

PlayStation™ Network Service Setup Guide

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Update History

2016-04	Initial release
2016-09	Update
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1 Overview

About This Document

This document explains the procedures for making requests for the services of PlayStation™Network.

PlayStation™Network is a shared network platform for PlayStation®4, PlayStation®3, PlayStation®Vita, and PSP™ (PlayStation®Portable). This document is intended for PlayStation®4, PlayStation®3, and PlayStation®Vita licensees, but there is no distinction made among PlayStation®4, PlayStation®3, and PlayStation®Vita unless necessary. In addition, this document uses the general term "DevNet" to refer to the PlayStation®4 Developer Network website, PlayStation®3 Developer Network website, and PlayStation®Vita Developer Network website.

For the procedures for making requests for services of PlayStation™Network for PSP™, refer to "PSN™ Service Requests" (https://psp.siedev.net/docs/psn_form_quick_guide/) on PSP™ Developer Network website.

Reference Materials

PlayStation®4

- "Production and Distribution Guide"
- "PlayStation™Network Overview"
- "PlayStation™Network Commerce Service Overview"

PlayStation®3

- [PlayStation™Network Overview](#)
- [PlayStation™Network Commerce Service Overview](#)

PlayStation®Vita

- [PlayStation™Network Overview](#)
- [PlayStation™Network Commerce Service Overview](#)

2 Before Making a Service Request

Understanding DevNet "Products" and "Product Types" is necessary for requesting services of PlayStation™Network. This chapter provides an explanation of these concepts.

Product

Products in DevNet

A product in DevNet refers to each client program that uses a service for PlayStation™Network. This includes applications running on PlayStation®4/PlayStation®3/PlayStation®Vita, as well as game servers and companion applications if they are using a service for PlayStation™Network. Each product has a unique NP Title ID.

Overall Concept of Products in DevNet

On DevNet, products have a hierarchical structure where they belong to "franchise" and "title" categories.

The franchise category is the most external container. A franchise typically correspond to "game series", and inside a franchise, there will be one or multiple titles. Titles are usually different games that belong to the same franchise.

Each title contains one or multiple "products" (North American version, European version, related server applications, etc.) of the same game.

Regarding product configuration on DevNet, refer to the "Product Configuration on DevNet" item in the "Register the NP Title ID (Register title)" section in the "Preparing for Development" chapter in the PlayStation®4 "Production and Distribution Guide" document.

Notes: "Products" in PlayStation®Store

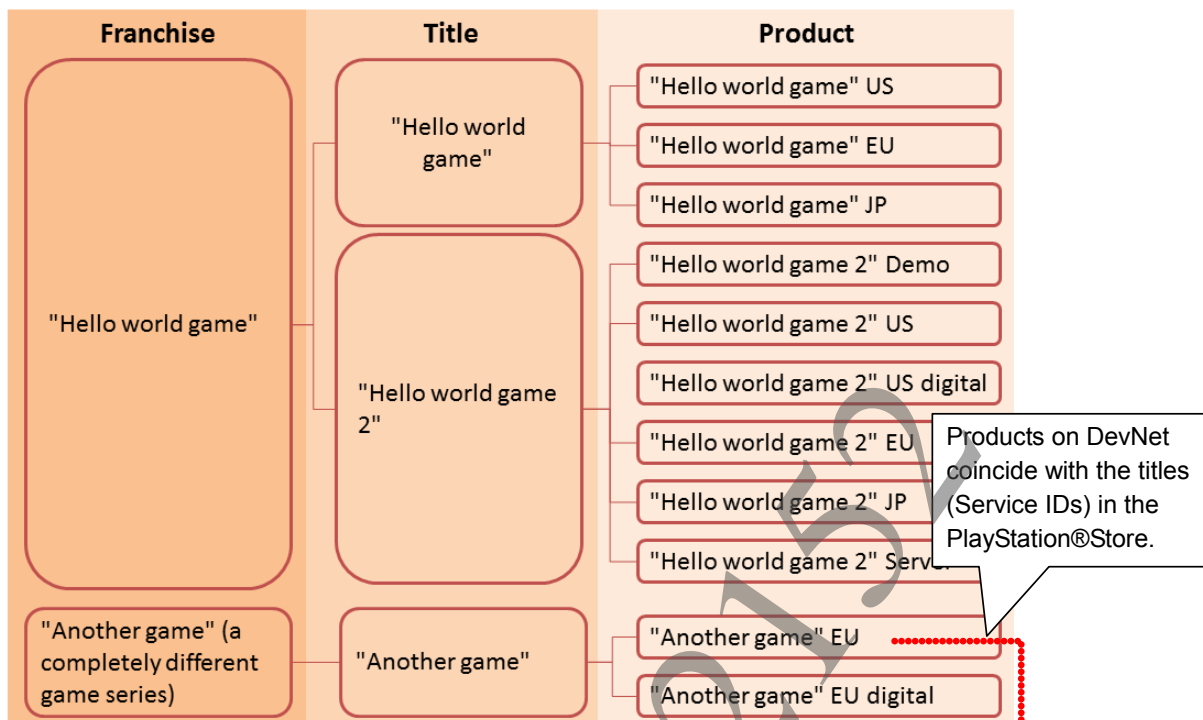
"Products" in PlayStation®Store (Network Platform Management Tool (NPMT)) are not directly related to service requests for PlayStation™Network. The same term is used, but note that the concept is different from products in DevNet.

Products in PlayStation®Store correspond to the individual products such as games and additional content. Products in DevNet correspond to the titles (service IDs) in PlayStation®Store.

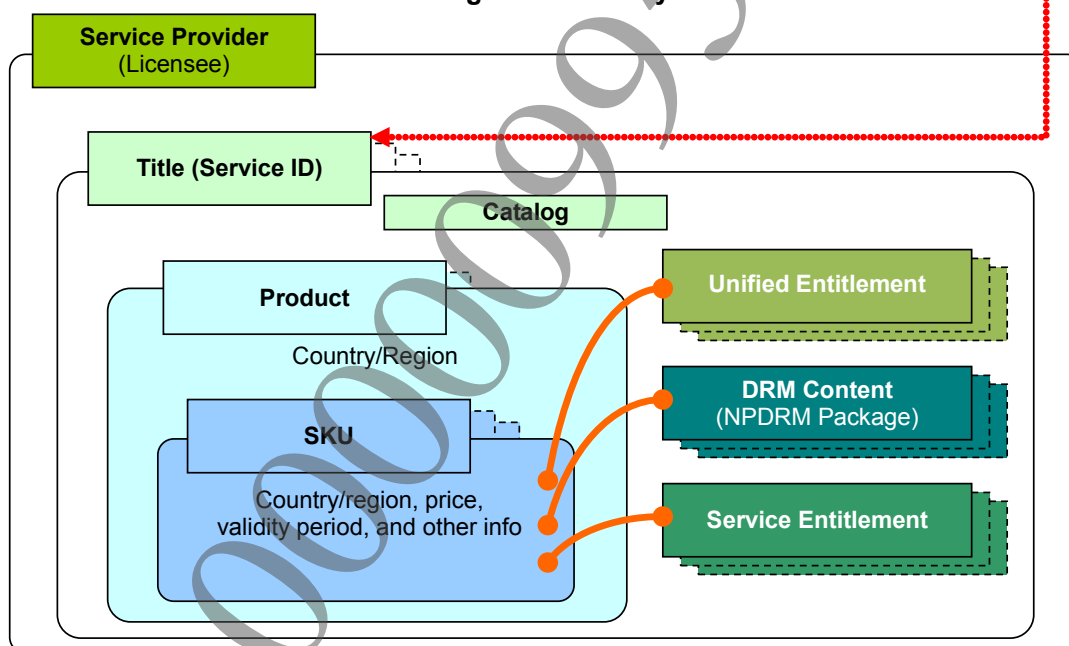
In addition, the hierarchy configuration of products differs between DevNet and PlayStation®Store. For details on the structure of products in PlayStation®Store, refer to the following.

