

SoundTrack eXporter User's Guide

For PlayStation®4

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Table of Contents

About This Document	3
Purpose of this Document	3
Audience	3
Graphics	3
Conventions	3
1 Introduction.....	4
SoundTrack eXporter	4
SoundTrack eXporter Editor	4
2 SoundTrack eXporter Editor	6
The STX Editor UI Components.....	6
3 STX Editor Project Structure.....	9
Overview	9
Project File (.json)	9
System File (.sfo)	9
Pronunciation Files (.xml and .sig)	9
Application Package File (.pkg).....	9
Change Info File (.xml).....	9
Project Directory	9
Output Directory	9
4 Tutorial: How to Create an STX App Using the STX Editor	10
Launch the STX Editor	10
Choose a Platform.....	10
Provide the Content ID	10
Provide the Passcode	10
Select and Edit the Pronunciation File	11
Select and Edit the Param File.....	13
Select Images.....	15
Import Tracks and Albums.....	15
Edit Track Information	15
Build the Package	16
5 Tutorial: How to Create an STX Patch Using the STX Editor.....	17
Choose a Platform.....	17
Reuse the Content ID and Passcode.....	17
Update the Pronunciation File	17
Select and Edit the Param File.....	17
Select Images.....	18
Select and Import Tracks and Albums to Patch	18
Edit Track Information	18
Select and Edit the Update Information File	19
Application Package File.....	20
Build the Package	20
6 PlayStation® TRC Requirements.....	21

About This Document

Purpose of this Document

This document describes the SoundTrack eXporter (STX) and its associated Windows tool, the SoundTrack eXporter Editor (STX Editor).

Audience

The intended audience of this document is games producers who need to know how to submit a game to QA.

Graphics

All screenshots in this guide are taken from the STX or the STX Editor tool.

Conventions

The typographical conventions used in this guide are explained in this section.

Hints

A GUI shortcut or other useful tip for gaining maximum use from the software is presented as a 'hint' surrounded by a box. For example:

Hint: This hint provides a shortcut or tip.
--

Notes

Additional advice or related information is presented as a 'note' surrounded by a box. For example:

Note: This note provides additional information.

Text

- Names of keyboard functions or keys are formatted in a bold serif font. For example, Ctrl, Delete, F9.
- File names, source code and command-line text are formatted in a fixed-width font. For example:

```
bin\packageTmpPS4\sce_sys
```

Errata

Any updates or amendments to this guide can be found in the release notes that accompany the release.

1 Introduction

This chapter introduces the SoundTrack eXporter application and the SoundTrack eXporter Editor.

SoundTrack eXporter

The SoundTrack eXporter (STX) is the application used by PlayStation®4 users when they download game soundtracks from the PlayStation®Store. Users are prompted to install the application before it can be run. STX provides a wizard that guides the user through the exporting process.

SoundTrack eXporter Editor

The SoundTrack eXporter Editor (STX Editor) is a Windows® tool that enables games producers to gather all the information needed to create STX applications. Producers can reference thumbnail, content information background and in-app images; list and edit meta information for all tracks to be included; and access the PlayStation®4 system file through an external Param File Editor. When the producer has finished editing, the information is saved in a *SoundTrack eXporter project*. Producers may then build packages to be distributed on the PlayStation®Store.

The STX Editor Tool Files and Folders

Table 1 lists the folders and files that are contained in the STX Editor tool package sent to game producers.

Table 1 STX Editor Package Folders and Files

Folder	File	Description
bin\	FreeImage.dll	Tool dependency file.
	FreeImageNET.dll	Tool dependency file.
	make_full_packagePS3.bat make_full_packageVita.bat make_full_packagePS4.bat	Scripts that call Publishing Tools to build a package.
	Newtonsoft.Json.dll	Tool dependency file.
	STXEditor.exe	The STX Editor Tool.
	TagLib.dll	Tool dependency file.
bin\ja\	STXEditor.resources.dll	Resource file.
bin\packageTmpVita\		Template directory for PlayStation®Vita. For more information, see the "SoundTrack eXporter User's Guide for PlayStation®Vita".
bin\packageTmpPS3\		Template directory for PlayStation®3. For more information, see the "SoundTrack eXporter User's Guide for PlayStation®3".
bin\packageTmpPS4\	dictionary.json	Localized dialog messages for the STX application.
	eboot.bin	The PlayStation®4 STX Application.
bin\packageTmpPS4\sce_sys\	param.sfx	Default template .sfx file.
	shareparam.json	Default template Share Param File.

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Folder	File	Description
bin\packageTmpPS4\sce_module	libc.prx libSceFios2.prx	
docs\PS4\	SoundTrack_eXporter-Users_Guide_e.pdf	This user guide (English).
	SoundTrack_eXporter-Users_Guide_j.pdf	This user guide (Japanese).
docs\PSVita\	SoundTrack_eXporter-Users_Guide_e.pdf	The "SoundTrack eXporter User's Guide for PlayStation®Vita" (English).
	SoundTrack_eXporter-Users_Guide_j.pdf	The "SoundTrack eXporter User's Guide for PlayStation®Vita" (Japanese).
docs\PS3\	SoundTrack_eXporter-Users_Guide_e.pdf	The "SoundTrack eXporter User's Guide for PlayStation®3" (English).
	SoundTrack_eXporter-Users_Guide_j.pdf	The "SoundTrack eXporter User's Guide for PlayStation®3" (Japanese).
license\	STX_license_e.txt STX_license_j.txt	Licenses for the STX Editor Tool.
license\others\	Newtonsoft.Json.Net.txt	License for the STX Editor Tool.
SampleProject\	SampleProject.json changeinfo.xml	The STX Editor project settings. Patch update information file.
SampleProject\music\	riff01.mp3-riff04.mp3	Sample music files.
SampleProject\PS4\	param_ps4.sfo param_ps4Patch.sfo	PlayStation®4 system files.
	pronunciation.xml pronunciation.sig	PlayStation®4 pronunciation files.
SampleProject\PS4\images\	icon.png icon2.png inAppBackground.png contentInfoBackground.png musicCover.jpg	Sample image files.
SampleProject\PSVita\		Sample project asset files for the PlayStation®Vita version. For more information, see the "SoundTrack eXporter User's Guide for PlayStation®Vita".
SampleProject\PS3\		Sample project asset files for the PlayStation®3 version. For more information, see the "SoundTrack eXporter User's Guide for PlayStation®3".

