



Content Creation Tips

Sony Computer Entertainment Inc.



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SCEI Confidential & Proprietary.



About This Document

- ⏏ *This document answers to frequently asked questions, and explains where you could easily forget.*



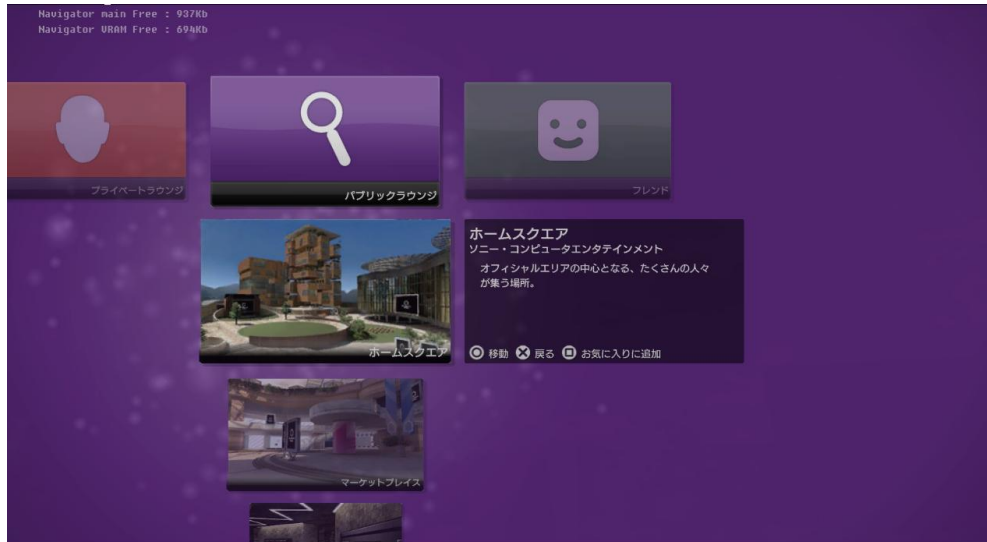


About Navigator



Navigator

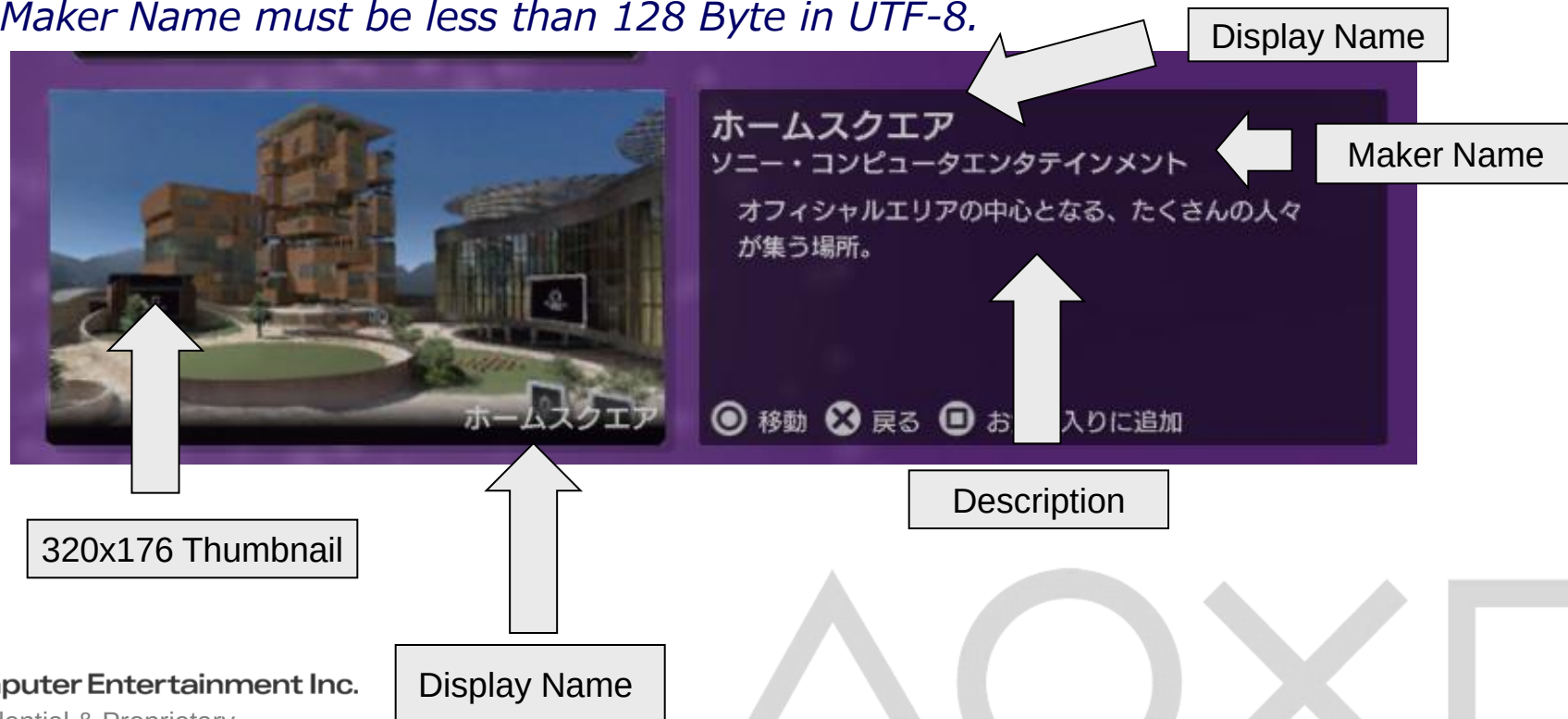
- From client version 1.35, PS Home uses “Navigator” rather than the World Map in 1.32.