- PlayStation®4
"Product Structure" section in the "PlayStation®Store" chapter in the "PlayStation™Network Commerce Service Overview" document
- PlayStation®3/PlayStation®Vita
"Product Structure" section in the "Products" chapter in the "PlayStation™Network Commerce Service Overview" document

Product configuration on DevNet



Product configuration in PlayStation®Store



Product Type

There are various categories for products on DevNet, and these categories are called "product types". The product type differs for each platform.

Provided services differ by product type. Please select the appropriate product type according to the product to create.

The following explains each product type.

"Test" (PlayStation®4/PlayStation®3/PlayStation®Vita)

Select this product type for a PlayStation®4, PlayStation®3, or PlayStation®Vita application that will use a service for PlayStation™Network for test purposes.

Master submission of Test products is not possible. For an application that will be master-submitted, select another product type such as App.

The NP Title ID of a Test product is automatically issued when a service request is made on DevNet. For details, refer to the "Procedures for Making Service Requests" chapter.

"App" (PlayStation®4)

Select this product type for applications for PlayStation®4. In addition to product version applications, select "App" for all products (upgradable applications and trial/demo version applications) to be released to the public.

The NP Title ID is required for an App product request. The NP Title ID can be obtained by making a request on the TPRnet website. The request procedure varies by region. For details, refer to the "Obtain the Product Code (Obtain Title ID)" section in the "Planning" chapter in the PlayStation®4 "Production and Distribution Guide" document.

"Game" (PlayStation®3/PlayStation®Vita)

Select this product type for product version applications for PlayStation®3.

For PlayStation®Vita, in addition to product version applications, select this product type for applications that correspond to the following products for PlayStation®3.

- Beta
- Trial

"Beta" (PlayStation®3)

This product type is only valid for PlayStation®3. It applies to free versions of applications, etc. which are released in the middle of development in order to obtain feedback from users.

Beta products cannot use additional content packages, patch packages, or the trophy system.

"Trial" (PlayStation®3)

This product type is only valid for PlayStation®3. Select this product type for demo version applications that can be upgraded to product versions.

"Demo" (PlayStation®3/PlayStation®Vita)

This product type is valid for PlayStation®3 and PlayStation®Vita. Select this product type for demo version applications that cannot be upgraded to product versions.

"App Server/Website" (PlayStation®4/PlayStation®3/PlayStation®Vita)

Select this product type for a website or if there is a server other than a server for PlayStation™Network that communicates with a PlayStation®4, PlayStation®3, or PlayStation®Vita application.

The NP Title ID of an App Server/Website product is automatically issued when a service request is made on DevNet. For details, refer to the "Procedures for Making Service Requests" chapter.

"Companion App" (PlayStation®4)

Select this product type for a companion application on a smartphone or tablet device. It is not possible to support both iOS™ and Android™ with one Companion App product. Create a separate Companion App product for a companion application for iOS™ and for Android™.

The NP Title ID of a Companion App product is automatically issued when a service request is made on DevNet. For details, refer to the "Procedures for Making Service Requests" chapter.

"Back Office Website" (PlayStation®4/PlayStation®3/PlayStation®Vita)

Select this product type for a back office website that manages data registered to a server of PlayStation™Network.

The NP Title ID of a Back Office Website product is automatically issued when a service request is made on DevNet. For details, refer to the "Procedures for Making Service Requests" chapter.

Available Services for PlayStation™Network

The following tables show the available services for PlayStation™Network for each platform, divided by product type.

Available Services for PlayStation®4

Service	Product Type Test	App	App Server/ Website	Companion App	Back Office Website
Activity Feed	Yes	Yes	Yes (*1)	Yes	-
Application Launch Link	Yes	Yes	-	-	-
Client ID	-	-	Yes	Yes	Yes
Events Administration	-	-	-	-	Yes
Events Client	Yes (*2)	Yes (*2)	Yes (*2)	-	-
Game Custom Data	Yes	Yes	Yes (*1)	-	-
In Game Message	Yes	Yes	-	-	-
Live item	Yes	Yes	-	-	-
Matching2	Yes	Yes	-	-	-
Party Binary Message	Yes	Yes	-	-	-
Patching	-	Yes	-	-	-
PlayStation®Store Delivered Content	Yes	Yes	Yes (*1) (*3)	-	-
Presence	Yes	Yes	Yes (*1)	-	-
Ranking	Yes	Yes	Yes (*1)	Yes (*1)	-
Ranking Log	Yes	Yes	Yes	Yes	-
Ranking Management	-	-	-	-	Yes (*4)
Session/Invitation	Yes	Yes	Yes (*1)	-	-
Shared Media	Yes	Yes	Yes	-	-
Submission	Yes	Yes	-	-	-
Tournaments	-	Yes	-	-	-
Title Small Storage (TSS)	Yes	Yes	Yes (*1)	Yes (*1)	-
Title User Storage (TUS)	Yes	Yes	Yes (*1)	Yes (*1)	-
Title User Storage Log	Yes	Yes	Yes	Yes	-
Trophy	Yes	Yes (*5)	Yes (*1)	Yes (*1)	-
TUS Management	-	-	-	-	Yes (*4)

(*1) Services used with Test and App products are shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

(*2) Events Administration used with Back Office Website products is shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

(*3) The checkout feature is not provided.

(*4) Ranking and Title User Storage used with Test and App products are shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

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(*5) The use of Trophy may be limited. Please follow the requirements of the "Technical Requirements Checklist for PlayStation®4".