2 SoundTrack eXporter Editor

This chapter describes the main components of the SoundTrack eXporter Editor (STX Editor) UI and their functionality.

The STX Editor UI Components

Figure 1 shows the STX Editor user interface.

Figure 1 SoundTrack eXporter Editor



The components of the STX Editor UI are described in the following sections. The sections are numbered to correspond to the numbered highlights in Figure 1.

1. Main Menu Bar

The main menu consists of the following sub-menus:

- The **File** menu has options to **Open**, **Save/Save As**, **Close** and create **New** projects, and **Exit** the tool.

Hint: When saving a project, you are advised to create a directory for the project to be saved in. This directory can also be used for system files and the final package folder, gathering all the necessary files into one place.

Note: Avoid using space characters in file and directory paths. Some processes and applications, for example the System File Editor, do not support directory names that contain space characters.

- The **Project** menu has options that match the tool GUI, such as options to import tracks, albums, and images, and edit the param file, if defined.
- The **Help** menu consists of the **About** option, which displays information about the tool, and the **Help** command, which displays this "SoundTrack eXporter User's Guide".

2. Content ID

The Content ID is an alphanumeric string that identifies the application once it is installed on the PlayStation®4. The Content ID in this field must match the Content ID provided to the param file (param_ps4.sfo).

For more information about Content IDs, refer to the "Publishing Tools Overview" provided with the PlayStation®4 SDK.

3. Passcode

The passcode is an alpha-numerical string of 32 characters which is used in the package-building process.

For more information about how to set this value, see Provide the Passcode in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

For general information about passcodes, refer to the "Publishing Tools Overview" provided with the PlayStation®4 SDK.

4. Platform

This dropdown list enables you to choose a platform on which to run the SoundTrack eXporter.

5. Import Tracks...

The **Import Tracks...** button launches an .mp3 file browser from which you may choose one or multiple tracks to be imported to the SoundTrack table. If there are duplicate files in a single directory, only one instance of the file is imported.

6. Import Album...

The **Import Album...** button launches a folder browser, from which you may choose a folder. All .mp3 files inside the chosen folder and its subfolders are imported to the SoundTrack table. If there are duplicate files in a single directory, only one instance of the file is imported.

7. App Icon Image

This is the thumbnail image that represents the STX application on the PlayStation®4 console's **Game** system menu.

For more information, see Select Images in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

8. Content Information Background Image

This is a full screen image that appears when the focus moves to the content. It can be used as a theme image.

For more information, see Select Images in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

9. In-app Image

This is a full screen background image that is used in the STX application on the PlayStation®4. The STX installer renders the dialogs to the user on top of this image.

For more information, see Select Images in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

10. The SoundTrack Table

The SoundTrack table shows all the tracks to be packaged and distributed in the PlayStation®Store through the STX application. Each row represents a track.

For more information, see Import Tracks and Albums and Edit Track Information in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

11. Remove Tracks

This button removes all the tracks that have a selected checkbox from the SoundTrack table.

12. Pronunciation Files

This field enables you to select, or launch an external tool to create, a `pronunciation.xml` pronunciation file that is used by the PlayStation®4 to set the application title pronunciation information. A binary file `pronunciation.sig` is generated automatically when the `.xml` file is created. Both files are required to be referenced to in the STX Editor project.

Note: It is important that the title is spelled correctly as it will be used to name a specific directory for the soundtrack in the USB storage's `/MUSIC` directory.

For more information, see Select and Edit the Pronunciation File in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

13. Param File Editor

This field enables you to create or select and then edit the `param_ps4.sfo` system file that is used by the PlayStation®4 to set the application information.

For more information, see Select and Edit the Param File in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

14. Build Package

This button represents the final step in the process of building a package for distribution. It builds the `.pkg`, `.xml` and `.zip` files according to the information provided in the tool.

For more information, see Build the Package in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#).

3 STX Editor Project Structure

This chapter describes the structure of a project created in the SoundTrack eXporter Editor (STX Editor).

Overview

The data that you enter in the STX Editor is saved in a SoundTrack *project*. A SoundTrack project is composed of several files and directories. These are created when you save the project and during package building. They are described in the following sections.

Project File (.json)

The project file contains all the data, if any, that you have entered into the editor. The project file is saved in a human-readable JSON (text) format but should not be edited outside of the STX Editor.

System File (.sfo)

The system file specifies the system data used by the PlayStation®4 STX application, such as the application title. You may choose the file path when saving a project or when referring to an existing file. An external tool, the **Param File Editor** (provided with the PlayStation®4 SDK and also downloadable through the SDK Manager) enables you to edit the file. It is important to save the changes in the **Param File Editor**, as they will not be saved in the project file.

