DevNet issue ID:)	R	Resolved (DevNet issue ID:)
R	Resolved (DevNet issue ID:)	R	Resolved (DevNet issue ID:)
R	Resolved (DevNet issue ID:)	R	Resolved (DevNet issue ID:)
R	Resolved (DevNet issue ID:)	R	Resolved (DevNet issue ID:)

QA/Debugging

QA/Debugging staff and total time with this version	() people / Total of () hours (staff x hours)
Content/game was tested through all functions/various combinations with other content/played to end with this version	☐ Yes ☐ There is no ending

Time required to clear the content	Approximately () hours
---	-------------------------

Notes:

Send QA Check Report to: (Check E-mail or Fax)

☐ **E-mail:**

☐ **Fax:**

Telephone:

Address:

Company:

Department:

Name:

DCC Tool Requirements

1.0 Creating Content

[R2001]	SC CC FI AI PI AG MG GL	
	The file and/or folder names and structures comply with the requirements.	☐ Build
	Explanation: All file and folder names must comply with the following: – All filenames must start with an alphanumeric character – No filename should have only numbers with no file extension – No use of the file extension .sdatt (the use of signed data files are restricted) – No folder called build should exist within the build folder – The entire path string (including drive name and folders) should not exceed 256 characters, e.g. C:\HomeHDK\artsource\Generic_Shared_Textures\Characters\Female01_Feet_baseshoes_dkblueyellow_c.dds It is also recommended that: – Filenames are explanatory and/or descriptive – Filenames are unique Note: Some filenames must be upper case, including: – Home Rewards object .xml file (e.g. REWARDS.XML) – Game Returning file (e.g. PSHOMELAUNCH.TXT)	
[R2004]	SC CC FI AI PI AG MG GL	
	Content is developed and exported following the correct procedure.	☐ Build
	Explanation: Content must be developed and exported into files following the correct procedure. – All scenes (environments), character components, furniture items, models and animated files are produced and exported without errors in the HDK DCC Tools. – All audio assets are produced in and exported without errors from the SCREAM® Audio Tool. – Particle effects are exported without errors from the ATG Particle Effect Tool. Note: – For packaging requirements, see [R2007]. – Contact SCE via the PS Home Developer Network website (https://home.scedev.net/) in advance if content that does not adhere to this requirement will be submitted.	
[R2048]	SC CC FI AI PI AG MG GL	
	The content is created and modified using only HDK or PS Home approved software.	☐ Build
	Explanation: Always use the HDK applications (for instance Home Maya rather than the ordinary Maya application) to develop content for PS Home. For software not packaged in the HDK, but recommended or required for use (for instance SCREAM for developing audio assets), see the PS Home Developer Network website (https://home.scedev.net/). Note: Wherever content can be developed with any application (for instance, graphic programs for textures), this will be explicitly mentioned in the HDK Documentation, available on the PS Home Developer Network website (https://home.scedev.net/).	

Packaging and Submission Requirements

2.0 Packaging and Submission

[R2005]	SC CC FI AI PI AG MG GL	☐ N/A
	If content is functionally different per region:	
	Any content that has functionality that is different per region, each Regional SCE Representative must be notified when submitted.	☐ Build
Explanation: If the localized content differs functionally per region (i.e. there are differences in more than just text/communication localization, for example the audio or scripted interaction is different), each functionally different region must be noted in the submission notes within any regional submission forms. For example: SCEE, SCEJ, SCE Asia functionality is the same and SCEA functionality is different. Note: This also applies to Companion Objects that have names only in certain regions, as specified in the configuration.xml using the <names> tag.		
[R2006]	SC CC FI AI PI AG MG GL	☐ Build
	Unless specified by SCEJ/A/E/Asia, data and files not required by the PS Home application are not included in the content package.	
	Explanation: It is forbidden to include the following types of files in the submitted content package in any form, even in archive format. – Data and files used only for development and debugging purposes such as program source files, executable files with symbols, map files, size zero files, and driver modules used in content development. – Data and files designed only for use on other platforms such as Windows wallpaper and screensavers. – Resource files that are not used by the content being submitted.	
[R2007]	SC CC FI AI PI AG MG GL	☐ Build
	Content is packaged into files in the following format and not modified thereafter.	
	Explanation: If the package filename is changed after it is created, this can hinder the correct execution of access rights management and application patching. – For Spaces: content (including all resources placed within scenes, such as particle effects, environment animations or Lua scripts) must be packaged in the Scene Editor Tool without errors into a .zip scene package and must not be modified thereafter. – For Objects: content must be packaged in the Object Editor Tool without errors into a .zip object package and must not be modified thereafter. Note: – If packaged files are edited after packaging, content will not work / display correctly and cannot be published..	
[R2008]	SC CC FI AI PI AG MG GL	☐ Build
	All assets and resources associated with the content have been successfully packaged.	
	Explanation: All assets and resources (for objects or scenes) are present, referenced properly and packaged using the required method. – For example, when an arcade game is included in an item of furniture, the furniture object must correctly reference the arcade game object, a trigger and a screen. All objects associated with scenes (e.g. mini-game and arcade game objects) are referenced properly by the scenes and the object packages are submitted with the scene packages.	

- For example, when a scene contains an arcade game, the scene must correctly reference the arcade game object, and the arcade game object package associated with and referenced by the scene must be submitted at the same time as the scene package.
- For example, when an object is embedded in several scenes, all the scenes must correctly reference the object, and the packaged scenes which reference and are associated with the object must be listed and must be submitted with the object package or be in the live environment already.

[R2009]	SC CC FI AI PI AG MG GL The content package is submitted using the Content Delivery System (CDS). Explanation: Content packages (.zip files of scenes or objects) must be uploaded to the CDS under the correct procedure. Content packages will be validated on upload. If they are not valid, the upload will fail. The content packages are submitted only to regions that intend to publish the content. Note: – To receive approval from a region to publish content, speak to regional SCE. – For details on the CDS requirements, refer to the HDK Documentation > Submitting Content. For details on the CDS, refer to the PS Home Developer Network website CDS documentation (https://home.scedev.net/docs#cat_9).	☐ Build
[R2010]	SC CC FI AI PI AG MG GL Content complies with legal regulations and requirements. Explanation: All content must comply with the legal requirements and regulations for online content or content in virtual worlds of all the regions the content will be accessible in (including, but not limited to, age restrictions, advertising and inappropriate content for context). Contact SCE via the PS Home Developer Network website (https://home.scedev.net/) or speak to regional SCE representative for PS Home for support.	☐ Build ☐ Test
[R2070]	SC CC FI AI PI AG MG GL If submitting a Resource Pack or Master Object: The Resource Pack meets all of the same TRCs, validations and age ratings as its Master Object and is submitted with its Master Object. The Master Object is submitted with its Resource Packs. Explanation: Resource Packs allow scripted objects to download content as and when needed. They are DLC for PS Home. The objects that use Resource Packs are called Master Objects. Resource Pack: Resource Packs are essentially extensions of their Master Object. Therefore, the Resource Pack must meet all of the same TRCs, validations, age ratings, etc, as the Master Object. Resource Packs must be submitted with their Master Object. Master Object: When updating just a Master Object, you only need to submit the Master Object and list all of the Resource Packs that it uses. Exceptions: If you are re-submitting a Resource Pack you do not need to re-submit the Master Object if: – The names of the assets in the Resource Pack remain unchanged. – Any scripted assets in the Resource Pack remain unchanged.	☐ N/A ☐ N/A ☐ Build ☐ Test ☐ N/A ☐ Build ☐ Test

[R2071]	SC CG FI AI PI AG MG GL	☐ N/A
	The Active Item Resource Usage Values displayed during Profiling are copied exactly.	☐ Build ☐ Test
	Explanation: When developing Active Items, the resource usage values can only be viewed during profiling. These values must be copied exactly into the Object Editor > Edit Resource Usage dialog box. If incorrect resource usage values are entered the items could crash the client.	

