

# **Server Management Tools NP Score Ranking Tools User's Guide**

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# 1 About This Document

This document describes the features and usage of the score ranking service related tools, which are a part of the Server Management Tools (SMT) provided by PlayStation™Network.

The following score ranking service tools are available.

- **Ranking Score Tool (Development)**  
This tool is used for changing scoreboard settings and handling score data in the development environment.
- **Ranking Log Viewer**  
This tool is used for downloading ranking data as files.
- **Ranking Service Management Tool**  
This tool is used for starting, pausing, resuming, and terminating the score ranking service.  
Versions of this tool are available for PlayStation®4, for PlayStation®3 and for PlayStation®Vita.

All tools are available from the SMT Portal.

**Note**

PlayStation™Network is a common network platform used by PlayStation®4, PlayStation®3, PlayStation®Vita and PSP™ (PlayStation®Portable). This document is made available to all PlayStation®4/PlayStation®3/PlayStation®Vita/PSP™ licensees; there is no distinction made among PlayStation®4, PlayStation®3, PlayStation®Vita and PSP™ unless necessary.

## Reference Materials

Refer to the following document for SMT Portal operation.

- Server Management Tools Portal User's Guide

Refer to the following documents for the client libraries for using the score ranking service.

- PlayStation®4: NpScore Library Overview, NpScore Library Reference
- PlayStation®3: NP Score Ranking Overview, NP Score Ranking Reference
- PlayStation®Vita: NP ScoreRanking Library Overview, NP ScoreRanking Library Reference

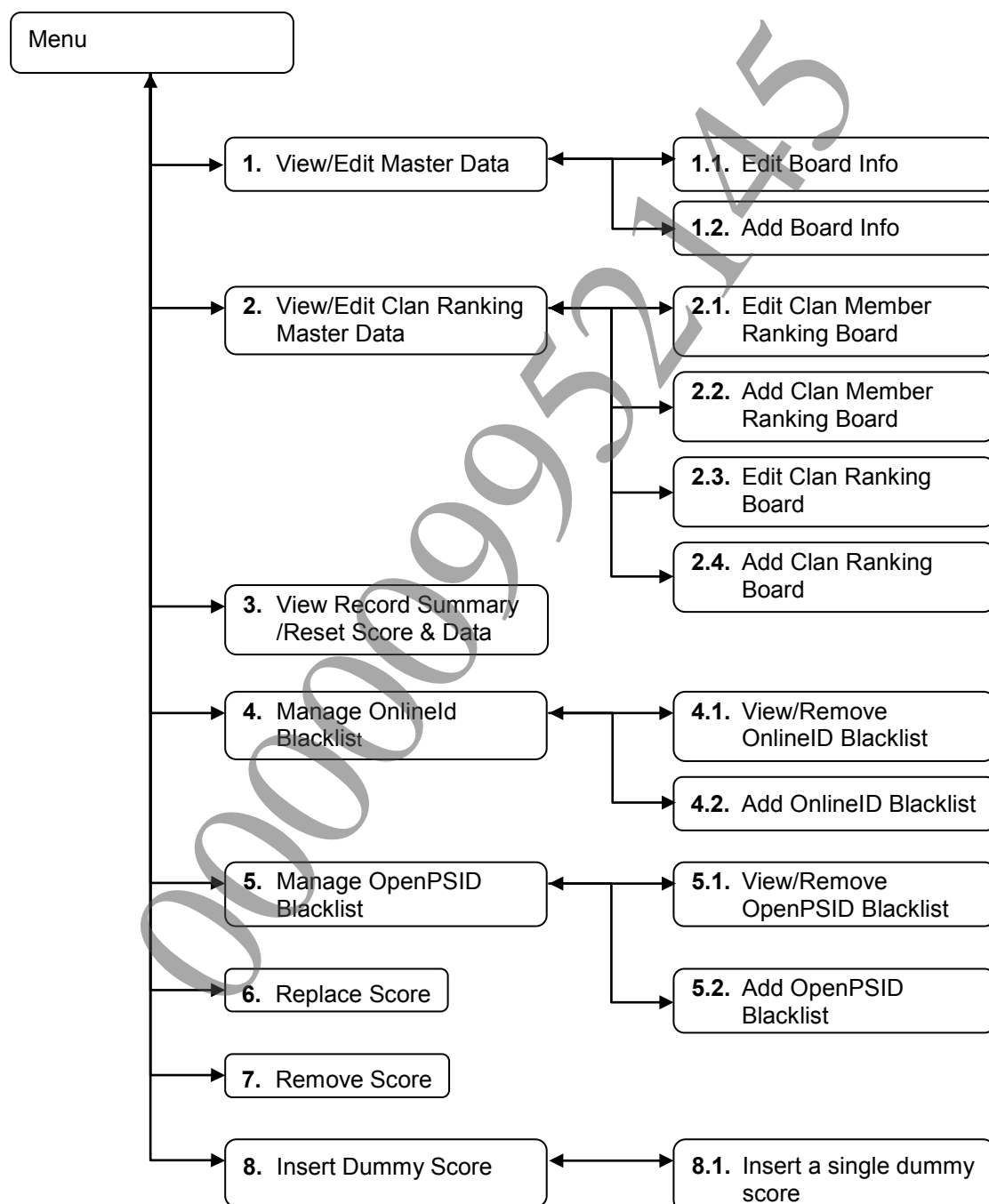
## 2 Ranking Score Tool (Development)