Pronunciation Files (.xml and .sig)

The pronunciation file (`pronunciation.xml`) specifies the pronunciation of the app title, so it can be run by voice command on the PlayStation®4 system. An external tool, the **Voice Recognition Title Name Tool** (provided with the PlayStation®4 SDK and also downloadable through the SDK Manager) enables you to create and edit the file. It is important to save the changes in the **Voice Recognition Title Name Tool**, as they will not be saved in the project file.

When you create a pronunciation file, a `.xml` and a `.sig` file are created. The file paths for both files are required to be referenced in the project.

Application Package File (.pkg)

When in patch mode, the original distributable application package file (`.pkg`) needs to be specified, so that the patch build can identify the application to update.

Change Info File (.xml)

When in patch mode, a change info file needs to be created and specified. It can be modified with an update message that will be shown in the Update History option for the application on the PlayStation®4 system.

Project Directory

This directory contains the project and system files, as listed in Table 1.

Output Directory

This is the directory where the final package directory will be placed. The package directory is called `FullPackagePS4` and contains the `.pkg`, the `xxx-spec.xml`, and the `ps4-pkg-xxx-submission_materials.zip` files.

4 Tutorial: How to Create an STX App Using the STX Editor

This chapter consists of a tutorial that explains the process of creating a SoundTrack eXporter project from scratch and building a package.

Note: Some processes and applications do not support directory names that contain space characters; therefore you should ensure that no file or directory path contains spaces.

Launch the STX Editor

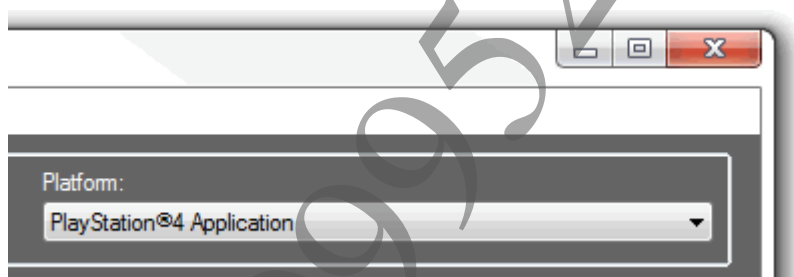
To launch the editor, double-click on the file `STXEditor.exe`. The STX Editor opens, ready for you to provide the data for a new project, as described in the following sections. No project files or directories are created at this stage.

Clicking **File > New** or **File > Close** will also present an empty UI, ready for you to create a new project.

Choose a Platform

Select "PlayStation®4 Application" from the **Platform** dropdown list.

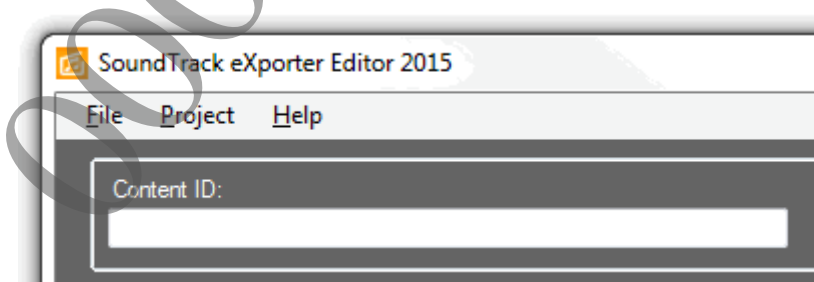
Figure 2 Platform Dropdown List



Provide the Content ID

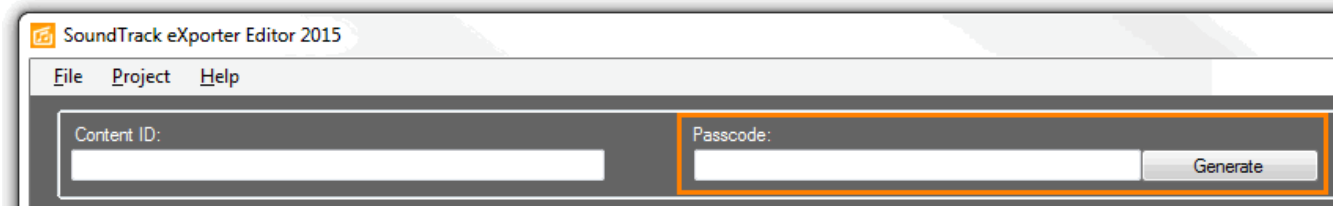
The **Content ID** can be decided by a set of rules. For details, refer to the "Publishing Tools Overview" that is provided with the PlayStation®4 SDK.

Figure 3 Content ID Text Field



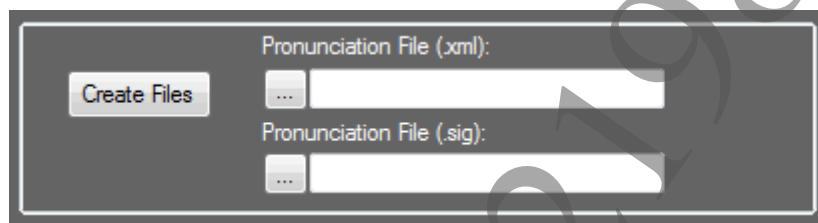
Provide the Passcode

To generate the passcode, click the **Generate** button next to the **Passcode** text field.