[R2078]	SC CG FI AI PI AG MG GL	☐ N/A
	If the content is a Locomotion Object:	
	The Locomotion Object supports both male and female rigs and adheres to the limits stated in the documentation.	☐ Build ☐ Test
	Explanation: – A Locomotion Object must support both male and female rigs. – Walk speed cannot be greater than run speed. – For Locomotion Object Height, the player avatar should never move out of either camera views while idle, walking or running. – For the Locomotion object configuration.xml file, there must be one fsm element called 'Initialise'. Limits for fsm: – Limited to five 'fsm' elements – The first fsm – states - Limited to 20 elements – tests - Limit of 3 tests per state – conditions - Limit of 3 conditions per test – tasks - Limit of 4 tasks per OnEntry, OnUpdate and OnExit – All further fsm's – states - Limited to 20 elements – tests - Limit of 6 tests per state – conditions - Limit of 4 conditions per test – tasks - Limit of 8 tasks per OnEntry, OnUpdate and OnExit	

Quality Requirements

3.0 Operation Tests

Explanation:

- Use the Debugging Station for PlayStation®3 to conduct operation tests.

[R2011]

SC CC FI AI PI AG MG GL

Display is correct in all video output modes.

☐ Build

☐ Test

Explanation:

Render resolutions and the corresponding video output modes are shown below.

Render Resolution	Video Output Mode
1080	1080i, 1080p
720*	720p
576 (16:9 wide-screen)	576p (16:9 wide-screen), 576i (16:9 wide-screen)
576	576p, 576i
480 (16:9 wide-screen)	480p (16:9 wide-screen), 480i (16:9 wide-screen)
480	480p, 480i

* 720p will be used as default setting rather than 1080p unless you deactivate 720p mode.

Note:

– See also [R2014].

[R2012]	SC CC FI AI PI AG MG GL	
	The content conforms to and functions within the memory, network, resource and any other limits specified.	☐ Build ☐ Test
	Explanation: For a list of the limits on all content, see HDK Help > Content Requirements, on the PS Home Developer Network website (https://home.scedev.net/). The memory and resource limits apply to all types of content. Limits for components of content for submission may also be included. Therefore, multiple models from Maya that are put together in the Scene Editor to make a Public Space will have to adhere (in total) to the limits on Public Spaces in PS Home. When content is added to a scene or object, it uses that scene/object's memory pool. The content needs to fit within its stand-alone memory limits if they exist, as well as the scene or object that it is added to. For instance: – If a chair (an object with a furniture component) is added to a public space, it must conform to the limits of furniture objects, and package successfully from the Object Editor – conform to the scene limits when exporting the scene (with the object added) from the Scene Editor If a script is added to a public space and an active item: – When added to the active item, it must conform to the limits of active items, and package successfully from the Object Editor – When added to the scene, it must conform to the limits for scenes and package successfully from the Scene Editor. Limits include: – Memory usage (VRAM, HOST, MAIN) – Number of meshes in runtime – Network bandwidth usage, NP Services requirements and Information Transmission requirements – Dimensions – Validations (automatically performed during validation on export or packaging within the HDK Tools in most cases, but manually checked in some) For details on warnings and errors in the content during development, consult the error report/log which will pop up when the content is saved, or the export log (available on export/packaging in the Output window).	

Note:

- Deferred Loading permits scripted content to load/unload resources as desired. If an object/scene uses deferred loading, the scripts should not load resources that will cause the object/scene to exceed its limits. If deferred loading is used, include a description of the conditions under which the maximum resources are used so that these worst case scenarios can be tested against.
- Some content must be tested remotely (such as companion objects), see [HDK Help](#) > [Profiling in the Client](#).
- Realtime Game limits may differ from those of Mini-Games. When submitting Realtime Game content, follow the limits specified for Realtime Games, see [HDK Help](#) > [Realtime Games](#).
- Group Library content must adhere to the restrictions, see [HDK Help](#) > [Managing Groups](#).
- If content does not conform to this TRC the PS Home Client could cause frequent network or other errors, or even crash. It is highly recommended that you design network load to match the maximum number of players in your space.

Check method:

Use the profiling tools to test memory, memory leaks, network usage and mesh count. For more information on checking memory leaks, see [HDK Help](#) > [Lua Scripting](#) > [Managing Garbage Collection](#). For more information on meeting the required limits and using the profiling tools, see [HDK Help](#) > [Profiling in the Client](#) and > [Content Requirements](#), on the PS Home Developer Network website (<https://home.scedev.net/>).

[R2013]	SC GG F4 AI P4 AG MG GL	☐ N/A
	The content conforms to and functions within the CPU and GPU time limits and guidelines specified.	☐ Build ☐ Test
	Explanation: For a list of the limits on all content, see HDK Help > Content Requirements, on the PS Home Developer Network website (https://home.scedev.net/). Check method: Use the profiling tools to test processing (CPU/GPU) usage. For more information on meeting the required limits and using the profiling tools, see HDK Help > Profiling in the Client and > Content Requirements, on the PS Home Developer Network website (https://home.scedev.net/).	
[R2014]	SC GG F4 AI P4 AG MG GL	☐ N/A
	The content does not take longer than 60 seconds to perform loads.	☐ Build ☐ Test
	Explanation: To provide better user experience, the content cannot make users wait for long periods to load; otherwise, users may think that the content is broken. Definition of "Load": – Loads from a disc or the internal HDD during transitions between stages – Loads from the network Exceptions: – Installation to the internal HDD – Downloads from the network – Matching operations – Reloads due to network errors – Slow network speed – Internal HDD malfunction Although the above are exceptions, providing users a way to skip or cancel loading is highly recommended. Tips for Expected Long Loading Times: – If a load will take over 15 seconds, display a message or animated icon to prevent blank or suspended screens (defined in [R2015]). – For scripted content, if a load will take over 15 seconds and users cannot exit by methods provided by the system (e.g. pressing the START button to exit a mini-game), a method is scripted that allows users to cancel or exit load. – Implement loading in the background. – Implement preloading (using the load before spawn flag/setting/property in the Scene Editor) for	

	embedded objects where applicable. Check method: – When content is pre-cached, loading should not take longer than 10 seconds. However, the absolute maximum is 60 seconds for un-cached content, and only this should be tested. If a load will take over 60 seconds, contact SCE via the PS Home Developer Network website (https://home.scedev.net/) for possible acceleration tips.	
[R2015]	SC CC FI AI PI AG MG GL The content does not display blank, suspended or unresponsive screens for longer than 15 seconds. Explanation: – A "blank screen" is a state in which there are no visual/audio cues to indicate that there is a game, process or interaction in progress. – A "suspended screen" is a screen in which the displayed image does not change. – An "unresponsive screen" is a state in which there is no response to user operation. This does not include demonstrations, or movies and conversation scenes that are included as part of a game, process or interaction's narrative. – Loading screens defined in [R2014] are also not included in the definition of an unresponsive screen. – This requirement excludes situations in which the disc drive or internal HDD is malfunctioning, or the disc is soiled or damaged. If a blank, suspended, or unresponsive screen is shown for a long time for these reasons, this is not considered to be a violation of this requirement. – If a blank, suspended, or unresponsive screen will be shown over 15 seconds and may cause the user to think that a hang occurred, contact SCE via the PS Home Developer Network website (https://home.scedev.net/) for possible acceleration tips.	☐ N/A ☐ Build ☐ Test
[R2016]	SC CC FI AI PI AG MG GL The content should continue to function correctly even if it has been left running until PS Home times out at 60 minutes. Note: For actions where inactivity needs to exceed the PS Home time out, contact SCE via the PS Home Developer Network website (https://home.scedev.net/). For example, "screenings" of video that will exceed the time but not have any user input for the duration. Explanation: "Time out" refers to a severance of the state after inactivity for 60 minutes. Check method: – If pauses are implemented, check that the content continues to function correctly after the content has been paused for 60 minutes. – Check that the content continues to function correctly after the content has been left running in all areas of the content where a user can leave the content unattended for extended periods (e.g., in spaces, menu screens, save screens, etc.). 60 minutes is the target for these situations (as PS Home times out at 60 minutes).	☐ Build ☐ Test
[R2017]	SC CC FI AI PI AG MG GL The scripted content functions properly if a user quits it at any time. Explanation: In most cases, users can quit a mini-game by pressing the START button during a game. The content should be able to be quitted properly at any time. This includes scripted content that will have loads lasting longer than 15 seconds, as specified in [R2014] above.	☐ N/A ☐ Build ☐ Test
[R2019]	SC CC FI AI PI AG MG GL The scripted content functions properly even if unexpected buttons are input at any time. Explanation:	☐ N/A ☐ Build ☐ Test

Users can press unexpected buttons at any time. The scripted content should continue working properly, even if there is such input.