The Ranking Score Tool (Development) is used to test the behavior of applications using the score ranking service. It can be used to change scoreboard settings and handle registered scores. The Ranking Score Tool (Development) is composed of the following screens.

### Note

The clan ranking functionality is not provided in the PlayStation®4 and PlayStation®Vita.

**Figure 1 Screens of the Ranking Score Tool (Development)**



## Menu Screen

When the Ranking Score Tool (Development) is launched, the following Menu screen will appear.

**Figure 2 Menu Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name SCEI00001\_00(NP Communication ID Label AAA) Environment Label AAA

**Menu**

- [View/Edit Master Data](#)
- [View/Edit Clan Ranking Master Data](#)
- [View Record Summary/Reset Score & Data](#)
- [Manage OnlineId Blacklist](#)
- [Manage OpenPSID Blacklist](#)
- [Replace Score](#)
- [Remove Score](#)
- [Insert Dummy Score](#)

---

Click on the links to move to the different screens.

**Note**

If the user only has Read-Only privileges and no update privileges, the registered data can be displayed but not modified. Also, the [View/Edit Clan Ranking Master Data] link will be live only if the title has already been registered to use the clan ranking services. In this document it is assumed that all features are available to the user.

## View/Edit Master Data Screen

Master data of the title and the scoreboards will be displayed in the [View/Edit Master Data] screen.

**Figure 3 View/Edit Master Data Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**View/Edit Master Data**

**RankingTitleMaster**

NpCommunicationId	TitleName	PlatForm	UpdateInterval	MaxChara
SCEI00001_00	TEST00001	PS3	600	

Master data of the title

**RankingBoardMaster** [ Add ]

RankingBoardId	RankingBuildLimit	ScoreUpdateOption	ScoreLimit	MinScoreLimit	Comment	Edit	Delete
0	1,000	0 : If Best Score, Overwrite	0 : 854,775,807	-9,223,372,036,854,775,807	board_1	[ Edit ]	[ Delete ]
1	1,000	1 : Always Overwrite	1 : 854,775,807	-9,223,372,036,854,775,807	board_2	[ Edit ]	[ Delete ]
2	1,000	0 : If Best Score, Overwrite	1 : 854,775,807	-9,223,372,036,854,775,807	board_3	[ Edit ]	[ Delete ]

Master data of each scoreboard

Commit Rollback

	Now	/	Max
The number of user registrations	3,000	/	3,200,000
The total size of data attachments	4,259,840 byte	/	134,217,728 byte

Score registration status

Return

Return Top

### RankingTitleMaster

The master data of the title includes the NP Communication ID, title name, platform, ranking update interval, and maximum number of character IDs allowed. The master data cannot be changed.