Available Services for PlayStation®3

Service	Product Type					App Server / Website	Back Office Website
	Test	Game	Beta	Trial	Demo		
Activity Feed	-	-	-	-	-	Yes (*1)	-
Client ID	-	-	-	-	-	Yes	Yes
Commerce (Regional Store)	Yes	Yes	Yes	Yes	Yes	-	-
Commerce (Title Store)	Yes	Yes	Yes	Yes	Yes	-	-
Events Administration	-	-	-	-	-	-	Yes
Events Client	-	-	-	-	-	Yes (*2)	-
Game Custom Data	-	-	-	-	-	Yes (*1)	-
Matching2	Yes	Yes	Yes	Yes	Yes	-	-
NP Basic	Yes	Yes	Yes	Yes	Yes	-	-
Patching	-	Yes	Yes	Yes	Yes	-	-
PlayStation®Store Delivered Content	-	-	-	-	-	Yes (*1) (*3)	-
Presence	-	-	-	-	-	Yes (*1)	-
Ranking	Yes	Yes	Yes	Yes	Yes	Yes (*1)	-
Ranking Log	Yes	Yes	Yes	Yes	Yes	Yes	-
Ranking Management	-	-	-	-	-	-	Yes (*4)
Session/Invitation	-	-	-	-	-	Yes (*1)	-
Shared Media	-	-	-	-	-	Yes	-
Title Small Storage (TSS)	Yes	Yes	Yes	Yes	Yes	Yes (*1)	-
Title User Storage (TUS)	Yes	Yes	Yes	Yes	Yes	Yes (*1)	-
Title User Storage (TUS) Log	Yes	Yes	Yes	Yes	Yes	Yes	-
Trophy	Yes	Yes	-	-	-	Yes (*1)	-
TUS Management	-	-	-	-	-	-	Yes (*4)

(*1) Services used with Test, Game, Beta, Trial, and Demo products are shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

(*2) Events Administration used with Back Office Website products is shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

(*3) The checkout feature is not provided.

(*4) Ranking and Title User Storage used with Test, Game, Beta, Trial, and Demo product types are shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

Available Services for PlayStation®Vita

Service	Product Type			App Server / Website	Back Office Website
	Test	Game	Demo		
Activity Feed	-	-	-	Yes (*1)	-
Client ID	-	-	-	Yes	Yes
Commerce (Regional Store)	Yes	Yes	Yes	-	-
Commerce (Title Store)	Yes	Yes	Yes	-	-
Events Administration	-	-	-	-	Yes
Events Client	-	-	-	Yes (*2)	-
Game Custom Data	Yes	Yes	Yes	Yes (*1)	-
LiveArea™	Yes	Yes	Yes	-	-
Matching2	Yes	Yes	Yes	-	-

Service	Product Type				
	Test	Game	Demo	App Server / Website	Back Office Website
NP Basic	Yes	Yes	Yes	-	-
Patching	-	Yes	Yes	-	-
PlayStation®Store Delivered Content	-	-	-	Yes (*1) (*3)	-
Presence	Yes	Yes	Yes	Yes (*1)	-
Ranking	Yes	Yes	Yes	Yes (*1)	-
Ranking Log	Yes	Yes	Yes	Yes	-
Ranking Management	-	-	-	-	Yes (*4)
Session/Invitation	Yes	Yes	Yes	Yes (*1)	-
Shared Media	-	-	-	Yes	-
Title Small Storage (TSS)	Yes	Yes	Yes	Yes (*1)	-
Title User Storage (TUS)	Yes	Yes	Yes	Yes (*1)	-
Title User Storage (TUS) Log	Yes	Yes	Yes	Yes	-
Trophy	Yes	Yes	-	Yes (*1)	-
TUS Management	-	-	-	-	Yes (*4)

(*1) Services used with Test, Game, and Demo products are shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

(*2) Events Administration used with Back Office Website products is shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

(*3) The checkout feature is not provided.

(*4) Ranking and Title User Storage used with Test, Game, and Demo product types are shared. For details on sharing services, refer to the "Request for Sharing Services" chapter.

Ranges of NP Services Labels That Can Be Specified

Some of the services provided by PlayStation™Network require an NP service label to be specified upon the service request. The ranges of NP service levels that can be specified vary depending on the service, platform, and product type. Refer to the following tables.

Note that if within the range that can be specified, an arbitrary NP service label can be specified.

Ranges of NP Service Labels That Can Be Specified for PlayStation®4

Service	Product Type		App Server/Website	Companion App	Back Office Website
	Test	App			
Activity Feed	0	0	0	0	-
Application Launch Link	0	0	-	-	-
Client ID	-	-	-	-	-
Events Administration	-	-	-	-	0-99
Events Client	0-89	0-89	0-89	-	-
Game Custom Data	0	0	0	-	-
In Game Message	0	0	-	-	-
Live item	0	0	-	-	-
Matching2	0-99	0-99	-	-	-
Party Binary Message	0	0	-	-	-
Patching	-	0	-	-	-
PlayStation®Store Delivered Content	0-7	0-7	1-99	-	-
Presence	0	0	0	-	-
Ranking	0-99	0-99	0-99	0-99	-

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Service	Product Type		App Server/Website	Companion App	Back Office Website
	Test	App			
Ranking Log	-	-	-	-	-
Ranking Management	-	-	-	-	0-99
Session/Invitation	0	0	0	-	-
Shared Media	0-99	0-99	0-99	-	-
Submission	-	-	-	-	-
Tournaments	-	0	-	-	-
Title Small Storage (TSS)	0-99	0-99	0-99	0-99	-
Title User Storage (TUS)	0-99	0-99	0-99	0-99	-
Title User Storage Log	-	-	-	-	-
Trophy	0-99	0-99	0-99	0-99	-
TUS Management	-	-	-	-	0-99

Ranges of NP Service Labels That Can Be Specified for PlayStation®3

Service	Product Type					App Server/Website	Back Office Website
	Test	Game	Beta	Trial	Demo		
Activity Feed	-	-	-	-	-	0	-
Client ID	-	-	-	-	-	-	-
Commerce (Regional Store)	-	-	-	-	-	-	-
Commerce (Title Store)	-	-	-	-	-	-	-
Events Administration	-	-	-	-	-	-	0-99
Events Client	-	-	-	-	-	0-89	-
Game Custom Data	-	-	-	-	-	0	-
Matching2	-	-	-	-	-	-	-
NP Basic	-	-	-	-	-	-	-
Patching	-	-	-	-	-	-	-
PlayStation®Store Delivered Content	-	-	-	-	-	1-99	-
Presence	-	-	-	-	-	0	-
Ranking	-	-	-	-	-	0-99	-
Ranking Log	-	-	-	-	-	-	-
Ranking Management	-	-	-	-	-	-	0-99
Session/Invitation	-	-	-	-	-	0	-
Shared Media	-	-	-	-	-	0-99	-
Title Small Storage (TSS)	-	-	-	-	-	0-99	-
Title User Storage (TUS)	-	-	-	-	-	0-99	-
Title User Storage (TUS) Log	-	-	-	-	-	-	-
Trophy	-	-	-	-	-	0-99	-
TUS Management	-	-	-	-	-	-	0-99

Ranges of NP Service Labels That Can Be Specified for PlayStation®Vita

Service	Product Type			App Server/Website	Back Office Website
	Test	Game	Demo		
Activity Feed	-	-	-	0	-

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Service	Product Type			App Server/Website	Back Office Website
	Test	Game	Demo		
Client ID	-	-	-	-	-
Commerce (Regional Store)	-	-	-	-	-
Commerce (Title Store)	-	-	-	-	-
Events Administration	-	-	-	-	0-99
Events Client	-	-	-	0-89	-
Game Custom Data	0	0	0	0	-
LiveArea™	-	-	-	-	-
Matching2	-	-	-	-	-
NP Basic	-	-	-	-	-
Patching	-	-	-	-	-
PlayStation®Store Delivered Content	-	-	-	1-99	-
Presence	0	0	0	0	-
Ranking	-	-	-	0-99	-
Ranking Log	-	-	-	-	-
Ranking Management	-	-	-	-	0-99
Session/Invitation	0	0	0	0	-
Shared Media	-	-	-	0-99	-
Title Small Storage (TSS)	-	-	-	0-99	-
Title User Storage (TUS)	-	-	-	0-99	-
Title User Storage (TUS) Log	-	-	-	-	-
Trophy	-	-	-	0-99	-
TUS Management	-	-	-	-	0-99

3 Procedures for Making Service Requests

This chapter explains the operational procedure and notes for making service request for PlayStation™Network on DevNet.