[R2020]	SC CC F4 AI P4 AG MG GL If scripted content will change the user state:	☐ N/A
	Users will not find themselves in states they did not elect to enter. Explanation: The requirement is to prevent users from having a negative experience in PS Home because they are lost, confused, or control of their avatar or system is interfered with, without their consent. Content or user state will not change in PS Home without consent in the following cases: – The MediaLibrary function writes to the user's HDD or exports files – User / avatar activity is tracked or recorded – Players are launched into a game – Avatars are relocated – The web browser is opened Users should always get clear information about what they are consenting to (for instance users must be informed of all functions and repetitions of functions they are consenting to). Exceptions for mini-games and other scripted content: – Setting the join_type to auto or minimal is allowed if the guidelines in the HDK Help > Content Requirements (see note below) for using these functions are followed – Using the functions to set the player position or rotation are allowed if the guidelines in the HDK Help > Content Requirements (see note below) for using these functions are followed. It is required that if a user is in control of capturing video footage in PS Home using the Video Recorder API, the Person.SetCurrentStatusText function should be used to indicate their avatar's status text to "is filming". If you want to implement video recording status in another manner, contact your regional SCE representative to discuss this further. It is required that if a user is about to enter a space where video footage may captured and when the capture of video footage is underway, users must be notified. Note: For details and guidelines on the exceptions, see HDK Help > Content Requirements, on the PS Home Developer Network website (https://home.scedev.net/). If there are interactions that may not meet these requirements but may be consistent with the design intention, contact SCE via the PS Home Developer Network website (https://home.scedev.net/) to discuss this further. Check method: This could be any change that is confusing or obviously unsolicited and is disruptive to the flow of the user experience of PS Home (e.g. avatar relocated to a different scene even though nowhere near a portal or doorway or other visual cue, and not in the context of a mini-game or space where such relocation would be expected to occur).	☐ Build ☐ Test
[R2021]	SC CC F4 AI P4 AG MG GL The content runs correctly with the maximum number of players supported by the content.	☐ N/A
	Explanation: The "maximum number of players supported by the content" is not necessarily the maximum number of players allowed during gameplay, and where users are observing or are sent messages. Consider all aspects of the content where players are involved. If it is not possible to specify the maximum number of players as with a multiplayer network game, notify your regional SCE representative via the PS Home Developer Network website (https://home.scedev.net/) of the number of players assumed during the design.	☐ Build ☐ Test

[R2022]	SC CC FI AI PI AG MG GL	☐ N/A
	The content does not hang or becomes unplayable when a player attempts a connection that will exceed the maximum number of players supported by the content.	☐ Build ☐ Test

4.0 Content Information

[R2058]	SC CC FI AI PI AG MG GL	
	For all content, age restriction is specified.	☐ Build ☐ Test
Explanation: – Age restriction must always include the appropriate Parental Lock Level and minimum age (age gating). – Age rating is required where content is associated with a game title and must be set to the equivalent of or a higher rating than the associated title. If this is not applicable contact your Regional SCE representative. – If age rating is applicable, the age rating must come from an official regional body (e.g. ESRB, PEGI, etc.). For content that will be released in SCEJ, get age rating from SCEJ. – Age restriction data set (minimum age, Parental Lock Level, age rating) must correlate (e.g. if content has the minimum age set to 5, the Parental Lock Level and age rating must be set so that it reflects the content is not accessible to anyone younger than 5). – In the content metadata, set the minimum age and Parental Lock level (and, where applicable, the age rating) for all regions content is localized to and/or available in, before packaging content for submission. – Set the appropriate value according to the content's target territory and the parental control rating to Parental Lock Level (see [R2024]). When setting the age rating for multiple territories, leave the default (blank) for a territory that is not targeted by the content. When setting the minimum age for multiple territories, set the default (blank) or specify 200+ years for a territory that is not targeted by the content. Note: – If the content is tied to a specific title, the content age rating and parental lock level must be the same as or higher than that of the title. – All content must specify a minimum age because PS Home restricts access by checking the minimum age specified against the PlayStation®Network account details. – Contact your regional SCE representative for more information regarding age restriction for content per territory, including information of rating systems that are not described here. Check method: – Check the metadata for age restriction, potentially for multiple regions, including: – minimum age – parental lock level – age rating (where applicable, e.g. associated with a game title) – Check the age restriction metadata correlates (i.e. the minimum age is set to match the age rating and parental lock level).		

[R2024]	SC CC FI AI PI AG MG GL	
	For Parental Lock Level, the parental control level applicable to the content's target territory is correctly entered.	☐ Build ☐ Test
Explanation: – In the content metadata, set parental lock level for all regions content is localized to and/or available in, before packaging content for submission. – Set the appropriate value according to the content's target territory and parental control rating. When setting parental control levels for multiple territories, set "default" (0) for a territory that is not targeted by the content. Note: – All content must be age rated or have the minimum age specified (see [R2058]) and parental controls set to match rating. – If the content is tied to a specific title, the content must have the same parental lock level as that title. If this is not applicable, please contact your regional SCE representative.		

- Content targeting SCEJ:
 - 1: A (All age groups)
 - 5: B (Ages 12 and over)
 - 7: C (Ages 15 and over)
 - 8: D (Ages 17 and over)
 - 9: Z (Ages 18 and over)
 - 0: Rating Agreement or rating is pending
 - 0 cannot be used for product versions.
 - Note that SCEJ will act as rating body for PS Home content, not CERO as with game titles for SCEJ.
- Content targeting SCE Asia (Korea):
 - 3: GRB ALL (Everyone / All ages)
 - 5: GRB 12 (Ages 12 or older)
 - 7: GRB 15 (Ages 15 or older)
 - 9: GRB 18 Not for teens (Ages 18 and older)
 - 0: Rating pending
 - 0 cannot be used for product versions.
 - Note that Korea has its own rating system. For details, contact SCE Asia.
- Content targeting SCE Asia (Hong Kong, Taiwan, Singapore, Malaysia, Thailand, Indonesia):
 - 1: Everyone
 - 5: 12 or older
 - 7: 15 or older
 - 9: Not for teens (19 or older)
 - 0: Rating pending
 - 0 cannot be used for product versions.
 - Note that Taiwan and Singapore each have their own rating system. For details, contact SCE Asia.
- Content targeting SCEA:
 - 2: ESRB EC - EARLY CHILDHOOD
 - 3: ESRB E - EVERYONE
 - 4: ESRB E10+ - EVERYONE 10+
 - 5: ESRB T - TEEN
 - 9: ESRB M - MATURE
 - 10: ESRB AO - ADULTS ONLY
 - SCEA does not allow AO rated content to be published.
 - 0: ESRB RP - RATING PENDING
 - 0 cannot be used in content for commercial production.
- Content targeting SCEE:
 - 2: PEGI Rating Age Group 3+
 - 3: PEGI Rating Age Group 7+
 - 5: PEGI Rating Age Group 12+
 - 7: PEGI Rating Age Group 16+
 - 9: PEGI Rating Age Group 18+
 - 1: USK 0 (Without age restrictions)
 - 3: USK 6 (Restricted for those below the age of 6)
 - 5: USK 12 (Restricted for those below the age of 12)
 - 7: USK 16 (Restricted for those below the age of 16)
 - 9: USK 18 (Restricted for those below the age of 18)
 - 1: ACB / OFLC NZ G (General)
 - 3: ACB / OFLC NZ PG (Parental Guidance)
 - 7: ACB / OFLC NZ M (Mature)
 - 9: ACB / OFLC NZ MA 15+ (Mature Audiences)
 - For content available in New Zealand, if a New Zealand rating is present, it will be used. If a New Zealand rating is absent but an Australian rating is present, the Australian rating will be used instead.
 - Note that the rating board for Australia has changed to ACB. The New Zealand rating board is the OFLC New Zealand. Content created under previous rating systems will continue to be supported, and content that is new/updated should follow the latest rating board information. Please speak to your regional SCE representative about further ratings guidance for Australia and New Zealand.
 - 0: Rating pending
 - 0 cannot be used in content for commercial production.

Note:

- Contact your regional SCE representative for more information regarding the parental control rating per territory, including information of rating systems that are not described here.
- This section will change for the next HDK release. These changes will be announced in a technote or bulletin once they are available in the tools and reflected in this document.

Check method:

Check package metadata for:

- Parental control set to match rating (if present) and minimum age.