### RankingBoardMaster

The master data of each scoreboard is shown in this area.

Click on the [Add] link to configure and add new scoreboards. (Refer to the section "Add Board Info Screen" for more information.)

Click on the [Edit] link of a scoreboard to change its settings as necessary. (Refer to the section "Edit Board Info Screen" for more information.) Click on the [Delete] link of a scoreboard to delete the scoreboard.

Click on the [Commit] button to reflect all the updates on the server. Unless the [Commit] button is pressed, the updates will not be reflected on the server.

It may take approximately one minute for the new master data to take effect.

Click on the [Rollback] button to cancel all updates.

#### Note

After submission to QA, master data cannot be modified. The following message will appear if this is attempted.

Ranking board edit has been disabled since QA server registration has been requested for this title.

If it is necessary to change the configuration after submission to QA, contact SCE. To submit the title to QA after the modifications, initiate the QA request again.

## Edit Board Info Screen

Click on the [Edit] link of a scoreboard in the [View/Edit Master Data] screen to display the following screen and modify the settings of the scoreboard.

**Figure 4 Edit Board Info Screen**

### RANKING SCORE TOOL (DEVELOPMENT)

User-Name

 Environment Label AAA  
 SCEI00001\_00(NP Communication ID Label AAA)

#### Edit Board Info

Please complete the following

RankingBoardID	0	
RankingBuildLimit	<input type="text" value="1000"/>	Max:1,280,000
ScoreUpdateOption	<input type="text" value="0 : If Best Score, Overwrite"/>	
ScoreSortOption	<input type="text" value="0 : Descending"/>	
GameDataLimit	<input type="text" value="50"/>	
GameDataMaxSize [byte]	<input type="text" value="60"/>	Max:1,048,576 byte
MaxScoreLimit	<input type="text" value="9223372036854775807"/>	
MinScoreLimit	<input type="text" value="-9223372036854775807"/>	
Comment	<input type="text" value="board_1"/>	

[Return](#)
[Return Top](#)

The following attributes will be available for view/modification.

- RankingBoardID: ID of the scoreboard (cannot be modified)
- RankingBuildLimit: Number of users that can be registered (the lowest rank that will be registered)
  - Max: Maximum value
- ScoreUpdateOption: Score update rules
  - 0: Update score only when breaking a personal record
  - 1: Always update score
- ScoreSortOption: Order in which scores are displayed
  - 0: Descending
  - 1: Ascending
- GameDataLimit: Lowest rank allowed to upload data attachment
- GameDataMaxSize: Maximum size of data attachment
  - Max: Maximum value
- MaxScoreLimit: Highest score that can be registered
- MinScoreLimit: Lowest score that can be registered
- Comment: Comments displayed within SMT

After changing the attributes, click on the [Submit] button and return to the [View/Edit Master Data] screen.

Click on the [Return] link to cancel the changes and return.

## Add Board Info Screen

Click on the [Add] link in the RankingBoardMaster area in the [View/Edit Master Data] screen to display the following screen and create a new scoreboard.

**Figure 5 Add Board Info Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Add Board Info**

Please complete the following

RankingBoardID	<input type="text" value="3"/>	
RankingBuildLimit	<input type="text" value="1000"/>	Max:1,280,000
ScoreUpdateOption	<input type="text" value="0 : If Best Score, Overwrite"/>	
ScoreSortOption	<input type="text" value="0 : Descending"/>	
GameDataLimit	<input type="text" value="0"/>	
GameDataMaxSize [byte]	<input type="text" value="0"/>	Max:1,048,576 byte
MaxScoreLimit	<input type="text" value="9223372036854775807"/>	
MinScoreLimit	<input type="text" value="-9223372036854775808"/>	
Comment	<input type="text" value="board_3"/>	

[Return](#)

[Return Top](#)

The following attributes can be set to the new scoreboard.