Service Request Overview

A "service request for PlayStation™Network" refers to one of the following: the request to add a new service for PlayStation™Network, request to change an existing service, and a QA request.

When you need to use a specific service in your product, submit a request for a new instance of that service. SIE will then configure the server and the online tools for the requested service.

When you need to amend or delete an existing service, make a request to change the service. SIE will review the request, and the configuration of the server and online tools will be modified accordingly.

Make a QA request to reflect server settings of the development environment to the QA environment and to the production environment. The settings of the development environment cannot be changed after a QA request. A QA request is necessary in order to perform a QA test on the master for the App products and in order to reflect the server settings to the production environment for the App Server/Website, Companion App, and Back Office Website products.

The following tables show whether a QA request is required or not, and it shows the corresponding online tools for each service of PlayStation™Network for each platform.

Information on Services for PlayStation®4

Service	Services requiring a QA request	Online tools for the services			
		Server Management Tools (SMT)	Game Encryption Management System (GEMS)	Network Platform Management Tool (NPMT)	Live Item Admin Tool
Activity Feed	Yes	-	-	-	-
Application Launch Link	Yes	-	-	-	-
Client ID	-	-	-	-	-
Events Administration	-	-	-	-	-
Events Client	-	-	-	-	-
Game Custom Data	Yes	-	-	-	-
In Game Message	Yes	-	-	-	-
Live item	Yes	-	-	-	Yes
Matching2	Yes	Yes	-	-	-
Party Binary Message	Yes	-	-	-	-
Patching	-	-	Yes	-	-
PlayStation®Store Delivered Content	Yes	-	-	Yes	-
Presence	Yes	-	-	-	-
Ranking	Yes	Yes	-	-	-
Ranking Log	Yes	Yes	-	-	-
Ranking Management	Yes	-	-	-	-
Session/Invitation	Yes	-	-	-	-
Shared Media	-	-	-	-	-
Submission	-	-	Yes	Yes	-
Tournaments	-	-	-	-	-

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Service	Services requiring a QA request	Online tools for the services Server Management Tools (SMT)	Game Encryption Management System (GEMS)	Network Platform Management Tool (NPMT)	Live Item Admin Tool
Title Small Storage (TSS)	Yes	Yes	-	-	-
Title User Storage (TUS)	Yes	Yes	-	-	-
Title User Storage Log	Yes	Yes	-	-	-
Trophy	Yes	-	-	-	-
TUS Management	Yes	-	-	-	-

Information on Services for PlayStation®3

Service	Services requiring a QA request	Online tools for the services Server Management Tools (SMT)	Network Platform Management Tool (NPMT)
Activity Feed	Yes	-	-
Client ID	-	-	-
Commerce (Regional Store)	-	-	Yes
Commerce (Title Store)	-	-	Yes
Events Administration	-	-	-
Events Client	-	-	-
Game Custom Data	Yes	-	-
Matching2	Yes	Yes	-
NP Basic	-	-	-
Patching	-	Yes	-
PlayStation®Store Delivered Content	Yes	-	Yes
Presence	Yes	-	-
Ranking	Yes	Yes	-
Ranking Log	Yes	Yes	-
Ranking Management	Yes	-	-
Session/Invitation	Yes	-	-
Shared Media	-	-	-
Title Small Storage (TSS)	Yes (*)	Yes	-
Title User Storage (TUS)	Yes	Yes	-
Title User Storage (TUS) Log	Yes	Yes	-
Trophy	Yes (*)	-	-
TUS Management	Yes	-	-

(*) QA requests are not required for product types other than App Server/Website.

Information on Services for PlayStation®Vita

Service	Services requiring a QA request	Online tools for the services Server Management Tools (SMT)	Network Platform Management Tool (NPMT)
Activity Feed	Yes	-	-
Client ID	-	-	-
Commerce (Regional Store)	-	-	Yes
Commerce (Title Store)	-	-	Yes
Events Administration	-	-	-
Events Client	-	-	-

Service	Services requiring a QA request	Online tools for the services	
		Server Management Tools (SMT)	Network Platform Management Tool (NPMT)
Game Custom Data	Yes	-	-
LiveArea™	-	Yes	-
Matching2	Yes	Yes	-
NP Basic	-	-	-
Patching	-	Yes	-
PlayStation®Store Delivered Content	Yes	-	Yes
Presence	Yes	-	-
Ranking	Yes	Yes	-
Ranking Log	Yes	Yes	-
Ranking Management	Yes	-	-
Session/Invitation	Yes	-	-
Shared Media	-	-	-
Title Small Storage (TSS) (*)	Yes	Yes	-
Title User Storage (TUS)	Yes	Yes	-
Title User Storage (TUS) Log	Yes	Yes	-
Trophy (*)	Yes	-	-
TUS Management	Yes	-	-

(*) QA requests are not required for product types other than App Server/Website.

Service Request Timing

To ensure smooth application development and master submission, please make sure to make requests for services of PlayStation™Network early in the application development process.

App Server/Website, Companion App, and Back Office Website products require Client ID information for setting services, therefore the Client ID service must be requested before any other service for those products.

In addition, QA requests must be complete before master submission. Note that processing of one service request usually requires five business days, therefore requests must be made well in advance.

Procedure to Request To Add a New Service for a New Product

Additional service requests must be made for each product. As an example, the procedure from creating a new product until requesting addition of a service will be explained.

(1) Open the "Add a new product" form

Access DevNet and click on "Titles" in the upper left side of the screen. Click on "Titles and products" in the list that appears, and the "Titles and Products" screen will be displayed.

Click on "New product" at the top of the "Titles and Products" screen. The "Add a new product" screen will be displayed.

(2) Set the franchise and title

Set the franchise and title to which the product belongs.

To newly create a title and a franchise with the same name as the product, select "This is a standalone product, so the franchise and title can share the product's name."

To add a product to an already existing title or franchise, select "This product is part of an existing title or franchise."

A textbox or drop-down list will be displayed according to your selection. Enter the required information and make selections as appropriate.

(3) Enter product information

The items required to be entered will be displayed in accordance with the product type. In accordance with the screen display, enter the product name, product type, the region in which to sell the product, and the encryption key.