[R2025]	SC CC FI AI PI AG MG GL	
	The content has a display name and description adhering to the SCE specification. Explanation: The content must have information describing it, i.e. a display name and a description. The display name and description will be visible to users in PS Home. There must be a descriptive and characteristic name for the content, along with a paragraph describing the content, which is not misleading. For all commerce content, make sure that product details are available and clear so that the user can make an informed selection. Other content (e.g. furniture items given as rewards) also need publisher (maker) information. For queries regarding metadata for content, contact your regional SCE representative via the PS Home Developer Network website (https://home.scedev.net/). For all bundled content, all content contained in the bundles must be listed in the description. For all FullBodySuits, the description must state whether the FullBodySuit has custom emotes or not. Even if the emotes are not included, you must state so. Note: – For details regarding content display names and descriptions, see the HDK Help > Objects, > Scenes, and > Content Requirements, on the PS Home Developer Network website (https://home.scedev.net/). – For content that will be available as commerce items, there are further requirements, such as a Publisher Name (maker name) and a Product Description (productLongDescription). – For Navigator display name and description text requirements, contact SCE via the PS Home Developer Network website (https://home.scedev.net/) or speak to your regional SCE representative. Check method: The descriptions appear, along with the thumbnails, when the content is displayed in the PS Home menus (inventory, Navigator, etc.). productLongDescription contains information provided by your regional SCE representative (including the usage conditions required by law in the target country/region, etc.). Contact your regional SCE representative to arrange the content for the product LongDescription.	☐ Build ☐ Test
[R2026]	SC CC FI AI PI AG MG GL	☐ N/A
	If the scene or object will be selectable from a menu, the inventory, a store, a browser, or any other OSD requiring a thumbnail: The content includes thumbnail images adhering to the SCE specification. Explanation: The content must have a representation depicting it, i.e. thumbnails that accurately represent the content. Two representative thumbnail images of the content (small and large) must be made as specified in the HDK Help > Thumbnails and added to the content before packaging for submission in the Editor Tools. The OSD (on-screen display) for any object may only be displayed after the player has activated the object (e.g. by pressing the button for "advance"). This includes publisher (maker) thumbnails. For all commerce content, make sure that product details are available and clear so that the user can make an informed selection. For all bundled content, a representation of the fact that it is a bundle and a representative image of the content must be used. Note: – For details regarding making and adding thumbnails, see the HDK Help > Thumbnails, > Objects, > Scenes, on the PS Home Developer Network website (https://home.scedev.net/). – The Scene Editor Tool automatically checks for thumbnails when packaging content for submission, whereas the Object Editor Tool does not.	☐ Build ☐ Test

– For Navigator image requirements, contact your regional SCE representative.

Contact SCE via the PS Home Developer Network website (<https://home.scedev.net/>) in advance if content that does not adhere to this requirement will be submitted.

Check method:

Check that the thumbnails depict the scene or object accurately.

Check the object thumbnails display the objects in the correct position.

[R2027]	SC CC FI AI PI AG MG GL If the content supports multiple languages: (Select N/A if the content only the default language)	☐ N/A
	Content information is displayed in the language used by the active PlayStation®Network account. Explanation: The content information (display name and description, along with thumbnails if they are present in this type of information) can be displayed or played back in the language specified by the user in the PlayStation®Network language settings if the applicable content information is provided in the correct format and the localization is supported by the content. The format would be the scene or object description xml and any thumbnails included. Note: – PS Home does not direct which localization should be applied to PS Home content (including product localization or which languages the PS Home content should be translated into, if any). There are several instances where language localization may not be necessary or desirable, such as streamed media, video/audio/media packaged with content, lettering or signs in scenes, textures, etc. and systems communication (handled by PS Home). – It is possible that users from different regions may be invited into a Personal Space that contains content that they would not normally see. You do not need to localize content to support all possible regions in this circumstance. If the content is not available in the PlayStation®Network language preference set by the user, the content will display in the default language. – If several names exist (for instance a Companion Object that is a pet has various names that are randomly decided when first used), all the names must be localized in the object's configuration file. – For SCE Asia, localizing content only with en-SG is acceptable. – For details regarding making and adding thumbnails, see the HDK Help > Thumbnails , > Objects , > Scenes , on the PS Home Developer Network website (https://home.scedev.net/). Check method: Switch between regions before going online using the command mapregion @<countrycode>, e.g. mapregion @fr-FR	☐ Build ☐ Test

5.0 Text and Graphics Display

[R2028]	SC CC FI AI PI AG MG GL	☐ N/A
	Essential display items can always be displayed. Explanation: – Make sure that the essential display items are correctly displayed to the user. Display items (text or graphics) created outside of the applications and therefore not automatically handled by the client or localized in the tools (for instance, scripted communication in a game, custom menus, etc.) must display correctly. Because the displayable area depends on each television, it is possible for critical content text and graphics to be cut off if placed too close to the screen edges. – Either design the application screen so that essential display items remain within the displayable area of the television (approximately 85% by 85% of the height and width) or make provisions for the user to be able to rely on the PS Home system's screen size adjustment options. – When displaying a long character string, either prepare a display area large enough for the maximum length or enable scrolling. It is also possible to provide a link to a separate dialog that will show all the	☐ Build ☐ Test

	information. – In particular this is important when handling character strings that have been created outside the application, such as local user names/Online IDs/Online Names/About Me settings used in game sessions or messages returned during save processes. Note: – See also [R2014].	
[R2059]	SC CC F4 AI P4 AG MG GL All essential text and sound are correctly displayed/output in the language or languages supported by the content, and the same content is basically represented in all the supported languages. Explanation: – Make sure that the information (“essential text and sound”) is correctly communicated to the user in all the languages supported by the content. Text or communication that is created outside of the applications and therefore not automatically handled by the client or localized in the tools (for instance, scripted communication in a game, custom menus, etc.) must display correctly and must be appropriately localized for all languages supported by the content. Note: – On-screen messages must be consistent across all languages supported by the content. – This applies to scripted messages (for instance, messages returned during the save process in response to errors in addition to the system messages) that would not be handled by the default localization tools.	☐ N/A ☐ Build ☐ Test
[R2065]	SC CC F4 AI PI AG MG GL Content uses only PS Home’s chat/voice system for user-to-user communication. Explanation: Content cannot use a custom chat/voice interface. User-to-user communication must be through PS Home’s chat and voice chat systems. Note: This restriction does not prevent posting/sharing content on external servers using NP Services, or broadcasting the shared content; however NP Services must not be used instead of or to circumvent the PS Home chat/voice system.	☐ N/A ☐ Build ☐ Test

6.0 Media

[R2029]	SC CC F4 AI P4 AG MG GL If content contains media (screens): The media content conforms to and functions within the limits specified. Explanation: Screens can be scripted or added to scenes using the Scene Editor Tool (which allows screens to be placed in the areas of the content and screen properties to be set). All screens must have appropriate channels assigned. Channels are assigned to and properties set for screens in the Scene Editor Tool. The type of content that the screen type displays/broadcasts must adhere to the parameters of that type of content, i.e. <IMAGE>, <VIDEO>, <HSML>, <MEDIARSS >or <LUA> screens. Screen content must adhere to all limits and parameters for memory usage, media formats and streaming specified in the documents. Note:	☐ N/A ☐ Build ☐ Test
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For a list of the limits on all media content, see [HDK Help](#) > [Media Memory Usage](#) and > [Content Requirements](#) on the PS Home Developer Network website (<https://home.scedev.net/>).

[R2030]

SC CC FI AI PI AG MG GL

If content contains audio:

☐ N/A**The audio conforms to and functions within the limits specified.**☐ Build☐ Test

Explanation:

All the limits and validations for audio in PS Home must be complied with.

Valid Sound Bank .bank and .bnk files are created with the version of the SCREAM Audio Tool specified as supported by PS Home on the PS Home Developer Network website (https://home.scedev.net/projects/scream_tools).

Note:

For a list of the limits on all media content, see [HDK Help](#) > [Media Memory Usage](#) and > [Content Requirements](#) on the PS Home Developer Network website (<https://home.scedev.net/>).

Check method:

Check that there are no more than 3 streams playing at the same time (including audio as well as any audio being played by video, Media RSS or HSML channels).

Platform Requirements

7.0 Sony Corporate Logo, PlayStation®-Related Logos and Trademarks

In Section 7.0, the logos found in the latest "Brand Guideline", the "Memory Stick" logo, "Blu-ray Disc" logo, and "PocketStation" logo are referred to as "PlayStation®-related logos".