- No longer you have to submit “World Map Chip Request From.”
 - Navigator loads data in your Scene data.
- There is a category called “Featured Spaces” where SCE will place recently updated Spaces.

Regulation for Scene Name and Company Name

- Scene Display Name must be less than 128 Byte in UTF-8. Be noted that, for example, Japanese, Chinese, and Korean letters are multi byte (usually, they are 3 Bytes). Almost 21 double-length letters will fit in the UI, and Longer name will be scrolled left and right.
- Scene Description will be line-broken at most 23 double-length letters. (Proportional font is used so that line break position is random especially in English.)
Long description will have a scroll bar on the right side.
- Maker Name must be less than 128 Byte in UTF-8.





About Objects

Object Name and Description

- 🏠 *From HDK1.55, object_master.excel.xml is deleted.*
 - Please edit object_master.xml directly, or please once convert the XML into TSV file by drag-and-dropping the file to MasterToTsv.bat, then edit the TSV file.
 - In editing, please find specific object ID and REF, then edit localization field like ja-JP.
 - If you edited in TSV file, please drag-and-drop the TSV file to TsvToMaster.bat so that the file will be converted into XML file. Once you have the XML file, you can import localized texts by pressing “Import Localization for this object” button  in Object Editor.
- 🏠 *Texts in REF will be converted to ja-JP texts for a Japanese User.*
- 🏠 *Please set Default Language as “en-GB” if English text is input*
 - If you have no plan to release your assets to any region except SCEJ, setting the default language to “ja-JP” is possible.
- 🏠 *If there is “¥n” in a description text, line-break will be inserted.*
- 🏠 *If you have two clothing whose name is the same for male and female, please name the objects as “Name (for Male)” and “Name (for Female)”*
 - This is because Gender difference cannot be recognized in XMB’s purchase history.

[#Legal] Tag

- ⌂ *You must set “[#Legal]” to the end of description for all **Commerce Items***
 - *e.g.: “This is example.[#Legal]”*
 - *The tag will be replaced with the following Legal Info in each language.*
 - TERMS OF SERVICE
Download is subject to the PlayStation®Network Terms of Service/User Agreement and any specific additional conditions applying to this item.
If you do not wish to accept these terms, do not download this item.
Download is for use solely within PlayStation®Home by the purchasing PSN account. Content may not be used by any other account.
 - *The text won't be displayed after purchasing.*
 - *You don't have to enter the tag for Non-Commerce Items.*
- ⌂ *In HDK1.40, the [#Legal] tag will be automatically added when you import localized texts to Object Editor.*

Versioning of Objects

⏏ *Version number set by you won't affect Home Client. So, please feel free to set any value for your asset management.*

⏏ *SCE recommends*

- *Before releasing your asset*
 - *The first version: 1.00*
 - *Resubmitted data because of QA: +0.01*
- *After releasing your asset*
 - *The data is updated: +0.10*
 - *Resubmitted data because of QA: +0.01*



About Ratings



Where to enter Rating information

- ✧ Please enter Age Rating information returned by regional SCE
 - Object > Edit Age Rating

AgeRatingForm

Unlocalized Content: Object Age Rating

kName
00000000-00000000-00000000-01040061

Country	Rating System	Rating	Minimum Age	Parental Control Level
All	None		7	3
United States	None		0	1
Japan	None		0	1