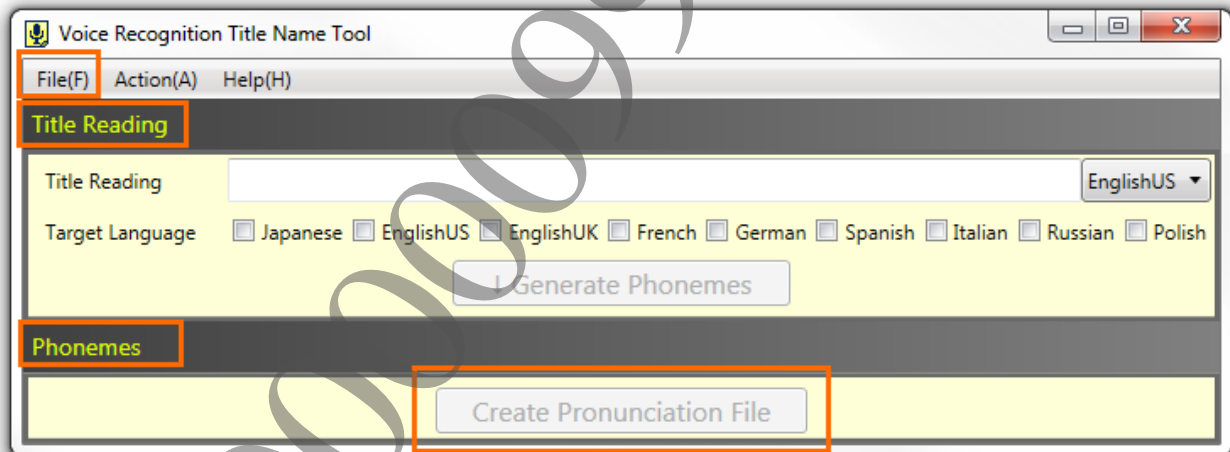
Figure 4 Passcode Field

Select and Edit the Pronunciation File

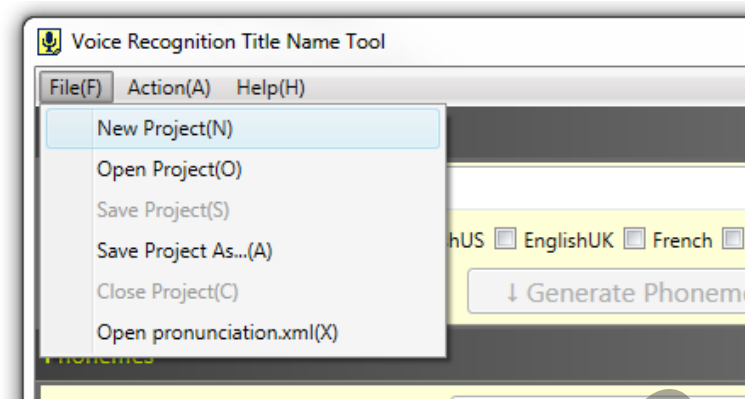
- (1) If you already have a PlayStation®4 pronunciation.xml file, skip to step 2. Otherwise, do the following:
 - (a) Click the **Create Files** button.

Figure 5 Pronunciation Files Field

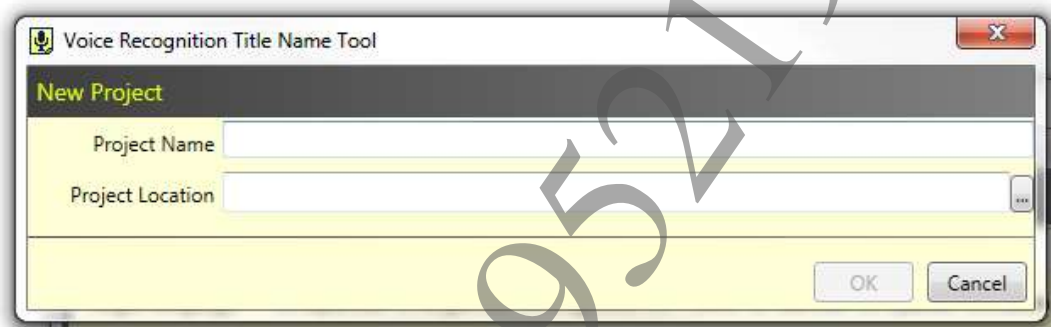
- (b) Click **Yes** when asked to create a pronunciation file. An external **Voice Recognition Title Name Tool**, which is provided with the PlayStation®4 SDK, will launch.

Figure 6 Voice Recognition Title Name Tool

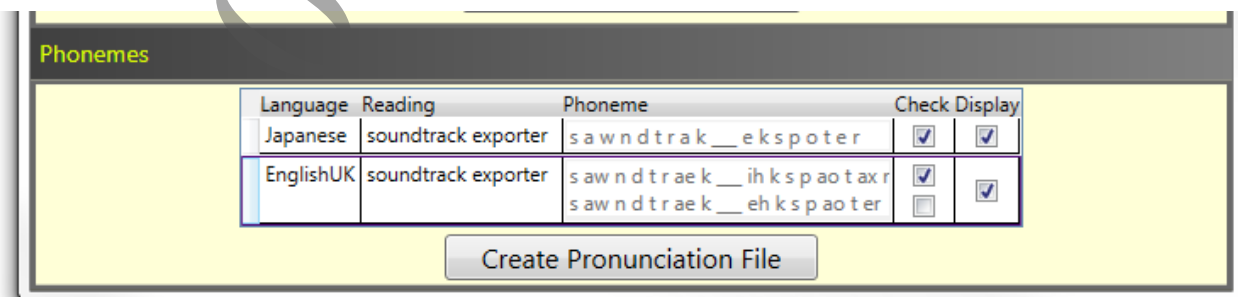
- (c) Create a new project by selecting **File(F) > New Projects(N)** from the tool's main menu.