The latest "Brand Guideline" can be downloaded from the "TRC (Technical Requirements Checklist)" section of the PlayStation®3 Developer Network website (<https://ps3.scedev.net/projects/trc>).

Note:

If you do not have access to the PlayStation®3 Developer Network website (<https://ps3.scedev.net/projects/trc>) contact your regional SCE representative via the PS Home Developer Network website (<https://home.scedev.net/>).

[R2031]	SC CC FI AI PI AG MG GL The four-letter "SONY" logo, PlayStation®-related logos, and the SCE Corporate Logo are not used (except in the following permitted cases). Note: The use of the four-letter "SONY" logo, PlayStation®-related logos, and the SCE Corporate Logo can only be used in the following cases. – When using photographic images in compliance with [R2032] – When creating graphic images in compliance with [R2033] – When displaying SCE trademark notices in compliance with [R2034] – When displaying the "PlayStation®Store" logo/icon in compliance with [R2003]	☐ Build ☐ Test
[R2032]	SC CC FI AI PI AG MG GL If photographic images of PlayStation®3 / PlayStation® / PS one™ / PlayStation®2 / PSP™ / PlayStation®Vita or SCE peripherals are displayed: PlayStation®3 / PlayStation® / PS one™ / PlayStation®2 / PSP™ / PlayStation®Vita or SCE peripherals are depicted in the photographic images for their intended purposes as products. Explanation: When using photographs, the products depicted must be used correctly for their intended purposes, as in the following examples. – using photographs of the products for icons in the system settings option menu – using photographs of the products in scenes depicting gameplay, or in advertising materials The visibility of the four-letter "SONY" logo, PlayStation®-related logos, and the SCE Corporate Logo does not need to be retained through image reductions, but croppings impairing the integrity of the logos are not acceptable.	☐ N/A ☐ Build ☐ Test
[R2033]	SC CC FI AI PI AG MG GL If graphic images of PlayStation®3 / PlayStation® / PS one™ / PlayStation®2 / PSP™ / PlayStation®Vita or SCE peripherals are displayed: The graphic images created in the application of PlayStation®3 / PlayStation® / PS one™ / PlayStation®2 / PSP™ / PlayStation®Vita or SCE peripherals show the products in their true states and for their intended purposes as products. Explanation: The use of the four-letter "SONY" logo, PlayStation®-related logos, and the SCE Corporate Logo is permitted only when creating a graphic image for describing the product or explaining software operation, as in the following examples. – using graphic images to describe button operations on the wireless controller – using controllers as icons when assigning players in a multiple-player session If the integrity of the logos cannot be retained through reductions, remove all the logos from the graphic image. Contact SCE via the PS Home Developer Network website (https://home.scedev.net/) for any questions regarding the use of the logos.	☐ N/A ☐ Build ☐ Test

[R2034]	SC CC FI AI PI AG MG GL If SCE trademarks are used:	☐ N/A
	SCE trademarks are used according to the latest "Brand Guideline".	☐ Build ☐ Test
Explanation: – Note that the use of logos is only permitted in cases that are exceptions to [R2031]. – The latest "Brand Guideline" can be downloaded from the "TRC (Technical Requirements Checklist)" section of the PlayStation®3 Developer Network website (https://ps3.scedev.net/projects/trc). Note: – If you do not have access to the PlayStation®3 Developer Network website (https://ps3.scedev.net/projects/trc) contact your regional SCE representative via the PS Home Developer Network website (https://home.scedev.net/).		
[R2035]	SC CC FI AI PI AG MG GL If logos, trademarks, images, or properties owned by third parties are shown:	☐ N/A
	Logos, trademarks, images, or properties owned by third parties are not shown on any image of the PlayStation®3 / PlayStation® / PS one™ / PlayStation®2 / PSP™ / PlayStation®Vita or any peripheral produced by SCEJ/A/E/Asia.	☐ Build ☐ Test
Note: Section 9.0 has additional requirements regarding properties owned by third parties.		

8.0 PlayStation®3 Component Naming Conventions

Note:

For questions regarding component names, contact SCE via the PS Home Developer Network website (<https://home.scedev.net/>).

[R2036]	SC CC FI AI PI AG MG GL The content adheres to the latest "PlayStation®3 Product Group Naming Conventions" when referring to the PlayStation®3 console or licensed peripherals of SCEJ/A/E/Asia and their component parts in the content.	☐ Build ☐ Test
	Explanation: The latest "PlayStation®3 Product Group Naming Conventions" can be downloaded from the "TRC (Technical Requirements Checklist)" section of the PlayStation®3 Developer Network website (https://ps3.scedev.net/projects/trc). Use the component names and short terms according to the "Usage Guidelines" in the document.	
[R2037]	SC CC FI AI PI AG MG GL The menu and interface elements in PS Home are referred to in terms of function.	☐ Build
	Explanation: The terminology used to refer to the menu and interface elements in PS Home should not be descriptive of structure or appearance, as these may change when menus and interfaces are skinned. For instance, if you want to instruct users to relocate to a different scene, do not refer to the menu in PS Home as the menu pad (by appearance) or instruct users to select the third option from the left or the "Relocate" menu option (by structure). The UI/text might change at any point and referring to function ensures backwards compatibility, e.g. when the term "World Map" changed to "Navigator", text that said "Select World Map" would have an issue. Instead of referring to specific names, tell the user what you want them to do. For Example: – To relocate to a difference scene, "Go to the Home Square." – To wear an item of clothing, "Wear the dancing outfit to see your new dance moves." – To use an object, "Let's get started. Place the arcade game in your personal space!"	

9.0 Protection of Intellectual Property Rights and Personal Information

	SC CC FI AI PI AG MG GL If third party intellectual property is used: (Select N/A if the above conditions do not apply, and skip to 10.0.)	☐ N/A
[R2038]	SC CC FI AI PI AG MG GL If third-party peripherals, libraries, middleware, font data, etc. are used: The use of third-party peripherals, libraries, middleware, font data, etc does not put PlayStation®3, PlayStation®3 software and PlayStation®Home at risk for intellectual property right infringement.	☐ N/A ☐ Build
[R2039]	SC CC FI AI PI AG MG GL If logos, trademarks, images, video, music or other properties owned by third parties are shown or played back: Permission to display or play back the logos, trademarks, images, video, music or other properties owned by third parties is obtained from the property holders. Note: Music stream data that can be obtained using the music decode utility are not allowed to be used in the following ways. – Distributing or sharing music stream data over the network – Saving music stream data to save data or capturing it in video Take extra care when displaying/using third party property in scenes where users can record video or take screenshots. For example, to prevent users from taking screenshots/videos of screens showing third party content set the screen's Protected property to 'true'. For information regarding the proper handling of music stream data, contact the legal department or equivalent at your company.	☐ N/A ☐ Build ☐ Test

10.0 Controller

	SC GG FI AI PI AG MG GL If scripted content uses controller: (Select N/A if the above conditions do not apply, and skip to 11.0.)	☐ N/A
[R2040]	SC GG FI AI PI AG MG GL The button to make a selection and advance in the menus and dialogs rendered in the content is appropriately assigned based on the button assignment of the System Software. Explanation: The assigned button for "advance" in the System Software (and system utilities such as the message dialog utility) depends on the license area for which the PlayStation®3 console is targeted. The content must use the same advance button in its menus and dialogs for ease of use by the user. The button assignment of the System Software is as follows: – License areas that use the ○ button for "advance": SCEJ, SCE Asia – License areas that use the × button for "advance": SCEA, SCEE Note: Do not use the system's region or language setting (the language setting obtained using the system utility) to decide the button assignment. Use the ButtonIds PAD_ACCEPT and PAD_DECLINE or the localized strings [ACCEPT] and [DECLINE] to reserve or indicate the correct buttons (either ○ or ×) depending on region.	☐ Build ☐ Test

[R2041]	SC CC F4 AI P4 AG MG GL	☐ N/A
	If the vibration function of the DUALSHOCK®3 wireless controller is used:	
	The vibration function does not continue for long periods of time.	☐ Build ☐ Test
Explanation: Do not allow the controller to vibrate for a long time (or to repeat the vibration-and-stop cycle over a long time) as this may cause discomfort and/or affect surrounding objects. The requirement does not indicate specific values for the vibration period since the appropriate duration would depend on the application content and where the vibration function is used in the application. Contact SCE via the PS Home Developer Network website (https://home.scedev.net/) with any questions regarding implementation of the vibration function.		
[R2072]	SC CC F4 AI P4 AG MG GL	☐ N/A
	The title is not designed to request or make the user vigorously move the wireless controller using only one hand.	☐ Build ☐ Test
	Explanation: Swinging or shaking the wireless controller with one hand may cause it to slip off the user's hand and endanger the user as well as people and things nearby. For safety measures, do not implement a feature which requests or expects such actions from the user.	