Content Descriptors: Additional Data: Remove

Add Entry Unlocalized Content: Save Obj Cancel

Country	Rating	Country	Rating	Country	Rating	Country	Rating
Australia	7	Austria	7	Belgium	7	Canada	0
Czech Republic	7	Denmark	7	Finland	7	France	7
Germany	7	Greece	7	Hong Kong	7	Ireland	7
Italy	7	Japan	0	Korea	0	Luxembourg	7
Malaysia	7	Netherlands	7	New Zealand	7	Norway	7
Poland	7	Portugal	7	Russia	7	Saudi Arabia	7
Singapore		South Africa		Spain		Sweden	



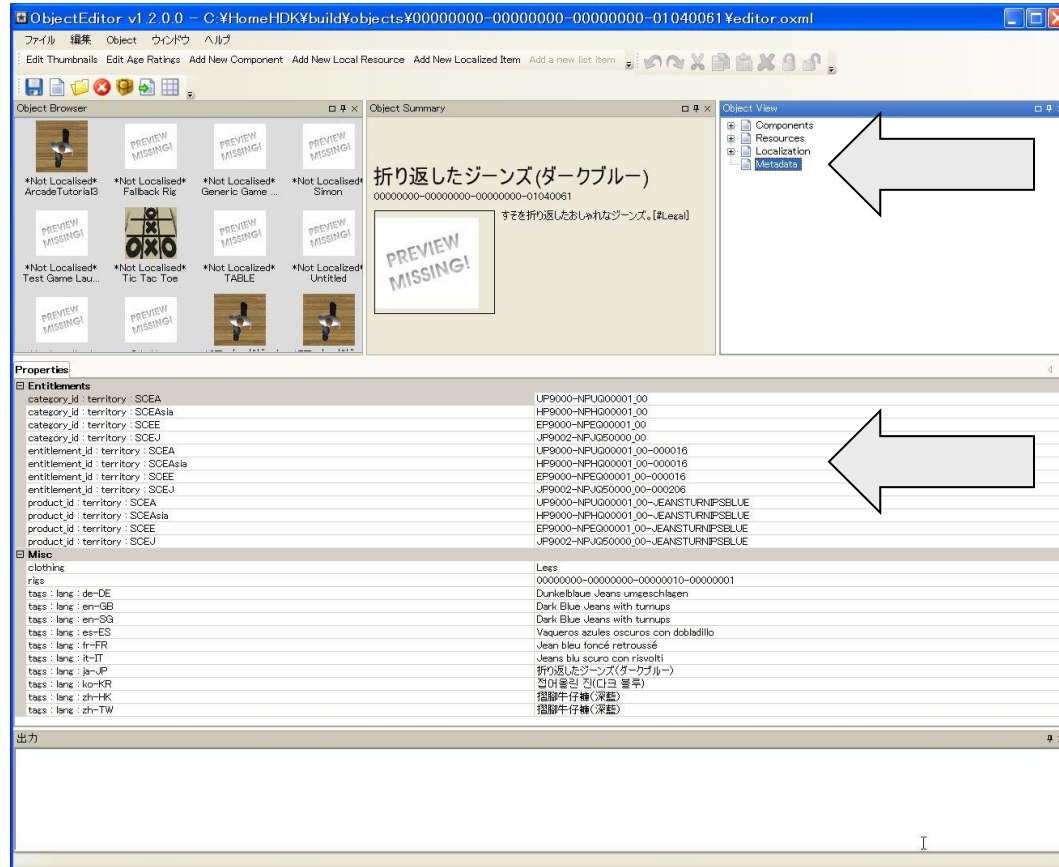
About Store IDs



Where to enter Store IDs

🏠 Metadata field in the Object Editor

- Purchasable Items need *category_id*, *entitlement_id*, and *product_id*



Metadata

IDs

Folder structure to submit thumbnails (1)

- ⌘ *Please submit thumbnails, too, with “Scene Entitlement Object Request Form” in the specific folder structure.*
 - ***The thumbnails will be registered to PS Store System***
 - ***Other Objects’ thumbnails will be extracted from “Commerce Item Store ID & Rating Request Form”***
- ⌘ *Please use “Sample Thumbnail Folder” as it is*
 - *See the next page.*
 - *Please zip the folder with the form when you submit them.*

Folder structure to submit thumbnails (2)



🏠 *128x128 pixel PNG files used when you create assets are needed to be placed in the following structure*

- *Root folder*
 - *Scenes Folder (Only for Scene Entitlement Objects)*
 - *.png file*
 - *Maker.png*
 - *Your Company's Logo.*
 - *Marketplace.dds*
 - *This will be used as a "category icon" for your company/game title in the Store GUI.*