When "App", "Game", "Beta", "Trial", or "Demo" is selected for the product type, entering the NP Title ID, publisher name, sign-in ID, and source IP address will also be required.

Obtain the NP Title ID in advance by making a request on the TPRnet website. The NP Title ID request procedure varies by region. For details, refer to the "Obtain the Product Code (Obtain Title ID)" section in the "Planning" chapter in the "Production and Distribution Guide" document.

For the sign-in ID, enter a Sony Entertainment Network account for development. For details on creating sign-in IDs, refer to the "FAQ" chapter.

Click "Add product" and the product page will be displayed.

Product information

A product is a specific, shipping (or soon-to-be-shipping) piece of code that is published for a particular region. Most titles will have more than one product: such as the game in various languages, demos, level packs, etc.

Product name*

Type

NP Title ID*

Publisher*

Encryption key*

[Instructions to generate encryption key](#)

PSN Sign-In ID*

Source IP addresses*

Region* ☐ SIEA ☐ SIEE ☐ SIEJA-Japan ☐ SIEJA-Asia

Product short name*

(4) Select services

Services that are available for the product will be displayed on the product page. Click on the service you want to use and select "New service".

Services	
ActivityFeed	<input data-bbox="1353 1809 1385 1854" type="button" value="+"/>
Application Launch Link	<input data-bbox="866 1854 1401 1888" type="text" value="Search all ActivityFeed"/>
Client ID	<input data-bbox="866 1888 1401 1933" type="button" value="New service"/>

Fields to enter information will be displayed for some services - enter or select the required information.
If specifying an NP service label is required, select one from the drop-down list.

For details on the other required information, refer to the "Appendix: List of Information Required When Making Service Requests" chapter.

(5) Check the created DevNet Service Thread

The above steps complete the request process. Confirm that the status of the target service is "Requested". Moreover, a DevNet Service Thread will be created automatically. Check as follows.

- From the "Support" menu on DevNet, select "Private support" and display a DevNet Service Threads list
- On the product page, click on the requested service and select "View history"

Note

A DevNet Service Thread is created per ID related to the requested service (NP Title ID, Service ID or NP Communication ID). For example, if Submission and Patching are requested, the requested content will be displayed in the DevNet Service Thread created for the Service ID.

Once SIE accepts the request and completes the registration processing, configuration completion will be notified as a response in this DevNet Service Thread. The status of the target service on the product page will change from "Requested" to "Development" or "Production".

Procedure to Request Change in Requested Service

To change the configuration of a requested service, perform the following procedure.

(1) Open the product page and request configuration changes

Open the product page, click on the service to change and select "Reconfigure service".

(2) Check the status

Confirm that the status of the target service is "Pending configuration". When SIE completes the configuration, the status will change to "Development". Configuration completion will also be notified for DevNet Service Threads.

If "Reconfigure service" Is Not Displayed

To change the configuration content for a service where "Reconfigure service" is not displayed, use the following procedure to contact Private Support.

- (1) Log in to DevNet
- (2) Click on "Ask a question" at the top of the product page
- (3) Select the service to change and request a status change

Procedure for Changing an NP Service Label

To change an NP service label, perform the following procedure.

(1) Open the product page and request an NP service label change

Click on the NP service label to change on the product page, select "Edit NP Service Label", and specify a new NP service label.

NP service labels already being used and NP service labels that already have change requests cannot be specified. If specifying them is required, first change the NP service label so that it is no longer used (delete the service for the label or make changes so that another NP service label is used).

(2) Check the status

Confirm that the status of the target service is "NP Service Label (*the NP service label for which the change was requested*) requested". When SIE completes the configuration, the NP service label will change. Configuration completion will also be notified for DevNet Service Threads.

However, in the case of a product whose QA Status in GEMS is "QA Completed", the NP service label cannot be changed for PlayStation®Store Delivered Content or Trophy. SIE will check the request content and reject the request.

Unlock Request Procedure

After making a QA request, to change the server configuration for Matching 2, Ranking or Title User Storage (TUS), an unlock request will be required. Use the following procedure.

(1) Open the product page and make an unlock request

Click on the service to unlock on the product page and select "Request Unlock".

(2) Check the status

Confirm that the status of the target service is "Unlock requested". When SIE completes the configuration, the status will change to "Development". Configuration completion will also be notified for DevNet Service Threads.

Removal Request Procedure

If a requested service will not be used or if a request was mistakenly made, use the following procedure.

(1) Open the product page and make a service removal request

Open the product page, click on the target service, and select "Remove from this product".

(2) Check the status

Confirm that the status of the target service is "Removal requested". When SIE completes the configuration, the state will change to one where no service requests have been made. Configuration completion will also be notified for DevNet Service Threads.

However, in the case of a product whose QA Status in GEMS is "QA Completed", removals are not possible for PlayStation®Store Delivered Content or Trophy. SIE will check the request content and reject the request.

Note

If a removal request is mistakenly made, contact Private Support immediately. In principle, requests cannot be cancelled, but it is possible for services to not be removed if Private Support is contacted quickly enough.

QA Request Procedure

To use a service that requires a QA request, perform the following procedure.

(1) Open the product page and request QA

Open the product page, click on the target service and select "Request QA". Depending on the service, additional information may be required; if input fields are displayed, enter the required information.

(2) Check the status

Confirm that the status of the target service is "QA Requested". When SIE completes the configuration, the status will change to "Production". Configuration completion will also be notified for DevNet Service Threads.

Issuance of the Product Credential Files

When the required information is registered and a service request is made, the product credential files will be issued. The following types of product credential files exist, and the issued files vary depending on the platform and product type.

- nptitle.dat
- NP Title Secret
- Client ID
- Client Secret
- Passphrase / Signature

The issued nptitle.dat/NP Title Secret/Client ID/Client Secret can be downloaded from the product page. Download links in accordance with the product are displayed as follows. Click the link to download the file.

- For a Test product and App product:
"Download NP Title Secret"
- For an App Server/Website product, Companion App product and Back Office Website product:
"Download Client Secret"

Passphrase/Signature can be downloaded from Server Management Tools (SMT). For details on the download procedure, refer to the "Server Management Tools Portal User's Guide" document.

Note

Product credential files are confidential information. Take sufficient precautions so that they are not leaked to third parties. When transferred from SIE, they will be encrypted with the PGP public key registered in the product metadata. Ensure that these are removed when disclosing the source code/application package for support purposes on DevNet.

The following tables show the product credential files issued for each platform, categorized by product type.

Product Credential Files for PlayStation®4

Product Type	Product Credential File				
	nptitle.dat	NP Title Secret	Client ID	Client Secret	Passphrase / Signature
Test	Yes	Yes	-	-	-

Product Type	Product Credential File		Client ID	Client Secret	Passphrase / Signature
	nptitle.dat	NP Title Secret			
App	Yes	Yes	-	-	-
App Server / Website	-	-	Yes	Yes	-
Companion App	-	-	Yes	Yes	-
Back Office Website	-	-	Yes	Yes	-

nptitle.dat and an NP Title Secret will be issued when the settings are complete for any service that can be used with PlayStation®4. The Client ID and Client Secret will be issued when the Client ID settings are complete.