11.0 PlayStation®Network

[R2042]	SC CC F4 AI P4 AG MG GL	☐ N/A
	If user accounts are managed on a non-SCE server:	
	The user only has to sign in to PlayStation®Network (with the Online ID) to access the user's account on the non-SCE server.	☐ Build ☐ Test
Explanation: Transfer the ticket obtained from the PlayStation®Network server to the non-SCE server, and then verify the ticket by using NP TCM (Ticket Checker Module). In this way, user verification can be carried out without having the user go through another login process. At the first opportunity, link the PlayStation®Network Online ID with the user's account on the non-SCE server. From then on, allow the user to access the non-SCE server simply by signing in to PlayStation®Network. Refer to the document "NP TCM Overview" for more information. For details regarding implementation, contact SCE via the PlayStation®3 Developer Network website (https://ps3.scedev.net/).		
[R2043]	SC CC F4 AI P4 AG MG GL	☐ N/A
	The user is identified by the PlayStation®Network Online ID.	☐ Build ☐ Test
	Explanation: To distinguish between users on the network, use the PlayStation®Network Online ID, which is guaranteed to be unique. The Online ID is 16 characters at maximum. Ensure that the entire ID is displayed. If displaying the Online ID during gameplay is unseemly, it is acceptable to hide the labels/display above the heads of onscreen characters. However, keep in mind users can choose to display the Online ID of all avatars at any time via the PS Home system. If user accounts are managed on a non-SCE server, it is acceptable to display the PlayStation®Network Online ID or the account's username on the non-SCE server.	

[R2044]	SC CC F4 AI P4 AG MG GL If additional content or subscriptions are to be sold, not using the PS Home commerce system:	☐ N/A
	PlayStation®Store is used.	☐ Build ☐ Test
	Explanation: Sell downloadable additional content and charge for network services through PlayStation®Store, using the PS Home commerce system. For information regarding billing methods and other business questions, contact SCE via the PS Home Developer Network website (https://home.scedev.net/). Please contact your regional SCE representative if your proposal does not match this requirement.	

[R2003]	SC CC F4 AI P4 AG MG GL If content allows access to PlayStation®Store via a PS Home commerce point:	☐ N/A
	The “PlayStation Store” logo and icon are displayed according to the “PlayStation®Store Submission Guideline” and “PlayStation®Brand Guideline” near the commerce area of the content (within the space or on the object).	☐ Build ☐ Test
	Explanation: When providing access to the PS Home commerce system and therefore to the PlayStation®Store (from any PS Home content, including through commerce points in spaces, actives, mini-games, game launch objects, and through the use of QuickPurchase), the area/zone/interface where the commerce system can be accessed must display the PlayStation®Store logo (a bag mark with PlayStation®Store text) or Icon (a bag mark) appropriately. The Icon in the physical 3D space can be integrated into the specific context, but must still be recognizable as the PlayStation®Store Icon (e.g. big enough, not obscured, prominent enough, etc.) and the SM mark must be displayed/deleted as per the Brand Guideline. If content uses the PlayStation®Store Icon or Logo, they must be displayed according to the “PlayStation®Store Submission Guideline” and “PlayStation®Store Brand Guideline.” For example: – In a space with a medieval castle theme, an area in the space where the commerce point can be accessed could be indicated by a tapestry hanging on the wall depicting an embroidered and stylized PlayStation®Store Icon or a heraldic device on the wall with a stylized PlayStation®Store Icon. – In a custom Lua game launching object that has its own user interface menu system, an option on the menu where the commerce point can be accessed could be indicated by a PlayStation®Store logo. – In an active item with a shopping catalogue theme, where interacting with the active item will initiate the PS Home commerce system, the chair itself could have the PlayStation®Store Icon as part of the upholstery design. Note: Please contact regional SCE to create the XML file containing the store items to be displayed in the commerce UI. For more details, see HDK Help > Commerce in PS Home on the PS Home Developer Network website (https://home.scedev.net/). Please contact your regional SCE representative for information on the PS Home Logo data. The logo/icon files are available on the PS Home Developer Network website (https://home.scedev.net/) in the package SCE_logo.zip has the following files: “PS Store icon.ai” “PS Store logo mark_V.ai” “PSstore_logo mark_H.ai” “PSS_BAG_080905.eps” SCE logo display must comply with the latest "Brand Guideline" as defined in [R2035]; especially where this requirement is concerned, make sure to comply to the document "PlayStation®Store Submission Guideline", which can be downloaded from the "TRC (Technical Requirements Checklist)" section of the PlayStation®3 Developer Network website (https://ps3.scedev.net/projects/trc). The "PlayStation Store" logo image data (PS_Store_In-Game_Logo_*.zip), which must be used wherever this requirement applies, can also be downloaded from the same site.	

Technical Requirements

12.0 HDK Version

[R2047]	SC CC FI AI PI AG MG GL	
	The version of the HDK specified by SCE is used.	☐ Build
	Explanation: Always use the required version of the HDK indicated in the following page of the PS Home Developer Network website: https://home.scedev.net/. In all cases, use the latest full release available unless a specific notification has been sent out through PS Home bulletins and/or has been placed on the download release information. Note: – If the version required differs from the version the content was created and packaged in, it will be necessary to re-export and repackage content with the required version. – All content is backwards compatible from HDK v1.2 onwards and content will never have to be resubmitted because the PS Home client has changed. – Be aware that if content that was developed and packaged in an earlier version of the HDK is repackaged in a later version, the results in the PS Home client may not be identical. – All content submitted to the CDS (Content Delivery System) will be subject to version gating. For further details on which version is required, see the PS Home Developer Network website (https://home.scedev.net/).	

13.0 Application and/or Game Activation and Termination

	SC CC FI AI PI AG MG GL If external applications or games are accessed: (Select N/A if the above conditions do not apply, and skip to 14.0 .)	☐ N/A
[R2049]	SC CC FI AI PI AG MG GL	☐ N/A
	The scripted content launches any installed application or game with a Title ID by using the System.ExecTitle function.	☐ Build
	Explanation: Use System.ExecTitle() to start any installed applications or games with Title IDs.	

14.0 Programming Notes

	SC CC FI AI PI AG MG GL If content includes scripts: (Select N/A if the above conditions do not apply, and skip to 15.0 .)	☐ N/A
[R2050]	SC CC FI AI PI AG MG GL	☐ N/A
	The scripted content does not use the Debug library or functions at submission.	☐ Build
	Note: – No Debug.XXX or XXX.DebugXXX functions should be used in submitted scripts. – Code to access "host" debugging devices must not be included in the content submission. Always remove such code. – Content submitted to the CDS for approval should have the debug libraries disabled and only the public set of libraries available.	