Thumbnails of your assets

- ⏏ *Upper and Lower 13 pixels of Small and Maker images will be covered by Chip objects of PS Home*
 - *Please refer HDK_Thumbnail_Creation_Guide*
- ⏏ *You can use Black background when an object is hard to recognize or doesn't look great (e.g. a White Table)*

Maker Logo

- ⌂ Please place Maker Logo (Maker.png) in the root folder for thumbnail submission.
- ⌂ The logo will be used in the Navigator and PSN > Account Management > Purchase Management > Service List in XMB™



Category Icon for Store GUI

- ⌂ *Please place a thumbnail which will be used as a “category icon” of your company/game title.*
<SPEC>
 - *128×128 pixel PNG file*
 - *The background is White*

- ⌂ *Please choose the one of the following types, and place the logo to the center of the image as large as possible.*
(Please ask regional SCE if you are not sure.)
 1. *Game Title Logo*
 2. *Franchise Logo*
 3. *Company Logo*
 4. *Brand Logo*

** Company “Name” set in the Object Editor will be displayed in the Item Detail Screen, so, it is not necessary to show a company logo for the category image.*

- ⌂ *The upper and lower 13 pixels will be covered by chip object in the World Map.*

How Commerce Item's information will be displayed (1)

PlayStation Store

Price set in PS Store System

カート

カテゴリ別 > トップス > PlayStation®Home

ホビー Population : 1
HOST Free : 15.39 KB
RAM Free : 617.23 KB
Visible Meshes : 722
Scene Stats
MAIN : 2.54 MB of 8.50 MB
HOST : 9.65 MB of 10.00 MB
VRAM : 35.13 MB of 55.16 MB
Overview
Weathers 9ms
LuaCams 8ms
Render 20ms

ネック付きカーディガン (ネイビー)
Sony Computer Entertainment
ネック付きのネイビーカラーのカーディガン

¥150

Object Name and Maker Name set in the Object Editor

Object Description set in the Object Editor

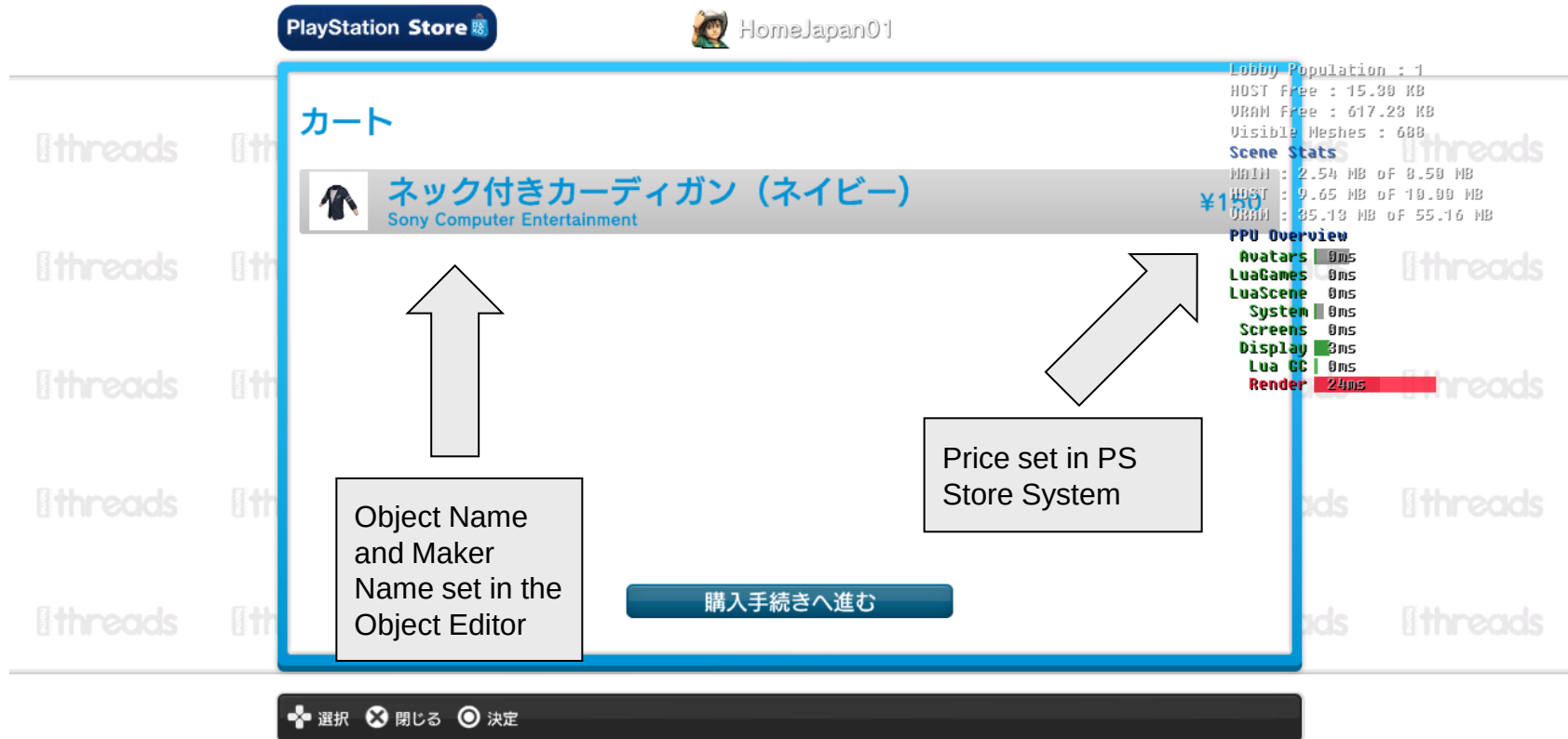
From HDK1.3, if you type "¥n", then, a line-break will be inserted.