For details on NP Title Secrets, Client IDs, and Client Secrets, refer to the "NP IDs (for PlayStation®4)" section in the "Reference Information" chapter in the "PlayStation™Network Overview" document.

Product Credential Files for PlayStation®3

Product Type	Product Credential File		Client ID	Client Secret	Passphrase / Signature
	nptitle.dat	NP Title Secret			
Test	-	-	-	-	Yes
Game	-	-	-	-	Yes
Beta	-	-	-	-	Yes
Trial	-	-	-	-	Yes
Demo	-	-	-	-	Yes
App Server / Website	-	-	Yes	Yes	-
Back Office Website	-	-	Yes	Yes	-

nptitle.dat and an NP Title Secret are not required for PlayStation®3, therefore they will not be issued.

The Client ID and Client Secret will be issued when the Client ID settings are complete.

Passphrase/Signature will be issued when the settings are complete for Matching2, NP Basic, Ranking, Ranking Log, TSS, TUS, TUS log, or Trophy.

Product Credential Files for PlayStation®Vita

Product Type	Product Credential File		Client ID	Client Secret	Passphrase / Signature
	nptitle.dat	NP Title Secret			
Test	Yes	Yes	-	-	Yes
Game	Yes	Yes	-	-	Yes
Demo	Yes	Yes	-	-	Yes
App Server / Website	-	-	Yes	Yes	-
Back Office Website	-	-	Yes	Yes	-

nptitle.dat and an NP Title Secret will be issued when the settings are complete for Game Custom Data, Presence, or Session/Invitation. The Client ID and Client Secret will be issued when the Client ID settings are complete. For details on NP Title Secrets, Client IDs, and Client Secrets, refer to the "NP IDs" section in the "Reference Information" chapter in the "PlayStation™Network Overview" document.

Passphrase / Signature will be issued when the settings are complete for Matching2, NP Basic, Ranking, Ranking Log, TSS, TUS, TUS log, or Trophy.

Note

For PlayStation®Vita only, nptitle.dat and an NP Title Secret are required for using the User Profile Web APIs and/or using the Unity development environment, but a service request is not required. Use the following procedure to request issue of nptitle.dat and an NP Title Secret.

- (1) Click on "Initiate manual request" under "No NP Title Secret" on the product page to jump to the "View product history" thread.
- (2) State that nptitle.dat and an NP Title Secret are required in the "View product history" thread.

Notes Related to Requests

Requests usually require five business days to process. Additional time may be required if, for example, SIE is on extended holiday; please make sure to check for such announcements on the front page of DevNet.

In principle, requests cannot be cancelled. However, in serious cases such as when a service has been mistakenly removed, contact Private Support immediately.

Managing Access Privileges**Setting Access Privileges for a DevNet Product**

To add access privileges for a DevNet product for another user, use the following procedure.

- (1) Log in to DevNet with an account with Owner privileges. Owner privileges are set for the user that created the product on DevNet.
- (2) Click on "View Collaborators" at the top of the product page, then click on "Add a collaborator".
- (3) To add access privileges for a user in the same organization, select the "Add collaborator by account" tab. Enter their user name and click on "Set permissions". On the next page, set "Owner" or "Editor" privileges.
To add access privileges for a user in another organization, select the "Request access by email address" tab. Enter their e-mail address, select the "Owner" or "Editor" privileges to be added, select the range of products for setting privileges, then click on "Submit request".

SIE will check the request content and set privileges for the requested user.

Setting Access Privileges for Server Management Tools (SMT)

A user who already owns tool access privileges as provided by SMT can set access privileges for another member belonging to the same organization. For the setting method, refer to the "Server Management Tools Portal User's Guide" document.

To set access privileges for various tools for a member who does not belong to the same organization, make a request using a DevNet Service Thread.

Setting Access Privileges for Network Platform Management Tool (NPMT)

NPMT access privileges can be set on DevNet product pages or on NPMT screens.

When setting on a DevNet product page, use the following procedure.

- (1) Log in to DevNet with an account with Owner privileges or Editor privileges.
- (2) Select the "Title Admin/Title Dev" tab on the product page.
- (3) To add access privileges for a new user, enter the e-mail address linked to a Sony Entertainment Network account used for development in "Sign-In ID", enter the IP address to register for ACL in "Secure Subnets", select the privilege to add in "Role", then click on "Add".
To remove a user that currently has access privileges, click on a registered user and select "Remove".

Users who already have NPMT Title Admin privileges can also use NPMT to set access privileges for Title Admin and Title Dev. For the setting method, refer to the "NP Product Management Guide" document.

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Setting Access Privileges for Game Encryption Management System (GEMS)/Live Item Admin Tool

GEMS and Live Item Admin Tool are tools that can only be used with PlayStation®4. GEMS and Live Item Admin Tool access privileges are linked to the DevNet product access privileges.

For the setting procedure, refer to "Setting Access Privileges for a DevNet Product" item.

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4 Request for Sharing Services

Services for PlayStation™Network can be shared between products on the same platform or different platforms.

This chapter shows the sharable services and explains the procedures for requesting sharing.

Services That Can Be Used in Each Product Type

The following table shows which of the shareable services for PlayStation™Network are usable with each product type.

Service	PlayStation®4 Test/App	PlayStation®3 Test/App	PlayStation®Vita Test/App	PSP™ Test/A pp	App Serv er/ Web site	Com pani on App	Back Office Websit e
Activity Feed	Yes	-	-	-	Yes	-	-
Application Launch Link	Yes	-	-	-	-	-	-
Client ID	-	-	-	-	-	-	-
Commerce (Regional Store) (*1)	-	-	-	-	-	-	-
Commerce (Title Store)	-	Yes (*2)	Yes (*2)	Yes (*2)	-	-	-
Events Administration	-	-	-	-	-	-	Yes
Events Client	Yes	-	-	-	Yes	-	-
Game Custom Data	Yes	-	Yes	-	Yes	-	-
In Game Message	Yes (*3)	Yes (*3)	Yes (*3)	-	-	-	-
LiveArea™	-	-	-	-	-	-	-
Live item	-	-	-	-	-	-	-
Matching2	Yes	Yes	Yes	Yes	-	-	-
NP Basic	-	Yes	Yes	-	-	-	-
Party Binary Message	Yes	-	-	-	-	-	-
Patching	-	-	-	-	-	-	-
PlayStation® Store Delivered Content	Yes (*2)	-	-	-	Yes (*2) (*4)	-	-
Presence	Yes	-	Yes	-	Yes	-	-
Ranking	Yes	Yes	Yes	-	Yes	Yes	-
Ranking Log	Yes	Yes	Yes	-	-	-	-
Ranking Management	-	-	-	-	-	-	Yes
Session/Invitation	Yes	-	Yes	-	Yes	-	-
Shared Media	Yes	-	-	-	Yes	-	-

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Service	PlayStation®4 Test/App	PlayStation®3 Test/App	PlayStation®Vita Test/App	PSP™ Test/A pp	App Serv er/ Web site	Com pani on App	Back Office Websit e
Submission	-	-	-	-	-	-	-
Tournaments	-	-	-	-	-	-	-
Title Small Storage (TSS)	Yes	Yes	Yes	Yes	Yes	Yes	-
Title User Storage (TUS)	Yes	Yes	Yes	-	Yes	Yes	-
Title User Storage Log	Yes	Yes	Yes	-	-	-	-
TUS Management	-	-	-	-	-	-	Yes
Trophy	Yes	Yes	Yes	-	Yes	Yes	-

(*1) Sharing between App (Game/Beta/Trial/Demo) and Test products is only possible when the SP ID is the same.