- RankingBoardID: ID of the scoreboard
- RankingBuildLimit: Number of users that can be registered (the lowest rank that will be registered)
  - Max: Maximum value
- ScoreUpdateOption: Score update rules
  - 0: Update score only when breaking a personal record
  - 1: Always update score
- ScoreSortOption: Order in which scores are displayed
  - 0: Descending
  - 1: Ascending
- GameDataLimit: Lowest rank allowed to upload data attachment
- GameDataMaxSize: Maximum size of data attachment
  - Max: Maximum value
- MaxScoreLimit: Highest score that can be registered
- MinScoreLimit: Lowest score that can be registered
- Comment: Comments displayed within SMT

After setting the various attributes, click on the [Submit] button and return to the [View/Edit Master Data] screen.

Click on the [Return] link to cancel the addition of a scoreboard and return.



## View/Edit Clan Ranking Master Data Screen

Master data of clan member scoreboards and clan scoreboards will be displayed in the [View/Edit Clan Ranking Master Data] screen. This screen is available only if the title has been registered to use clan ranking services.

### Note

The clan ranking functionality is not provided in the PlayStation®4 and PlayStation®Vita.

**Figure 6 View/Edit Clan Ranking Master Data Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**View/Edit Clan Ranking Master Data**

Please commit, and affect all changes.

**ClanMemberRankingBoardMaster** [ Add ]

RankingBoardId	GameDataCopyFlag	Comment	Edit	Delete
0	0 : Not Copy Game Data	board_0	[ Edit ]	[ Delete ]
1	1 : Copy Game Data	board_1	[ Edit ]	[ Delete ]
2	1 : Copy Game Data	board_2	[ Edit ]	[ Delete ]

Master data of clan member scoreboards

**ClanRankingBoardMaster** [ Add ]

ClanRankingBoardId	RankingBoardId	ClanListOrder	Attribute	ClanRankingReferenceLimit	Comment	Edit	Delete
0	0	1 : Number Of Clan Members	0 : All Clan Members	1,000	board_0	[ Edit ]	[ Delete ]
1	0	2 : Leader's Score	N/A	1,000	board_1	[ Edit ]	[ Delete ]
2	0	3 : Top N Member's Total Score	0 : All Members	1,000	board_2	[ Edit ]	[ Delete ]

Master data of clan scoreboards

[ Commit ] [ Rollback ]

[Return](#)

Return Top

### ClanMemberRankingBoardMaster

The master data of each clan member scoreboard is shown in this area.

Click on the [Add] link to configure and add new clan member scoreboards. (Refer to the section "Add Clan Member Ranking Board Screen" for more information.)

Click on the [Edit] link of a scoreboard to change its settings as necessary. (Refer to the section "Edit Clan Member Ranking Board Screen" for more information.) Click on the [Delete] link of a scoreboard to delete the scoreboard.

### ClanRankingBoardMaster

The master data of each clan scoreboard is shown in this area.

Click on the [Add] link to configure and add new clan scoreboards. (Refer to the section "Add Clan Ranking Board Screen" for more information.)

Click on the [Edit] link of a scoreboard to change its settings as necessary. (Refer to the section "Edit Clan Ranking Board Screen" for more information.) Click on the [Delete] link of a scoreboard to delete the scoreboard.

Click on the [Commit] button to reflect all the updates (additions, modifications, deletions) on the server. It may take approximately one minute for the new master data to take effect.

Click on the [Rollback] button to cancel all updates.

**Note**

After submission to QA, master data cannot be modified. The following message will appear if this is attempted.