A Large Thumbnail set in the Object Editor.
3D model preview will be shown after the thumbnail is displayed for seconds.

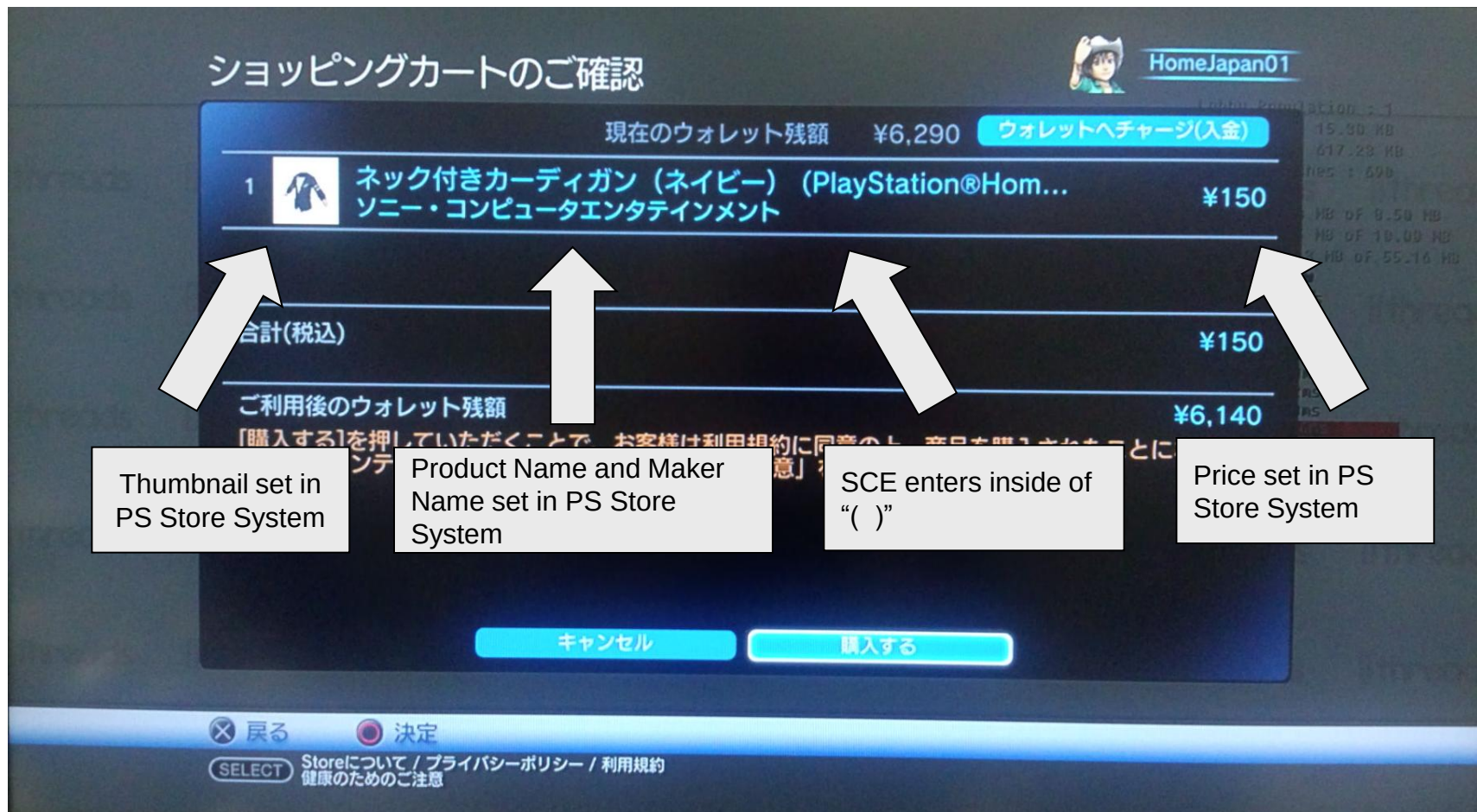
A Small thumbnail set in the Object Editor