(*2) Commerce (Title Store) for PlayStation®3/PlayStation®Vita can be shared with PlayStation®Store Delivered Content.

(*3) The service name is different, but In Game Message for PlayStation®4 and NP Basic for PlayStation®3/PlayStation®Vita can be shared across platforms. Configuration will be linked internally once service set-up for both platforms complete. To share them, contact Private Support.

(*4) The checkout feature is not provided.

Request to Share Service

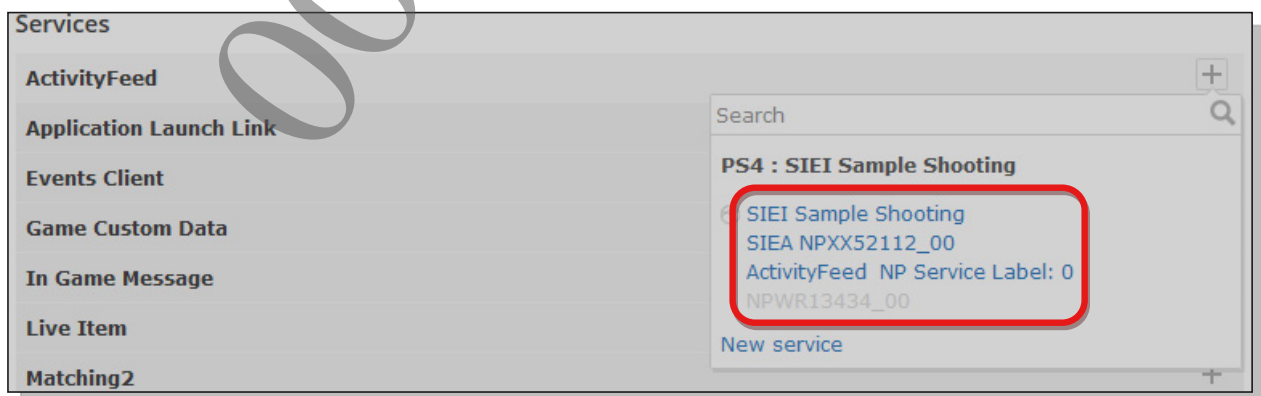
The procedure for sharing services of PlayStation™Network between products is as follows.

(1) Add the service for the first product

Complete an additional request for the service to use with the first product, and wait for the setting to complete (if the setting is not complete, the candidates for sharing will not display in the next step).

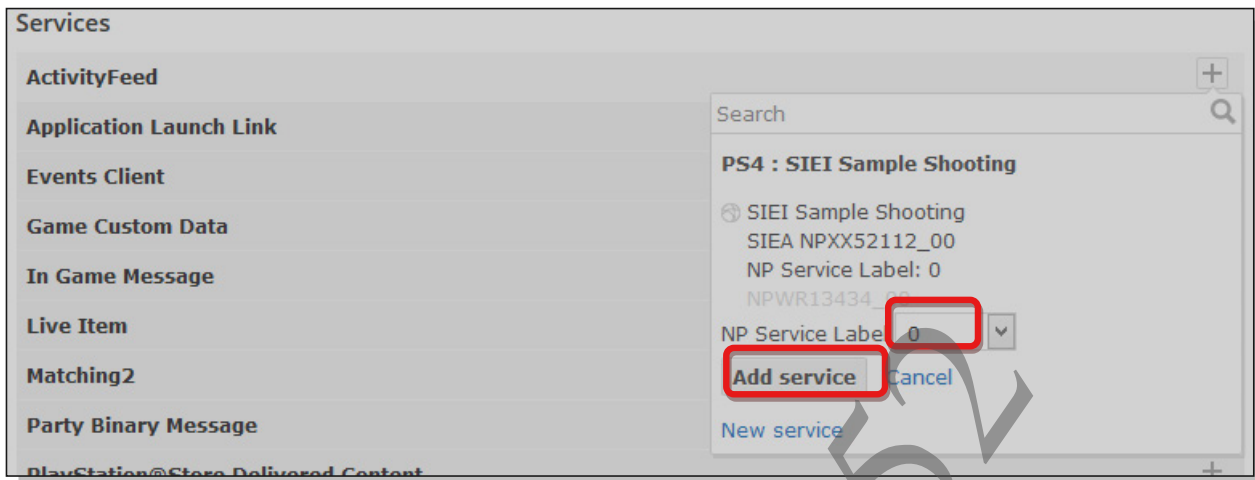
(2) Select the candidate to share for the second product instead of "New service"

For the second product, click on the service to use, then the products for which you have Editor/Owner privileges and are using the same services will be displayed in addition to "New service", so select the products with which sharing is desired.



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After the product to share is selected, select the NP service label to share from the drop-down list, then click on "Add service".



Note that if the desired product is not displayed as a candidate, confirm that you have Editor/Owner privileges, then search for the product by NP Title ID, Service ID, product name, etc. If the Service ID for the desired product is not displayed, use the following procedure to contact Private Support.

- (1) Log in to DevNet
- (2) Click on "Ask a question" at the top of the product page
- (3) Select the service to share and post a question

Notes on Requests for Sharing PlayStation®Store Delivered Content

With PlayStation®Store Delivered Content sharing requests, make sharing requests after the additional service request (label 0) for PlayStation®Store Delivered Content has been completed for the corresponding product and the product to share. If the publisher is the same for the corresponding product and the product to share (the SP IDs match), the product candidates will be displayed.

Note that PlayStation®Store Delivered Content cannot be shared cross-region among App products even if the publisher is the same. If you need to share PlayStation®Store Delivered Content between products with different publishers, contact Private Support.

5 FAQ

Development Preparation

Q) How do I set access privileges of a product for another user on DevNet?

The user who created the product is considered the product owner. Owners can add access privileges for products to other users.

Access Privilege Types

The product access privilege types are shown in the following.

- **Viewer**
Can confirm all other users with access privileges for the same product, product information, and the set-up statuses for services for PlayStation™Network.
- **Editor**
In addition to the Viewer privileges, can also change product information and make requests for services for PlayStation™Network.
- **Owner**
In addition to the Editor privileges, can also add/change/delete access privileges for products.

Procedures for Setting Access Privileges for Products

Refer to the "Setting Access Privileges for a DevNet Product" item in the "Managing Access Privileges" section in the "Procedures for Making Service Requests" chapter.

Development

Q) How do I create a Sony Entertainment Network account for development?