Figure 7 New Project

- (d) A dialog will be displayed. Provide a project name and set the location where you want to store it. Click **OK**. A project is created in the specified location.


Figure 8 New Project Name and Location

- (e) Back in the main Voice Recognition Title Name tool, enter the app title name in the **Title Reading** field. Ensure the spelling is correct, as it will be used to name the soundtrack folder on the end user's USB storage.
- (f) Choose which language it is in, using the dropdown menu on the right.
- (g) In the **Target Language** area, select the checkboxes for all languages you want the pronunciation to be applied to.
- (h) Now click the **Generate Phonemes** button. A table with pronunciation suggestions in all chosen languages will appear under the **Phonemes** header. Select the preferred suggestions.
- (i) Click the **Create Pronunciation File** button to generate a PlayStation®4 `pronunciation.xml` and a `pronunciation.sig` file in the project folder.

Figure 9 Create Pronunciation File

- (2) In the STX Editor, select the `pronunciation.xml` file by clicking the search button  next to the **Pronunciation File (.xml)** text field, and then navigating to it.

If a `pronunciation.sig` file is found in the same directory, the STX Editor assumes it is related and automatically populates the **Pronunciation File (.sig)** text field below.

If the field remains unpopulated, click the search button  next to the **Pronunciation File (.sig)** text field, navigate to your `.sig` file and select it.

Select and Edit the Param File


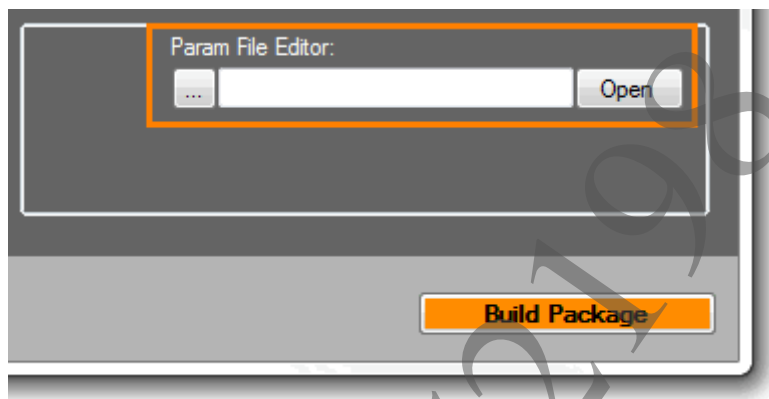
- (1) If you already have a PlayStation®4 `.sfo` file, select the file by clicking the search button  next to the **Param File Editor** text field, and then navigating to it. Otherwise, skip to step 2.

Figure 10 Param File Editor Field

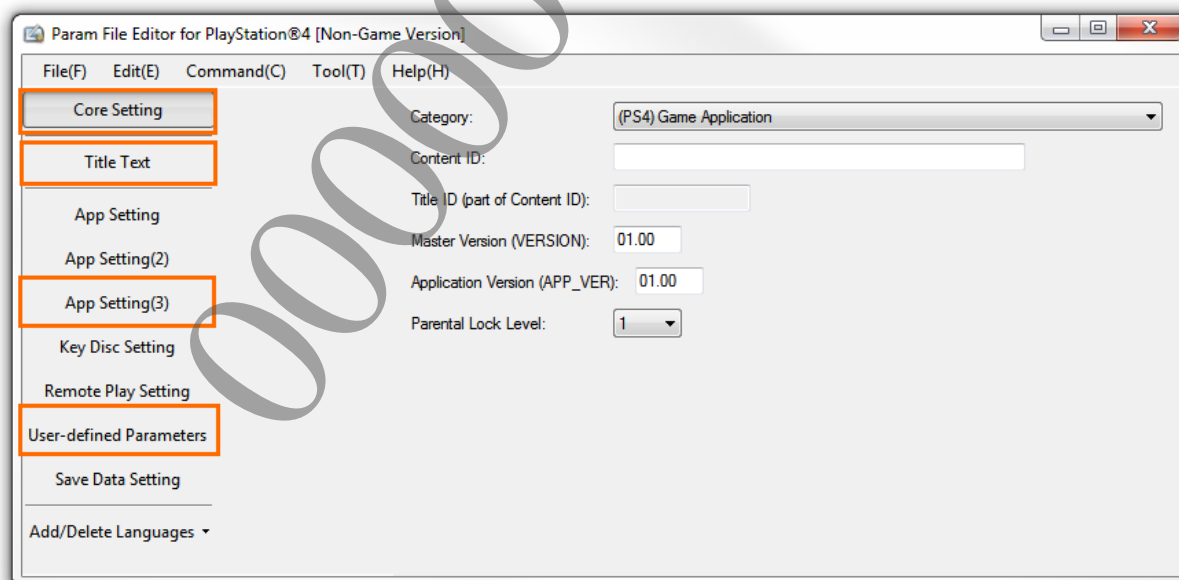


- (2) Click the **Open** button. Click **Yes** when asked to create a param file. If the project has not been saved, you will be prompted to save it before the param file is generated in the project directory.

The param file launches in an external **Param File Editor** that is provided with the PlayStation®4 SDK.