選択 閉じる カートに入れる 今すぐ購入 詳細 R1 カートを見る R スクロール

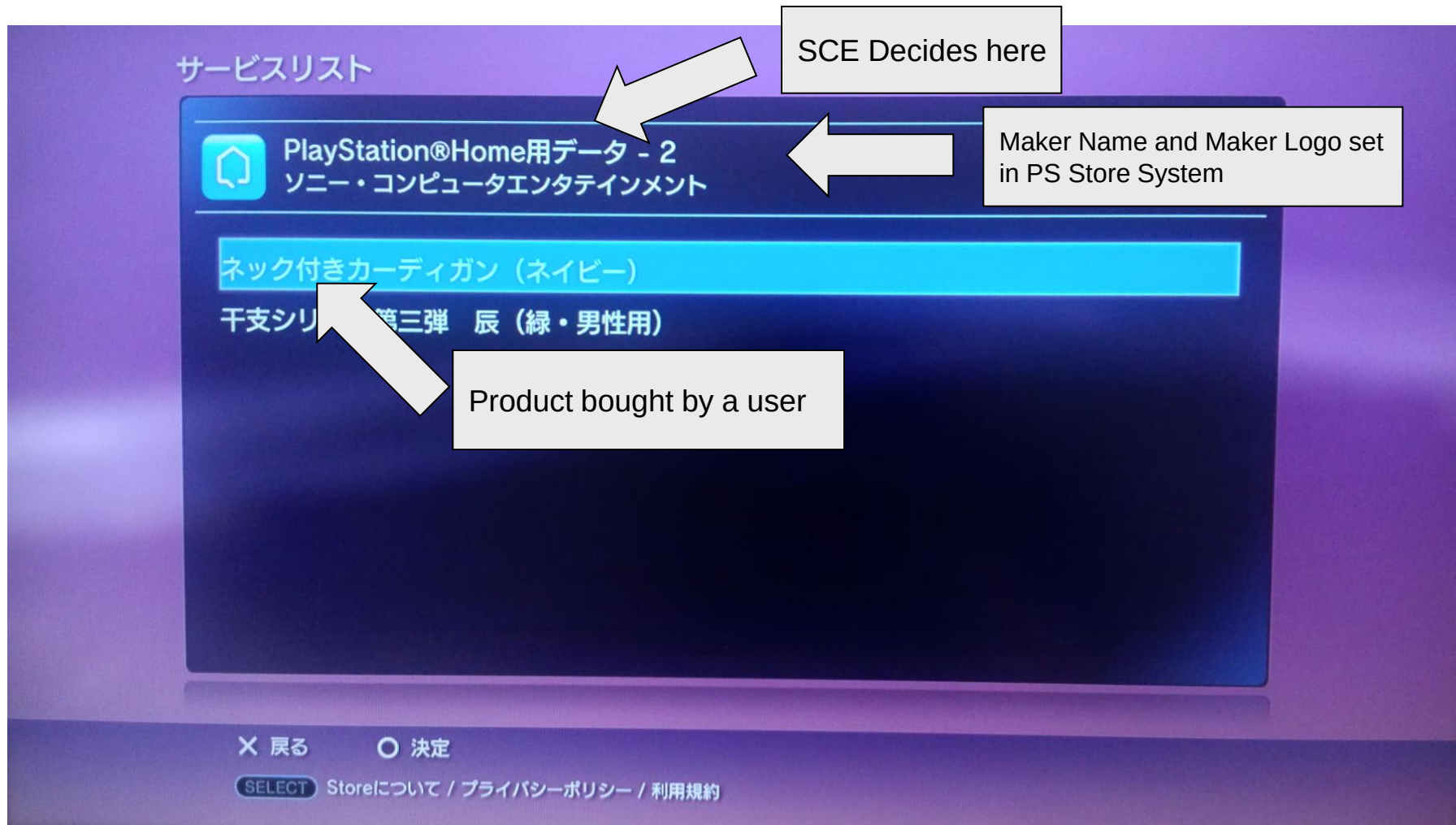
How Commerce Item's information will be displayed (2)



How Commerce Item's information will be displayed (3)



How Commerce Item's information will be displayed (4)



How Commerce Item's information will be displayed (5)

Item details by pressing L3 button after selecting “Personal > Purchase History” in Menu Screen.