From the "Settings" menu on the Development Kit/Testing Kit, select the "Sign In to PlayStation™Network" menu to create a Sony Entertainment Network account in the development environment. A method using the web browser on your PC is also available. For details on methods for creating an account, refer to the following.

- PlayStation®4/PlayStation®Vita
"Setting Up the Development Environment" section in the "Beginning Development" chapter in the "PlayStation™Network Overview" document

Q) How do I obtain an access privilege to NPMT?

Access privilege to NPMT is set to the Sony Entertainment Network account corresponding to the sign-in ID (email address) that was specified upon requesting the Submission service or the PlayStation®Store Delivered Content service. The user with the access privilege can set access privileges for other Sony Entertainment Network accounts from NPMT.

For details on the method for setting access privileges for NPMT, refer to "Setting Access Privileges for Network Platform Management Tool (NPMT)" item in the "Managing Access Privileges" section in the "Procedures for Making Service Requests" chapter, and refer to the "NP Product Management Guide" document.

Q) Do I need to use NPMT?

This depends on the design of your application. Refer to the "NP Product Management Guide" document.

Q) How do I make settings for the Title Store?

Request the PlayStation®Store Delivered Content service and/or Commerce (Title Store) service.

Regarding the application package and additional content package for PlayStation®4, basically, settings will be automatically made for performing tests in development by uploading the package to GEMS. For automatically set contents, refer to the "Server Management Tools Game and Patch Encryption and Management System (GEMS) User's Guide" document.

For service entitlements, make settings to NPMT by referencing the "NP Product Management Guide" document.

Q) How do I add a source IP address to ACL in the development environment (sp-int)?

Contact Private Support.

Q) How do I associate a verified account with a product?

Click on the "Verified Accounts" tab on the DevNet product page.

Refer to the "Title Player Info Overview" document to associate a verified account with a product.

Appendix: List of Information Required When Making Service Requests

The information required for service requests for PlayStation™Network vary depending on the service. The following tables show the information and actions required for each service. Refer to it when making requests.

Information Required for Client ID (App Server/Website) Service Requests

Input Field	Information and Actions Required
Redirect URI	<p>Enter the URI (the first part) for redirect backs for users who sign in from a PC authentication gateway. Must be an https scheme URI that includes a FQDN but does not end with a FQDN.</p> <p>Examples of acceptable URIs: https://example.com/signedin/ https://example.com/signedin https://example.com/</p> <p>Example of unacceptable URIs: https://example.com</p> <p>When an authorization code that was obtained with an Companion App is used with an App Server/Website, enter an URI with "://redirect" added at the end of the scheme name set in "URL scheme for app" when making the Client ID service request for the Companion App.</p>
Use ID Token	Check this checkbox when using ID tokens

Information Required for Client ID (Companion App) Service Requests

* This service is for PlayStation®4 only.

Input Field	Information and Actions Required
Platform	Select "Android" or "iOS"
URL scheme for app	<p>Enter the URL scheme to be used for starting the game companion application in iOS™ or Android™, and enter the type of OS where the product will run (iOS™ or Android™). The URL scheme must be a string as defined in the RFC3986 scheme (ALPHA *(ALPHA / DIGIT / "+" / "-" / ".") and must be 8181 bytes or less. In addition, for Android™ it must end with ".scecompall".</p> <p>Example of a scheme for iOS™: com.playstation.sample.companionutil.basic</p> <p>Example of a scheme for Android™: com.playstation.sample.companionutil.basic.scecompall</p>
Use ID Token	Check this checkbox when using ID tokens

Information Required for Client ID (Back Office Website) Service Requests

Input Field	Information and Actions Required
Initial Source IP Addresses	<p>Enter IP addresses to register on the whitelist.</p> <p>Specify an IP range of /24 or less for IP addresses.</p>

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Information Required for Events Administration Service Requests

Input Field	Information and Actions Required
ACL IP addresses	Enter IP addresses to register on the ACL. Specify an IP range of /24 or less for IP addresses.

Information Required for Events Client Service Requests

Input Field	Information and Actions Required
PSN Identifier	Select an NP Communication ID to share

Information Required for Matching2 Service Requests

Input Field	Information and Actions Required
Number of worlds	Enter the number of worlds

Information Required for Patching Service Requests

Input Field	Information and Actions Required
Patching description	Enter the purpose of patching

Information Required for PlayStation®Store Delivered Content Service Requests

* This service is for PlayStation®4 only.

Input Field	Information and Actions Required
Publisher Name	Enter the publisher name. The input form will appear if a publisher name is not registered in the product metadata.
PSN Sign-In ID	Enter the e-mail address linked to a Sony Entertainment Network account for development. The NPMT access privilege will be set.
Source IP addresses	Enter IP addresses to register on the ACL. Your studio's known IP addresses will be displayed, so change it if required. Specify an IP range of /24 or less for IP addresses.

Information Required for Commerce (Regional Store) / Commerce (Title Store) Service Requests

* This service is for PlayStation®3 and PlayStation®Vita only.

Input Field	Information and Actions Required
Publisher Name	Enter the publisher name. The input form will appear if a publisher name is not registered in the product metadata.
PSN Sign-In ID	Enter the e-mail address linked to a Sony Entertainment Network account for development. The NPMT access privilege will be set.
Source IP addresses	Enter IP addresses to register on the ACL. Your studio's known IP addresses will be displayed, so change it if required. Specify an IP range of /24 or less for IP addresses.

Information Required for Ranking Log Service Requests

Input Field	Information and Actions Required
Schedules	Set the schedule for exporting the scoreboard and its score data in file format

Information Required for Ranking Management Service Requests

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Input Field	Information and Actions Required
ACL IP addresses	Enter IP addresses to register on the ACL. Specify an IP range of /24 or less for IP addresses.
PSN Identifier	Select an NP Communication ID to share

Information Required for Submission Service Requests

* This service is for PlayStation®4 only.

Input Field	Information and Actions Required
PSN Sign-In ID	Enter the e-mail address linked to a Sony Entertainment Network account for development. The NPMT access privilege will be set.
Source IP addresses	Enter IP addresses to register on the ACL. Your studio's known IP addresses will be displayed, so change it if required. Specify an IP range of /24 or less for IP addresses.

Information Required for Tournaments Service Requests

* This service is for PlayStation®4 only.

Input Field	Information and Actions Required
Contact email address	Enter the email address on the game publisher side (for the tournament vendor to contact)
Contact title	Enter information that will make it easy to identify the title (for example, the title region)
Allow Tournaments	Specify the start date from which to allow the tournament to be held. Specify "Immediately" to enable the tournament to be held as soon as the service request is processed.
Visibility Conditions	Specify the country/region and age of users who can view the tournament. Select "Same as PlayStation®Store" to inherit the settings of the title on PlayStation®Store. Select "Custom" to make separate settings.

Information Required for Title User Storage Log Service Requests

Input Field	Information and Actions Required
Schedules	Set the schedule for exporting user data in file format

Information Required for TUS Management Service Requests

Input Field	Information and Actions Required
ACL IP addresses	Enter IP addresses to register on the ACL. Specify an IP range of /24 or less for IP addresses.
PSN Identifier	Select an NP Communication ID to share