Ranking board edit has been disabled since QA server registration has been requested for this title.

If it is necessary to change the configuration after submission to QA, contact SCE. To submit the title to QA after the modifications, initiate the QA request again.

## Edit Clan Member Ranking Board Screen

Click on the [Edit] link of a clan member scoreboard in the [View/Edit Clan Ranking Master Data] screen to display the following screen and modify the settings of the scoreboard.

**Figure 7 Edit Clan Member Ranking Board Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Edit Clan Member Ranking Board**

Please complete the following

RankingBoardID	0
GameDataCopyFlag	0 : Not Copy Game Data
Comment	board_0

[Return](#)

[Return Top](#)

The following attributes will be available for view/modification.

- RankingBoardID: ID of the scoreboard (cannot be modified)
- GameDataCopyFlag: Whether attached data is to be copied from ranking or not
  - 0: Do not copy data
  - 1: Copy data
- Comment: Comments displayed within SMT

After changing the attributes, click on the [Submit] button and return to the [View/Edit Clan Ranking Master Data] screen.

Click on the [Return] link to cancel the changes and return.

## Add Clan Member Ranking Board Screen

Click on the [Add] link in the ClanMemberRankingBoardMaster area in the [View/Edit Clan Ranking Master Data] screen to display the following screen and create a new clan member scoreboard.

**Figure 8 Add Clan Member Ranking Board Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Add Clan Member Ranking Board**

Please complete the following

RankingBoardID	1
GameDataCopyFlag	0 : Not Copy Game Data
Comment	board_1

[Return](#) [Return Top](#)

The following attributes can be set to the new clan member scoreboard.

- RankingBoardID: ID of the scoreboard (Scoreboard ID in the target rankings)
- GameDataCopyFlag: Whether attached data is to be copied from ranking or not
  - 0: Do not copy data
  - 1: Copy data
- Comment: Comments displayed within SMT

After setting the attributes, click on the [Submit] button and return to the [View/Edit Clan Ranking Master Data] screen.

Click on the [Return] link to cancel the addition of a scoreboard and return.

## Edit Clan Ranking Board Screen

Click on the [Edit] link of a clan scoreboard in the [View/Edit Clan Ranking Master Data] screen to display the following screen and modify the settings of the clan scoreboard.

**Figure 9 Edit Clan Ranking Board Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Edit Clan Ranking Board**

Please complete the following

ClanRankingBoardID	0		
RankingBoardID	0 : board_07		
ClanListOrder (Ordered By Option 1-4)	1 : Number Of Clan Members	Attribute	0 : All Clan Members
ClanRankingReferenceLimit	1000		
Comment	board_0		

[Return](#)

[Return Top](#)

The following attributes will be available for view/modification.

- ClanRankingBoardID: ID of the scoreboard (cannot be modified)
- RankingBoardID: Scoreboard ID in the target rankings
- ClanListOrder: Ranking type for clan scores (clan ranking method)

**Table 1 Clan Ranking Method**

ClanListOrder	Attribute	Ranking Method
1: Number Of Clan Members	0: All Clan Members	Number of members in the clan
	1: Clan Members With Scores Recorded	Number of members in the clan with registered scores
2: Leader's Score	N/A	Score of the clan leader
3: Top N Member's Total Score	0	Total score of all members
	N	Total score of the top N members
4: Top N Member's Average Score	0	Average score of all members
	N	Average score of the top N members (if there are fewer members than N, then the average of all members)

- ClanRankingReferenceLimit: Maximum number of tabulation results
- Comment: Comments displayed within SMT

After changing the attributes, click on the [Submit] button and return to the [View/Edit Clan Ranking Master Data] screen.

Click on the [Return] link to cancel the changes and return.

## Add Clan Ranking Board Screen

Click on the [Add] link in the ClanRankingBoardMaster area in the [View/Edit Clan Ranking Master Data] screen to display the following screen and create a new clan scoreboard.