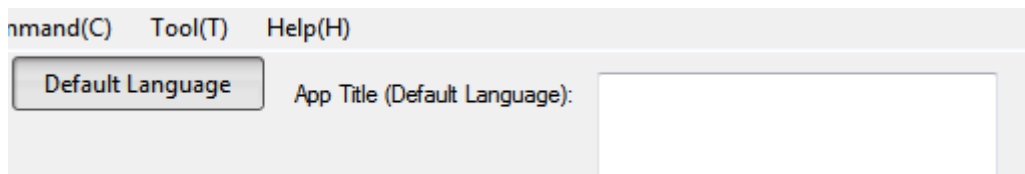
- (3) Open the four tabs highlighted in Figure 11 and set the data as described below:

Figure 11 PlayStation®4 Param File Editor

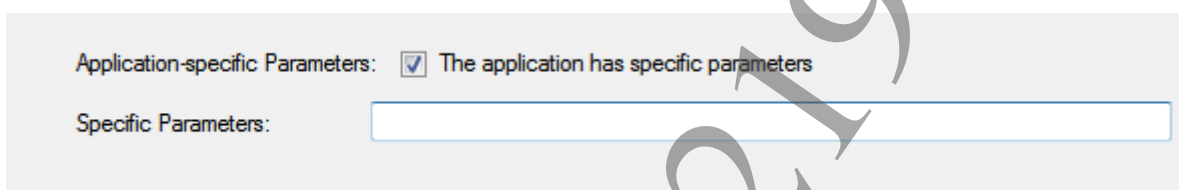


- **Core Setting:**
 - Ensure the **Category** is set to "(PS4) Game Application".

- Ensure the **Content ID** is the same as in the STX Editor.
- Ensure the **Parental Lock Level** is the same as for the related game.
- **Title Text:**
 - Set the STX **App Title**.

Figure 12 App Title Field

- **User-defined Parameters:**
 - Ensure the **Application-specific Parameters** checkbox is selected.

Figure 13 Application-specific Parameters

- In the **Specific Parameters** field, provide the Application-specific Attributes (ASA) code. This code can be requested on the PlayStation®4 Developer support website. This is required to access the settings in the **App Setting(3)** tab.

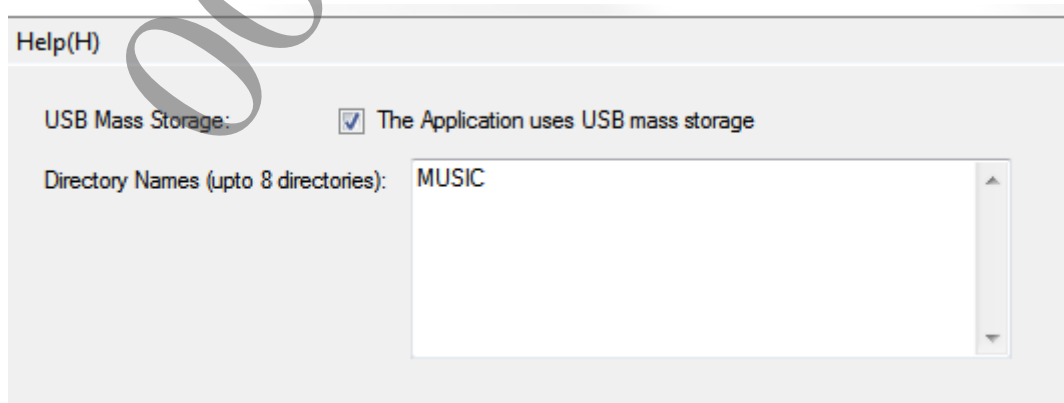
Note: Requesting an ASA code according to the following steps.

- Create a waiver request on the PlayStation®4 Developer Network for the following issue:
TRC R4087: Application uses USB storage access and requires an Application-Specific Attribute code.
- Reference the request with "Soundtrack Exporter".
- Provide all Content IDs that will use the code.

- **App Setting(3):**

These settings are visible only if the correct ASA code was provided in the previous step.

- Ensure the **USB Mass Storage** checkbox is selected.
- Ensure the **Directory Names** is always set to "**MUSIC**", as shown in Figure 14.

Figure 14 App Setting(3), Directory Names

- (4) Set any other data as required.

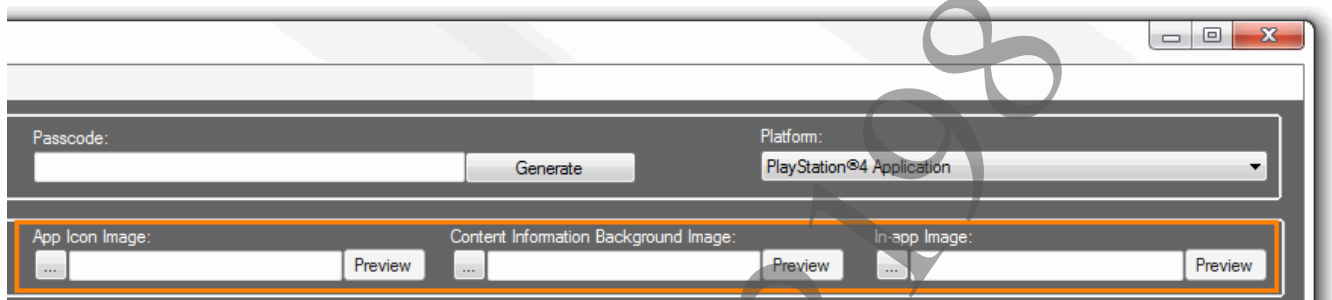
Select Images

Three images must be selected for the STX application to work:

- **App Icon Image:** a 512x512px .png file (experienced PlayStation®4 developers will recognize this image as the ICON0.png). Use 24-bit PNG. Do not use the interlaced or indexed color format.
- **Content Information Background Image:** a 1920x1080px .png image file (experienced PlayStation®4 developers will recognize this image as the PIC1.png). Use 24-bit PNG. Do not use the interlaced or indexed color format.
- **In-app Image:** a 1920x1080px .png file.