[R2051]	SC CC F4 AI P4 AG MG GL	☐ N/A
	The scripted content does not use any APIs provided by SCE that are not in the library documents or whose use is forbidden.	☐ Build
	Note: Keep in mind that certain APIs are in the HDK Documentation only for informational purposes (such as deprecated APIs that were replaced by new APIs) and must not be used. Some APIs are restricted and cannot be used unless permission has been given by your regional SCE representative. For details on the APIs, see HDK Help > What's New in Lua and the Lua API Reference, on the PS Home Developer Network website (https://home.scedev.net/).	
[R2052]	SC CC F4 AI P4 AG MG GL	☐ N/A
	If scripted content is localized for different regions and contains information (text, graphics, communication):	
	All information in scripted content must be localized for all regions where the content will be released.	☐ Build ☐ Test
Explanation: All information (including text, graphics and communication) in the scripted content that will be visible to users has to be localized for all regions that the content will be released to by calling the appropriate Lua function. To regions where the content will not be released but will still be visible to users in these regions (e.g. Furniture), information in a default language (Japanese in SCEJ, and English in other regions) must be visible. Note: For SCE Asia, localizing content only with en-SG is acceptable. Check method: Check the content localisation.xml file within the package or review it from within the Object Editor. Switch between regions using the command mapregion @<countrycode>, e.g. mapregion @fr-FR		
[R2053]	SC CC F4 AI P4 AG MG GL	☐ N/A
	If using a scripted content which overrides PS Home's camera:	
	All scripted content overriding PS Home's camera should respect the inversion settings in the Menu Screen.	☐ Build ☐ Test
Explanation: PS Home allows the default horizontal and vertical camera control axes to be inverted via a Menu Screen setting. This setting can be queried by scripted content, such as a mini-game. Where appropriate, a mini-game should query this setting via the System.IsLookXInverted and System.IsLookYInverted functions and update the camera control scheme accordingly. Examples might be a flight simulator mini-game or a first person shooter mini-game. Default rotation mode must adhere to PS Home's default, i.e.: R Stick Right: Camera looks at right side R Stick Left: Camera looks at left side R Stick Up: Camera looks at upper side R Stick Down: Camera looks lower side Note: Up and Down invert option is "on as a default in PS Home.		
[R2054]	SC CC F4 AI P4 AG MG GL	☐ N/A
	If using observable scripted content:	
	Scripted content that is observable and has a spectator requirement appears consistent to all observers.	☐ Build ☐ Test
Explanation: When scripted content is observable and requires spectators to see the exact state of the game played (progression) or event at a point in the game (event), the state of the scripted content should be consistent to all observers.		

The two types of observable state are:

- Progression, for instance chess or bowling, where the entire sequence of game events must be observable
- Event, for instance a target is achieved and fireworks go off

For example, a chess game should appear to be in the same state for all avatars in the same instance of a space, including those avatars that arrive after the object has evolved away from its start state.

Note:

Exceptions will be allowed where the gameplay experience is enhanced by having the scripted content activated simultaneously by multiple players and the gameplay experience is not hampered by the lack of consistency created by the information not replicating to the rest of the players in that instance. For example, if the mini-game is an interaction like launching boats in a stream, an animation of launched boats in the stream will suffice and there is no need to display the exact state of a boat a particular player has launched to all other players.

[R2060]	SC CC F1 AI P1 AG MG GL If using scripted content:	☐ N/A
	Scripts load and unload resources at the correct times. Explanation: Having resources loaded by scripts but not used is wasteful and can cause errors. Scripted content should not load resources that will cause the object/scene to exceed its memory limits. Scripted content should load and add resources no earlier than necessary. Scripted content should unload and remove resources as soon as they are no longer needed. For example, if a mini-game has a repertoire resource, postpone adding the repertoire resource until the local player has joined the mini-game and remove the repertoire resource from the local player by the time they leave the mini-game.	☐ Build
[R2066]	SC CC F1 AI P1 AG MG GL If using a Lua function that queries a region or territory:	☐ N/A
	All scripted content that queries a user's account region or territory must handle unexpected returns. Explanation: PS Home may add new regions or territories in the future. To prevent scripts from causing errors from the new region and territory tags, all scripts that query a user's region or territory must handle unexpected returns. Depending on the way the region or territory information is used, the script should either tell the user that they cannot access the region-specific feature, or it should continue running without errors or inhibiting the user experience. Functions that may require default values set: – LocalPlayer.GetAccountRegion – LocalPlayer.GetCurrentRegion – LocalPlayer.GetHomeRegion – LocalPlayer.GetAccountTerritory Default values for each region: – SCEA = en-US – SCEE = en-GB – SCEJ = ja-JP – SCE Asia = en-SG For example: A script queries a user's region using the function LocalPlayer.GetAccountRegion(), and then opens a commerce point for that region. If LocalPlayer.GetAccountRegion() returns an unexpected value (e.g. xx-YY), then the script should be able to handle this and any unexpected value, indicating to the user that they cannot access the region-specific feature since their region is unrecognized.	☐ Build

[R2067]	SC CC FI AI PI AG MG GL If setting users invisible:	☐ N/A
	Setting users invisible can only take place when the following conditions are adhered to.	☐ Build ☐ Test
Explanation: The PS Home Lua API contains functions that can make a user invisible. These functions can only be used if related to or appropriate for current content. For example: – A game requires it (e.g. a racing game) – A space requires it (e.g. using deferred loading) While invisible: – The user must be made aware of invisibility and understand the controls – It must be possible to display on screen the PSN ID of all users in the game at any time. – It must be clear to the user from the information displayed on screen which PSN ID is performing which specific action at the time such action is taking place. This can be through the use of normal game mechanics or through the use of leader boards or other means. – There must be other physical representation (substitute avatar) visible to other users, identifiable and targetable. – The default avatar must be entirely immobile or locked to substitute avatar. If the user's default avatar is hidden in a space using deferred loading, then: – If avatar is within default proximity (shows up in chat log) and is in line of sight, they must be set visible (even if setting users invisible is used elsewhere in space). Example: – In a racing game where the user's avatar or their label would ruin the illusion that they are behind the wheel, the functions can be called to give the user a first person feel to driving. Once the user stops racing they should be made visible. – A scene uses deferred loading which teleports users from one section of the scene to another. To improve scene rendering, all remote users who are in the separate section are switched to invisible and their labels turned off. When a remote user teleports to the same section as the local player, they must be set to visible again. – In an RGP, a player uses a 'cloak of invisibility' to avoid detection.		
[R2069]	SC CC FI AI PI AG MG GL If the scripted content changes the user's gender or clothing	☐ N/A
	The scripted content restores the user to their original state (gender, wardrobe) upon exit/quit from the content.	☐ Build ☐ Test
Explanation: Lua script can change a user's gender and/or clothing items. When that user exits/quits from the scripted content, the script must restore that user to their original gender and clothing. Example: -A realtime game uses only a female steampunk fullbodysuit with custom repertoires. As each player joins the realtime game, the script queries their gender and if they are male changes them to female. The script then equips all users with the steampunk fullbodysuit. As each user leaves the realtime game the script restores the gender if it changed the user's gender, and equips the user with the clothes they were wearing before joining the realtime game.		
[R2073]	SC CC FI AI PI AG MG GL If the Mini-Game does not communicate with other users or the PlayStation®Network:	☐ N/A
	The Mini-Game must be a Session-Less Mini-Game	☐ Build
Explanation: When network communication is not necessary the Mini-Game's 'network_session' property must be set to False.		

[R2074]	SC CC FI AI PI AG MG GL If the content uses QuickPurchase:	☐ N/A
	All required information is displayed before users move to the cart (purchase) screen.	☐ Build ☐ Test
	Explanation: When you sell content using QuickPurchase you are required to display the following information before users move to the cart (purchase) screen: – The default avatar must be entirely immobile or locked to substitute avatar. – PS Store Logo (a bag mark with the PlayStation®Store text) (This can be found at https://ps3.scedev.net/projects/trc) – Publisher Name – Price – Legal Text (the same as would be found in a Commerce Point) – Thumbnail – Long Description (Item description)	

[R2075]	SC CC FI AI PI AG MG GL If Load Before Spawn is used (not applicable to Game 60 spaces):	☐ N/A
	All objects that Load Before Spawn are embedded in the scene	☐ Build
	Explanation: The Load Before Spawn feature forces objects to load in a scene before the user's avatar loads. For this feature to operate properly, all objects that Load Before Spawn must be embedded in the scene. If they are not, it can cause a crash.	

[R2076]	SC CC FI AI PI AG MG GL If using Game or Video spaces (not applicable to Game 60 spaces):	☐ N/A
	The space can only be accessed by Lua API (Group API)	☐ Build
	Explanation: Game/Video spaces should be accessed through an intermediate space using the Group API and Relocate functions (LocalPlayer.RelocateToGroupInstance or LocalPlayer.RelocateToUniqueInstance). This is the most network efficient method for accessing Game/Video spaces, and ensures an instance of a Game/Video space is only created when needed. Note: – When a game session finishes, users must be relocated out of the Game/Video space. – Game/Video spaces must not be added to Favorites. To disable the adding to Favorites feature, please contact your regional SCE representative. – If you would like to use GroupDoor to access a Game space, speak with your regional SCE representative.	

