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1 About This Document

This document describes the features and usage of the trophy service related tool, which is a part of the Server Management Tools (SMT) provided by PSNSM.

The Trophy Authoring Tool is provided for appending digital signatures to trophy pack files (TROPHY.TRP). After the development and testing phase, use the Trophy Authoring Tool to append a digital signature to the trophy pack file and include the authored file in the master disc or master package.

The Trophy Authoring Tool is to be used with applications for PlayStation®3 and PlayStation®Vita only. There is no need to append a digital signature to trophy pack files for PlayStation®4 applications.

The Trophy Authoring Tool is executed through the SMT Portal.

Note

This document is made available to both PlayStation®3 licensees and PlayStation®Vita licensees, and does not distinguish between the PlayStation®3 and PlayStation®Vita unless necessary.

Reference Materials

Refer to the following document for SMT Portal operation.

• Server Management Tools Portal User's Guide

Refer to the following document on the trophy system

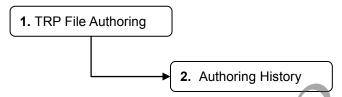
• Trophy System Overview



2 Trophy Authoring Tool

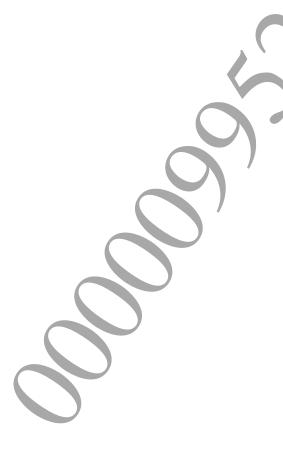
The Trophy Authoring Tool is used for appending digital signatures to trophy pack files. It is composed of the following screens.

Figure 1 Screen Transitions of the Trophy Authoring Tool



The TRP File Authoring screen is for uploading target trophy pack files, checking the progress of authoring, and downloading authored trophy pack files.

The Authoring History screen is for checking the history of appending digital signatures to trophy pack files. The latest history is also shown in the TRP File Authoring screen.

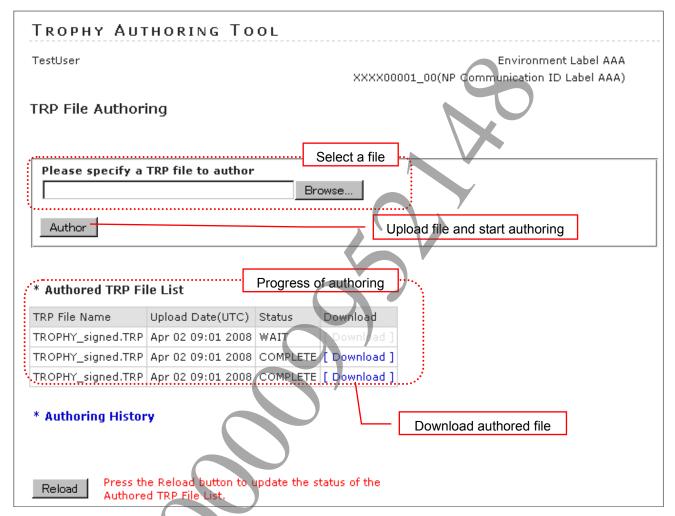


TRP File Authoring Screen

When the Trophy Authoring Tool is launched from the SMT Portal, the following screen will appear.

In this screen, a trophy pack file can be uploaded for appending a digital signature. The progress and result of authoring are shown in the Status column, and when processing on the trophy pack file completes, it will become available for downloading.

Figure 2 TRP File Authoring Screen



Upload a Trophy Pack File

Click on the [Browse...] button, select the trophy pack file to author, and click on the [Author] button. The selected file will be uploaded to the server, and a digital signature will be appended on the server.

When a file is uploaded, it will appear in the Authored TRP File List in the lower part of the screen. Its filename will be the name of the original file with "_signed" appended, and its status in the Status column will be "WAIT".

The progress of authoring can be displayed by clicking on the [Reload] button and re-rendering the screen. If authoring is not complete, "BUSY" will be shown in the Status column. Once it completes, "COMPLETE" will be shown. If the authoring failed, the status will be "FAILED".

Download an Authored Trophy Pack File

When authoring completes, the [Download] link will be enabled in the Authored TRP File List. Click on this link to download the trophy pack file with a digital signature appended.

View History

The Authored TRP File List shows the history of the past three days (maximum 100 files). The latest five files will be shown even after three days have passed.

Click on the [Authoring History] link to view more files in the history.

Authoring History Screen

When the [Authoring History] link in the TRP File Authoring screen is clicked, the following screen will appear. This screen shows the history of appending digital signatures to trophy pack files.

The data includes the name of the user who uploaded the trophy pack file, the name of the uploaded file, and the authoring date/time.

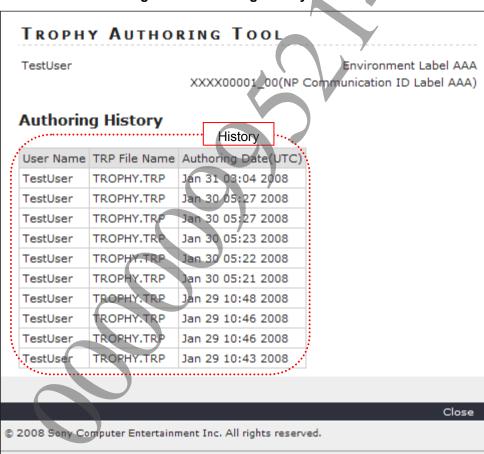


Figure 3 Authoring History Screen

Note

If an error occurred during the authoring of a file, this file will be shown in the history. However, if a file was found to be invalid in the file check before the authoring, it will not remain in the history. The download history of authored files is not available.