To select an image, click the search button  next to the image path's (initially empty) text fields.

Figure 15 STX Application Images



The images may be in the wrong size. To preview the image in its original state, click the **Preview** button next to the image text field. In the final package-building stage, you can choose to let the application resize images to the right size.

Import Tracks and Albums

To import tracks into the SoundTrack table:

- (1) Click the **Import Tracks...** button. An .mp3 file browser is opened.
- (2) Choose one or multiple .mp3 files to import.

Alternatively, you can click the **Import Album...** button and import all the .mp3 files from any chosen directory and its subdirectories.

Edit Track Information

You can now edit the track information by clicking on a cell on the targeted track's row in the SoundTrack table. Editing the track's information will not affect the actual music file, but your edits will be saved in the new copy of the music file that is created when you build the project.

Figure 16 Columns in the SoundTrack Table

P	#	X	Filename	Trackname	Artist	Year	Duration	Publisher	Genre	Album	Album Thumbnail
1			C:\Portables\applied_jahe...	Green	Huda	2011	00:00:07	SCEE	Game	STXESample	Add Thumbnail

Editable columns:

- **P (Checkbox):** [When in Patch mode] Include all tracks that are already in previous builds, and tick this checkbox so they won't be re-imported.
- **# :** A numerical field that determines the track order when the package is installed on the PlayStation®4. To order tracks as you wish them to be presented in the **MUSIC** folder on the external storage, enter ascending numbers, starting with **1**, in this column.

Note: The lowest number must be **1**; this sets the track in question as the first track in the album.

- **X (Checkbox):** To remove a track, select the checkbox and then click the **Remove Tracks** button.
- **Trackname:** The track's title.
- **Artist:** The artist(s) performing the track. Separate multiple values with ';'.
- **Year:** The year the track was/will be published.
- **Publisher:** The track's publisher.
- **Genres:** The track's genre(s). Separate multiple values with ';'.
- **Album:** The album that the track belongs to. You can define different albums for the tracks.
- **Album Thumbnail:** A button that launches a browser for .jpg files, from which you can choose one image to represent the track's album thumbnail.

The columns **Filename**, which shows the path to the track file, and **Duration**, which shows how long the track is, are not editable.

Build the Package

This is the final step in building the package.

To start the package-building process, click the **Build Package** button. When the process finishes, a message shows the result, and the output directory is opened.

If the process fails, the message shows the errors that need to be fixed. The output directory does not contain the files and directories described in [Chapter 3, STX Editor Project Structure](#).

If the process is successful, a success message is displayed and the output directory is shown. The .pkg file found there can now be distributed.

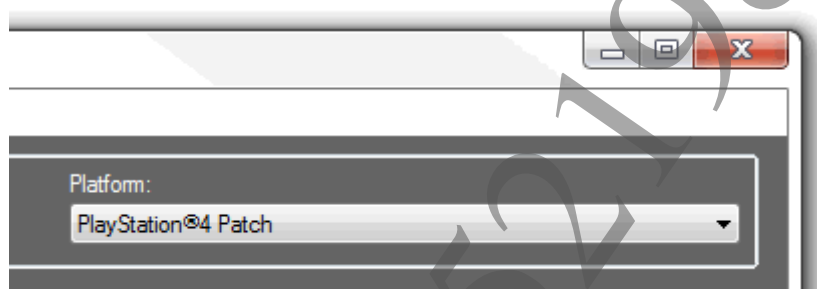
5 Tutorial: How to Create an STX Patch Using the STX Editor

This chapter consists of a tutorial that builds upon the previous [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#), but explains the process of building a patch package instead of an application package. Follow the previous tutorial to learn how to build an STX project and what the different settings are for. In this tutorial, only the differences between an application package and a patch package are explained.

Choose a Platform

Select "PlayStation®4 Patch" from the **Platform** dropdown list.

Figure 17 Platform Dropdown List



Reuse the Content ID and Passcode

The Content ID and passcode cannot be edited in this mode. They stay the same as the values entered in the PlayStation®4 Application platform setting.