15.0 File System

[R2055]	SC CC FI AI PI AG MG GL If the scripted content accesses the HDD:	☐ N/A
	The scripted content does not access the HDD directly using file system APIs except via the paths returned by the PS Home Lua API.	☐ Build
	Explanation: A Lua script should only access files on the PlayStation®3 HDD using the functions and return values from the PS Home Lua API. Note: – Arbitrary filenames must not be passed to these functions, call Lua functions to retrieve valid HDD paths. – The version of the APIs must be the same as the version of the HDK used to develop the content.	

16.0 Save Data

SC CC FI AI PI AG MG GL

If save data is used in content:
(Select N/A if the above conditions do not apply, and skip to 17.0.)

☐ N/A

Note:

If you would like to use save data in any scripted content other than active items, contact your regional SCE representative via the PS Home Developer Network website (<https://home.scedev.net/>).

[R2061]

SC CC FI AI PI AG MG GL

If save data (SaveData API) is used in content:

☐ N/A

The content reads/writes save data correctly.

☐ Build
☐ Test

Explanation:

The system supports writing/loading saved data and handles error messages as detailed in the Save Data API. Scripted content must correctly utilize this API.

When Load/Save fails because of “busy” status, the script should retry.

When Load/Save returns errors, appropriate error messages must be displayed to users.

Note:

- If the save/load of save data will not be correctly executed because of one of the errors listed in the Save Data API, the system will display an appropriate error message.
- Ensure the script recovers from any Load/Save disruption described by the errors listed in the API and continues to function.
- Ensure the Load/Save is retried when a “busy” status is returned.
- Ensure user can distinguish between multiple saved data.
- If content shares save data between different versions (for example between the free trial version and the full purchased version), ensure save data functions and is common between versions.

Check Method:

- Save data, terminate and reboot the content (the same content or the related version, if different versions are supported).
- Then load the data to check that the state of the content at the save timing (including game progress, status of characters and their owned items, play history, etc.) is correctly reproduced.

[R2068]

SC CC FI AI PI AG MG GL

If save data (Active API) is used in content (active items):

☐ N/A

The content reads/writes save data correctly.

☐ Build
☐ Test

Explanation:

The system supports writing or loading save data in active items. Scripted content must correctly utilize this API.

Always check that a save/load performed correctly.

When IsSaveDataAccess() returns false, an error message must be displayed to users.

Note:

- Active.SaveData() and Active.LoadData() do not return values, after a save/load check the data itself. Ensure the script recovers from any Load/Save disruption or failure and continues to function.
- Ensure user can distinguish between multiple saves within a save data slot.
- If content shares save data between different versions (for example between the free trial version and the full purchased version), ensure save data functions and is common between versions.

Check Method:

- Save data, terminate and reboot the content (the same content or the related version, if different versions are supported).
- Then load the data to check that the state of the content at the save timing (including game progress, status of characters and their owned items, play history, etc.) is correctly reproduced.

[R2079]	SC CC AI AG MG GL If save data (AsyncCommands API) is used in content:	☐ N/A
	The content reads/writes save data correctly.	☐ Build
Explanation: The system supports writing or loading saved data in scripted objects (with a network component). Scripted content must correctly utilize this API. Always check that a save/load performed correctly. If Create:: or Execute:: return nil or false after repeated attempts over the course of 15 seconds, an error message must be displayed to users. Note: – Ensure user can distinguish between multiple saves within a save data slot. – The maximum size of a save data file is 4096 bytes. – Each object or scene (i.e. GUID) can read from /write to SaveData at most every 30 seconds. – SaveData cannot be used for storage of executable information, shell scripts, Lua scripts, scripting information in any current or future recognized scripting language, any usual disclaimers.		

17.0 Network (General)

[R2056]	SC CC AI AG MG GL The content does not transmit security-sensitive contents or personal/private information over the network unless a secure method is used.	☐ N/A
	☐ Build ☐ Test	
Note: For further guidance on secure methods (https), types of personal/private information and examples of situations where secure methods of information transmission are required and recommended, see HDK Help > Content Requirements, on the PS Home Developer Network website (https://home.scedev.net/). If transmitting the Online ID, Age, Territory, or other personal information please consult your regional SCE representative to ensure you follow all necessary policies and procedures.		
[R2057]	SC CC AI AG MG GL If websites can be accessed:	☐ N/A
	The content allows accesses only to websites/local files predetermined by the content.	☐ Build ☐ Test
Explanation: Unless there is a specific need to do so, do not implement a functionality where the user can specify an arbitrary website and access it. Allowing the user to access user-specified websites will incur an increase in memory usage and necessitate the implementation of proper parental controls. If it is necessary to allow such accesses, contact your regional SCE representative via the PS Home Developer Network website (https://home.scedev.net/).		
[R2077]	SC CC AI AG MG GL If content provides services outside of PS Home:	☐ N/A
	The content clearly informs the user that they are accessing the external service.	☐ Build ☐ Test
Explanation: PS Home users must be told which external services they are accessing (e.g. Facebook, Twitter, YouTube, mailing list registrations, etc.) and when they are accessing them. The content must display the following before accessing the external site: – Service Provider Name – End-User License Agreement – Confirmation from user to access the external site		

Example:
You are going to open a browser to access an external site.
*The contents, services, privacy policies, and any other materials in the web site are administered and managed by ******
Do you Accept?
 [] Ok [] Cancel

Note:

- Access to external services must be signed off by your regional SCE representative.
- Users must be able to cancel accessing external services.
- You must ensure that the external service meets regional laws.

Regional SCE representatives can provide Guidelines.

18.0 PlayStation®Network

[R2045]	SC CC F1 AI P1 AG MG GL The content does not transmit unnecessary requests or messages interfering with the proper operation of other machines using the PlayStation®Network server and PlayStation®Network.	☐ Build
[R2046]	SC CC F1 AI P1 AG MG GL The content transmits information obtained from PlayStation®Network to other client machines and servers only for game/content use. Note: If information obtained from PlayStation®Network will be used for non-game purposes, contact SCE via the PS Home Developer Network website (https://home.scedev.net/) in advance.	☐ Build
[R2062]	SC CC F1 AI P1 AG MG GL If the NP Communication ID is used: The content uses the NP Communication ID obtained for the content through the official procedure. Explanation: It is possible for content to have multiple NP Communication IDs or one NP Communication ID shared across different game titles and PS Home contents. Always use the correct NP Communication ID for the intended purpose (as described in the registration form for the ID) and specify how the NP Communication ID is being shared. For information regarding how to obtain an NP Communication ID, refer to the document "PlayStation®Network Communication Service Overview" and contact SCE via the PS Home Developer Network website (https://home.scedev.net/).	☐ N/A ☐ Build
[R2063]	SC CC F1 AI P1 AG MG GL If NP services are used: The content conforms to and functions within the NP services limits specified. Explanation: To avoid heavy loads on the server and ensure the NP services are used effectively, there are restrictions that must be followed. For a list of the limits on all content, see HDK Help > Content Requirements , on the PS Home Developer Network website (https://home.scedev.net/). Limits and restrictions include, for example:: – NP requests need to be activated by the user (for example when are entering a scene, or joining a mini-game); – Number of NP requests and score postings per minute;	☐ N/A ☐ Build ☐ Test

- Size of data packets;
- Number of tickets that can be requested;
- Data size limits.

For information regarding NP score ranking limitations, see the PlayStation®Network NP Score Ranking Overview documentation section of the PlayStation®3 Developer Network website (https://ps3.scedev.net/projects/ps3_sdk_docs/docs/ps3-en,NP_Ranking-Overview/1)

For general information on NP services, see the PlayStation®Network documentation section of the PlayStation®3 Developer Network website (<https://ps3.scedev.net/docs/ps3-en,NP/1/>).

If you do not have access to the PlayStation®3 Developer Network website (<https://ps3.scedev.net/>) contact regional SCE via the PS Home Developer Network website (<https://home.scedev.net/>).

[R2064]	SC CC P AI P AG MG GL If NP TUS (title user storage) is shared between PS Home content and game titles:	☐ N/A
	The TUS cannot disrupt the functioning of the PS Home content.	☐ Build ☐ Test
	Explanation: If there is a shared NP TUS between PS Home content and game titles, the storage must be arranged in such a way as to prevent one system disrupting the function of the other. If you wish to share NP TUS between PS Home content and a PlayStation®3 game title, contact SCE via the PS Home Developer Network website (https://home.scedev.net/). If you do not have access to the PlayStation®3 Developer Network website (https://ps3.scedev.net/) contact regional SCE via the PS Home Developer Network website (https://home.scedev.net/).	