**Figure 10 Add Clan Ranking Board Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Add Clan Ranking Board**

Please complete the following

ClanRankingBoardID	<input type="text" value="3"/>		
RankingBoardID	<input type="text" value="0 : board_07"/>		
ClanListOrder (Ordered By Option 1-4)	<input type="text" value="1 : Number Of Clan Members"/>	Attribute	<input type="text" value="0 : All Clan Members"/>
ClanRankingReferenceLimit	<input type="text" value="1000"/>		
Comment	<input type="text" value="board_3"/>		

[Return](#)

[Return Top](#)

The following attributes can be set to the new clan scoreboard.

- ClanRankingBoardID: ID of the scoreboard
- RankingBoardID: Scoreboard ID in the target rankings
- ClanListOrder: Ranking type for clan scores (clan ranking method) \* See Table 1
- ClanRankingReferenceLimit: Maximum number of tabulation results
- Comment: Comments displayed within SMT

After setting the attributes, click on the [Submit] button and return to the [View/Edit Clan Ranking Master Data] screen.

Click on the [Return] link to cancel the addition of a scoreboard and return.

## View Record Summary/Reset Score & Data Screen

The number of scores registered to each scoreboard will be displayed in the [View Record Summary/Reset Score & Data] screen, where it is possible to reset scoreboards (delete all scores and data) as necessary.

**Figure 11 View Record Summary/Reset Score & Data Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**View Record Summary/Reset Score & Data**

<input type="checkbox"/>	RankingBoardId	ScoreCount	GameData	Comment
<input type="checkbox"/>	0	10	0	board_1
<input type="checkbox"/>	1	100	0	board_2
<input type="checkbox"/>	2	1000	0	board_3

**Reset Board**

[Return](#)

[Return Top](#)

The ScoreCount column has the number of registered scores, and the GameData column has the number of scores with data attachments.

Tick the checkbox on the left and click on the [Reset Board] button to delete all the scores on that scoreboard. If there are numerous scores, it may take approximately one minute for the data to be removed from the server.

## Manage OnlineId Blacklist Screen

The [Manage OnlineId Blacklist] screen is used to manage the blacklist for blocking specific users.

On PlayStation™Network, specific user accounts can be blocked per NP Communication ID in case there are any abuses. This screen can be used to register a user to the blacklist and to test the behavior of the application when a blacklisted user attempts an access.

**Figure 12 Manage OnlineId Blacklist Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Manage OnlineId Blacklist**

- [View/Remove Blacklist](#)
- [Add Blacklist](#)

**View the blacklist, remove specific users**

**Add specific users to the blacklist**

[Return](#)

[Return Top](#)

## View/Remove OnlineID Blacklist Screen

The [View/Remove OnlineID Blacklist] screen displays the list of blacklisted users. It is possible to remove specific users from the blacklist and edit comments in this screen.

**Figure 13 View/Remove OnlineID Blacklist Screen (1)**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**View/Remove OnlineID Blacklist**

**Search the blacklist**

**Please complete the following, search**

OnlineID   \* Prefix Search

**Please press the "Remove" or "Detail" link next to the Blacklist.**

**Blacklist**

OnlineID	Comment	Remove	Detail
_dummy00000000		<a href="#">[ Remove ]</a>	<a href="#">[ Detail ]</a>
_dummy00000001	blacklist	<a href="#">[ Remove ]</a>	<a href="#">[ Detail ]</a>

[Return](#)

[Return Top](#)

### Search the Blacklist

If there are many users in the blacklist, it is possible to narrow down the list displayed by entering part of an Online ID. Type in a string and click on the [Search] button to display the list of blacklisted members whose Online IDs start with the input string. (When the [Search] button is clicked with nothing entered, all blacklisted users will be displayed.)

### Remove a User from the Blacklist

Click on the [Remove] button to the right of an Online ID displayed in the blacklist to remove the user from the blacklist.