Bundled Sale

- ⬢ *If you want to sell Torso and Legs at the same time, you have to set Store ID properly.*
- ⬢ *Sell a dummy object, and give multiple objects which are configured in NPMT so that they will have relation to the dummy object.*
 - *How to create a dummy object*
 - *Please create an object without setting any component or resources.*
 - *How to set Store ID*
 - *Please submit "Commerce Item Store ID & Rating Request Form" to SCE.*
- ⬢ *Object which is set to "Bundled Sale" cannot be previewed.*
- ⬢ *Please ask regional SCE on "Bundled Sale."*

Difference between composite clothing, clothing collection, and clothing for “Bundled Sale”

	<i>Composite Clothing</i>	<i>Objects for Bundled Sale</i>
<i>Number of object</i>	<i>1</i>	<i>Multiple</i>
<i>Memory Limit</i>	<i>Sum of occupied category e.g. Memory limit for a Composite of Torso(1196KB)+Legs (1217KB)will be 2413KB</i>	<i>Memory limit will be applied object by object. e.g. memory limit for a “Set Objects” of Torso + Legs will be 1196KB for Torso, and 1217KB for Legs.</i>
<i>Entitlement_id</i>	<i>Set an entitlement_id to the above object.</i>	<i>In NPMT, set relation between an entitlement_id of the dummy object you want to sell and the ones of all objects you want to give.</i>
<i>How to change clothing</i>	<i>All at once Cannot change partially later</i>	<i>One by one</i>
<i>Preview</i>	<i>Supported</i>	<i>Unsupported</i>

※Clothing Collection is removed from HDK, and won't be implemented in the future.

About Quick Purchase

🏠 *The followings are advantages of using Quick Purchase*

- *You can create your original UI to sell your items.*
- *Checking process after purchasing will be shortened.*

🏠 *Because of legal concern, you MUST include the following information when you use Quick Purchase*

- *Required: PS Store logo, Maker Name, Product Description, Thumbnail, and Price*
- *Ratings are not legally required; however, if your scene or mini-game are not set age ratings, showing ratings are highly recommended.*
 - *As long as your item's rating is set in PS Store, users cannot buy the product.*

Object Name, Description, and Thumbnail for a Bundled Sales (1)

- ◇ *When you input object name for a dummy object, please follow the rule below.*
 - *Include “Set,” “Pack,” or other word so that a user can understand it’s a bundled sale.
e.g.) *** Costume Set, *** 3 T-Shirts Pack*
 - *If it is obvious that the dummy object contains multiple objects, the above word is not needed.
e.g.) One Piece = One Piece (Torso) + One Piece (Legs)*
- ◇ *Please include thumbnails of all objects in the thumbnail of the dummy object as large as possible.*
 - *If difficult, please be consulted by regional SCE.*

Object Name, Description, and Thumbnail for a Bundled Sales (2)

🏠 *Please input the following texts so that what is included in the Bundled Sale.*

- *If only clothing*

This bundled sale contains the following items for avatar customization.

- Product Name (Category Name)
- Product Name (Category Name)

* Each items will be placed in specified categories in “Customize Character” menu.

- *If only furniture*

This bundled sale contains the following items for apartment customization.

- Product Name (Category Name)
- Product Name (Category Name)

* Each items will be placed in specified categories in “Furniture” menu.

- *If clothing + furniture*

This bundled sale contains the following items.

- Product Name (Category Name)
- Product Name (Category Name)

* Each items will be placed in specified categories in “Customize Character” and “Furniture” menu.