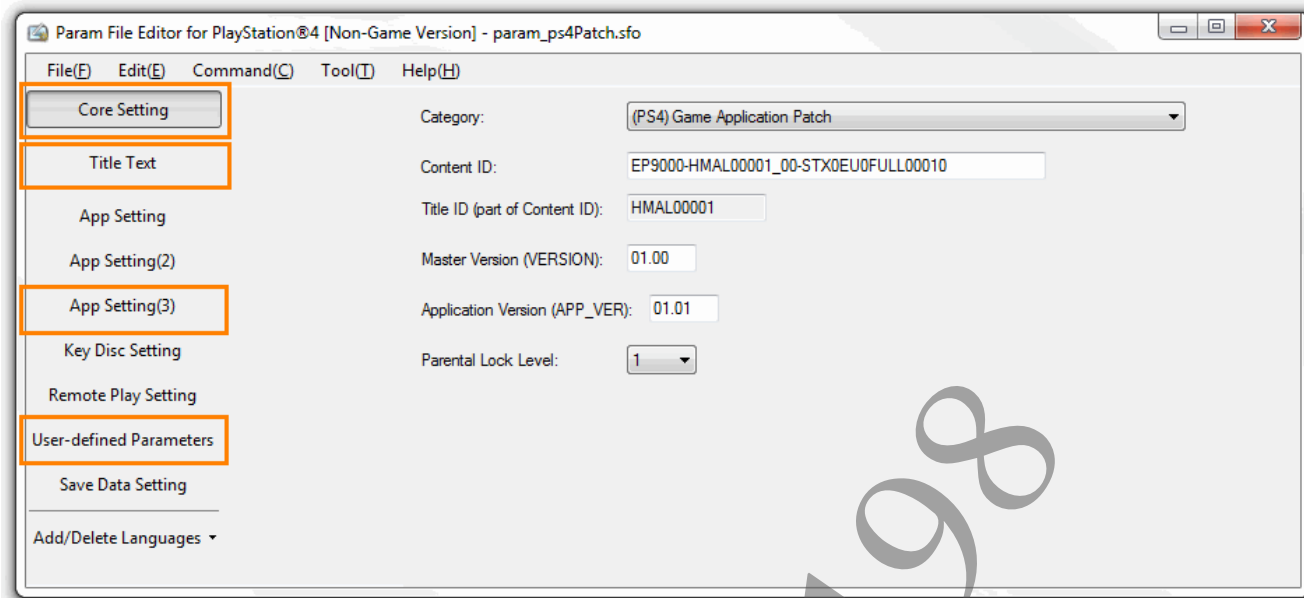
Update the Pronunciation File

You can update the pronunciation file by creating a new one according to the process described in [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#). Otherwise, select the old pronunciation files to be uploaded.

Select and Edit the Param File

The process of selecting and creating a param file for a patch package is identical to that for an application package.

- (1) If you already have a PlayStation®4 .sfo file with patch settings, select it. Otherwise, go to step 2.
- (2) Open the four tabs highlighted in Figure 18 and set the data as described below:

Figure 18 Param File Editor for PlayStation®4

- **Core Setting:**
 - Ensure the **Category** is set to "(PS4) Game Application Patch".
 - Ensure the **Content ID** is the same as in the STX Editor.
 - Ensure the **Master Version** is updated.
 - Ensure the **Application Version** is set to a value where the first digit is not 0, for example '01.01'.
 - Ensure the **Parental Lock Level** is the same as for the related game.
- **Title Text:**
 - Set the STX **App Title**. It can be the same title as for the original application.
- **User-defined Parameters and App Setting(3):**

Set the same settings as for the application's original param file settings (see [Chapter 4, Tutorial: How to Create an STX App Using the STX Editor](#)). Use the same ASA-code as was provided for the application.

Select Images

You can select the same images as was selected for the application package, or update the application with new icon and in-app background images. The Content Information Background image cannot be updated.

Select and Import Tracks and Albums to Patch

Import all tracks used in the application package and previous patches, so they can be referenced in this patch build, and also add new tracks for the patch package as usual. If you wish to delete tracks that were previously added, simply don't import them, or delete them from the project.

Edit Track Information

Exclude all existing tracks from being exported again, by ticking the **P** checkbox in each track field. Edit tracks as usual.

Select and Edit the Update Information File

The update information file contains release notes for a patch release and is used for displaying these notes on the device. With the update information, users can view the update content of all installed patches in the **Update History** screen that can be accessed from the home screen.

File Format and Size

- XML format text file
- UTF-8
- No BOM (Byte Order Mark)
- The linefeed code is LF
- Maximum size if 64KiB.

Selecting and Editing the File


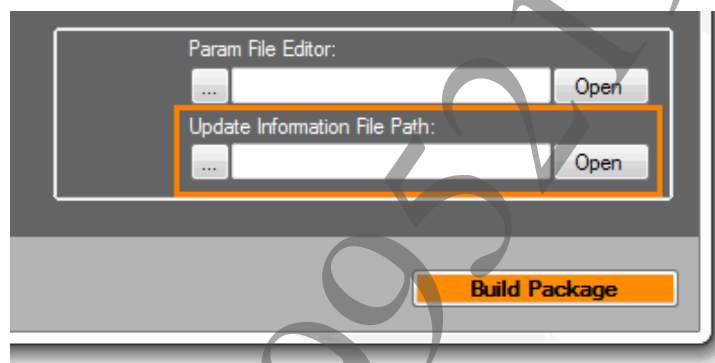
- (1) If you already have an update information file, open it for editing by clicking the search button  next to the **Update Information File Path** field, and then clicking the **Open** button. Go to step 3.

Figure 19 Update Information File Path Field



If you do not have an update information file, go to step 2.

- (2) Click the **Open** button next to the **Update Information File Path** field. When asked if a new file should be created, select **Yes**. A new file will be created according to a set template. Do not change the structure.

If you do not wish to include any release notes, close the launched editor without modifying the file, and skip step 3.

- (3) Add the release notes:

Figure 20 Update Information File

- (a) In the `<changes app_ver="01.01">` element, make sure the patch version number is correct. This should match the APP_VER in the patch's .sfo file.
- (b) In the CDATA [...] section, add any changes information. If you wish, you can use the empty list provided in the template.
- (c) Make sure the linefeed is LF, and then save and exit the program.

Application Package File

Reference the original application .pkg file by clicking the search button  next to the **Application Package File Path** field.

Build the Package

This is the final step in building the patch package. As in the application-building process, click the **Build Package** button. When the process finishes, a message shows the result, and the output directory is opened. The distributable .pkg file can be found in a folder called PatchPackagePS4.

6 PlayStation® TRC Requirements

- The Parental Lock Level must match the level for the related game.
- A waiver request must be created on the PlayStation®4 Developer Network for the following issue:
 - TRC R4087: Application uses USB storage access and requires an Application-Specific Attribute code.
 - Reference the request with "Soundtrack Exporter".
 - Provide all Content IDs that will use the code.

000009952198