### Edit Blacklist Comment

Click on the [Detail] link of an Online ID in the blacklist to display the following screen.

**Figure 14 View/Remove OnlineID Blacklist Screen (2)**

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name

Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**View/Remove OnlineID Blacklist**

Please complete the following

OnlineID \_dummy00000000

Comment

Please press the following "Submit" button for updating the Comment field.

Submit

[Return](#)

[Return Top](#)

After entering or editing the text in the Comment column, click on the [Submit] button, and return to the [Manage OnlineId Blacklist] screen.

Click on the [Return] link to cancel updating the comment and return.



## Add OnlineID Blacklist Screen

The [Add OnlineID Blacklist] screen displays a list of users with registered scores as blacklist candidates. It is possible to blacklist specific users in this screen.

Figure 15 Add OnlineID Blacklist Screen (1)

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Add OnlineID Blacklist**

Please complete the following, search

OnlineID   \* Prefix Search

Search for blacklist candidates

\* Please note that only the users whose scores have been recorded can be added to the blacklist.

**Please press the "Select" link next to the Blacklist Candidate.**

This page only displays up to 8 candidates.  
Please use the search feature to narrow the results.

**Blacklist Candidate**

OnlineID	BoardID	CharacterID	OpenPSID	RankSerial	Rank	Score	RecordDateUtc	ApplicationVersion	Select
_dummy00000100	2	0	00000000	101	101	101	2008-11-17 07:26:55	0	[ Select ]
_dummy00000101	2	0	00000000	102	102	102	2008-11-17 07:26:55	0	[ Select ]
_dummy00000102	2	0	00000000	103	103	103	2008-11-17 07:26:55	0	[ Select ]
_dummy00000103	2	0	00000000	104	104	104	2008-11-17 07:26:55	0	[ Select ]
_dummy00000104	2	0	00000000	105	105	105	2008-11-17 07:26:55	0	[ Select ]
_dummy00000105	2	0	00000000	106	106	106	2008-11-17 07:26:55	0	[ Select ]
_dummy00000106	2	0	00000000	107	107	107	2008-11-17 07:26:55	0	[ Select ]
_dummy00000107	2	0	00000000	108	108	108	2008-11-17 07:26:55	0	[ Select ]

Blacklist candidates

[Return](#)

[Return Top](#)

### Search for a Blacklist Candidate

If there are many blacklist candidates, it is possible to narrow down the list displayed by entering part of an Online ID. Enter the first part of an Online ID and click on the [Search] button to display the list of blacklist candidates whose Online IDs start with the input string. (When the [Search] button is clicked with nothing entered, all of the Online IDs with scores registered will be displayed.)

### Add to Blacklist

A [Select] link will be displayed on the right for Online IDs that are not registered to the blacklist. ("Selected" will be displayed for if they are registered to the blacklist.) Click on the [Select] link for the Online ID to register to the blacklist and the screen will change as follows.

**Figure 16 Add OnlineID Blacklist Screen (2)**

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Add OnlineID Blacklist**

**Selected Score Information**

OnlineID	BoardID	CharacterID	OpenPSID	RankSerial	Rank	Score	RecordDateUtc	ApplicationVersion
_dummy00000010	1	0	00000000	11	11	11	2008-11-12 06:15:54	0

**Are you sure you want to add the following user to the blacklist?**

OnlineID \_dummy00000010

Comment

[Return](#)

[Return Top](#)

Enter a comment in the Comment field and click on the [Add] button. The specified user will be added to the blacklist, and the screen will return to the [Manage OnlineID Blacklist] screen.

Click on the [Return] link to cancel blacklisting a user and return.

## Manage OpenPSID Blacklist Screen

The [Manage OpenPSID Blacklist] screen is used to manage the blacklist for blocking specific PlayStation®4/PlayStation®3/PlayStation®Vita.