About Home Rewards



Where to enter Home Reward Info

🏠 *entitlement_id* of Metadata field in the Object Editor

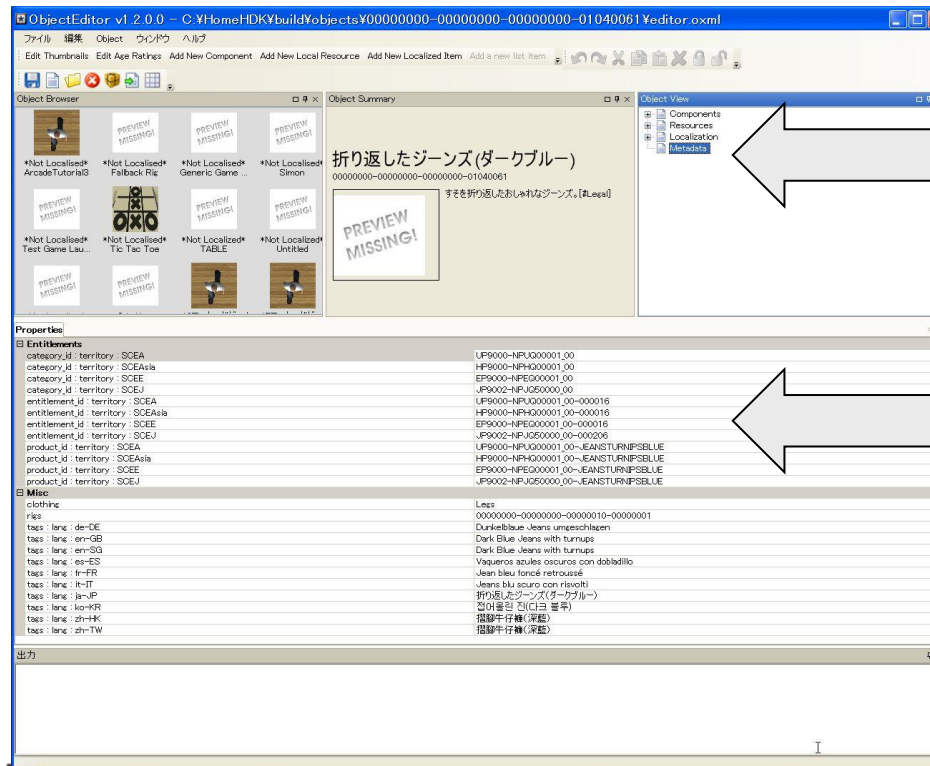
- **AUTOMATIC_REWARD**

- Given in PS Home: The reward item will be given immediately.
- Given in PS3 Game: The reward item will be given when a user logged in to PS Home.

- **LUA_REWARD**

- The reward item will be given through a LUA script.

🏠 Please left blank if you do not wish to give rewards to users in a specific regions unexpectedly.



Metadata

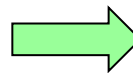
entitlement_id
The other IDs must
be blank.

Reward Items

- Home Rewards you obtained will be shown Personal > Reward Items.
- Object Description will be shown by pressing L3 focusing on each Reward.



Reward Items



L3



Detail



Active Item



About Active Item

You must set the following texts to the end of description for all Active Items

- This is an Active item. Active items provide more functionality than a normal furniture item. You may only place two Active items in your apartment or clubhouse at any time. Active items are provided under the following terms and conditions.



Companion Object

About the name of companion object



- 🏠 You can set multiple candidates of display names for a companion object (the name is similar to pet's name)
 - Please refer Chapter19, Companion Objects > The configuration.xml in HDK_Object_Editor_User_Guide to learn how to set the candidates.
 - The display name will be randomly selected and set when a player used the object first time.
 - You can set just 1 name, if you want.
 - When you created a companion object by Wizard of Object Editor, a configuration.xml file with default display names will be automatically created. You must change the default names after the creation.



Network

Notes on Network Issues (1)

⏏ Required Network Speed to play PS Home

Required : 512kbps(64KB/s)

Recommended : 1Mbps(128KB/s)

- *Download speed at 1Mbps*

Data Size	Download Time
50MB	400sec (6.6min)
100MB	800sec (13.3min)
150MB	1200sec (20.0min)
200MB	1600sec (26.6min)

- *% of users whose Network Speed is less than the recommendation.*

Region	% of Users who uses less than 1 Mbps (approximate)
Japan	6.4%
America	17.6%
Europe	13.4%

※*It will take extra time to download other data like Avatar clothing.*

You must be careful on Data Size and period of playing movies if you want users to download a movie and play it at specific time.

Notes on Network Issues (2)

- ⌘ *When your LUA script downloads and uses a XML file in which certain parameters are written to control the script, you must secure data transferring. Otherwise, your script will be a security hole.*

- *e.g.*

- *Object ID of Home Rewards written in the XML*

- *ANY home rewards can be obtained if the XML is overwritten at a Proxy Server.*

- *Flags to turn on/off game setting*

- *Modes/events you don't want to reveal will be activated at a Proxy Server.*

⌘ *Solutions*

- *Write parameters into LUA codes*
- *Package XML files into Game Data*
- *Check User Agent to prove the access comes from PS3*
- *Use https*
- *Use NP Ticketing to authenticate the client*
- *Get a data from CGI program, rather than a file.*