On PlayStation™Network, machines of specific OpenPSIDs can be blocked per NP Communication ID in case there are any abuses. This screen can be used to register a machine to the blacklist and to test the behavior of the application when a blacklisted machine attempts an access.

**Figure 17 Manage OpenPSID Blacklist Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Manage OpenPSID Blacklist**

\* OpenPSID is an ID that is unique to each PLAYSTATION(R)3

- [View/Remove Blacklist](#)
- [Add Blacklist](#)

[Return](#)

[Return Top](#)

View the blacklist, remove specific machines

Add specific machines to the blacklist

## View/Remove OpenPSID Blacklist Screen

The [View/Remove OpenPSID Blacklist] screen displays the list of blacklisted machines. It is possible to remove specific machines from the blacklist and edit comments in this screen.

**Figure 18 View/Remove OpenPSID Blacklist Screen (1)**

### RANKING SCORE TOOL (DEVELOPMENT)

User-Name

Environment Label AAA

SCEI00001\_00(NP Communication ID Label AAA)

#### View/Remove OpenPSID Blacklist

Please complete the following, search

OpenPSID

Search

\* Prefix Search

Search the blacklist

Please press the "Remove" or "Detail" link next to the Blacklist.

Blacklist			
OpenPSID	Comment	Remove	Detail
00000000		[ Remove ]	[ Detail ]
00000001	ScoreTool	[ Remove ]	[ Detail ]
00000002	ScoreToolTest	[ Remove ]	[ Detail ]

[Return](#)

[Return Top](#)

#### Search the Blacklist

If there are many machines in the blacklist, it is possible to narrow down the list displayed by entering part of an OpenPSID. Type in a string and click on the [Search] button to display the list of blacklisted machines whose OpenPSIDs start with the input string. (When the [Search] button is clicked with nothing entered, all blacklisted OpenPSIDs will be displayed.)

#### Remove a Machine from the Blacklist

Click on the [Remove] button to the right of an OpenPSID in the blacklist to remove the OpenPSID from the blacklist.

#### Edit Blacklist Comment

Click on the [Detail] link of the OpenPSID whose comment is to be edited in the blacklist to display the following screen.

**Figure 19 View/Remove OpenPSID Blacklist Screen (2)**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**View/Remove OpenPSID Blacklist**

**Please complete the following**

**OpenPSID** 00000000

**Comment**

**Please press the following "Submit" button for updating the Comment field.**

[Return](#)

[Return Top](#)

After entering or editing the text in the Comment column, click on the [Submit] button, and return to the [Manage OpenPSID Blacklist] screen.

Click on the [Return] link to cancel updating the comment and return.

## Add OpenPSID Blacklist Screen

The [Add OpenPSID Blacklist] screen displays a list of OpenPSIDs of machines with registered scores as blacklist candidates. It is possible to blacklist specific machines in this screen.

**Figure 20 Add OpenPSID Blacklist Screen (1)**

### RANKING SCORE TOOL (DEVELOPMENT)

User-Name

Environment Label AAA

SCEI00001\_00(NP Communication ID Label AAA)

#### Add OpenPSID Blacklist

Please complete the following, search

Search for blacklist candidates

OnlineID

\* Prefix Search

\* Please note that only the users whose scores have been recorded can be added to the blacklist.

Please press the "Select" link next to the Blacklist Candidate.

This page only displays up to 8 candidates.  
Please use the search feature to narrow the results.

#### Blacklist Candidate

Blacklist candidates

OpenPSID	BoardID	OnlineID	CharacterID	RankSerial	Rank	Score	RecordDateUtc	ApplicationVersion	Select
00000001	1	_dummy00000000	0	1	1	1	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>
00000001	1	_dummy00000001	0	2	2	2	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>
00000001	1	_dummy00000002	0	3	3	3	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>
00000001	1	_dummy00000003	0	4	4	4	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>
00000001	1	_dummy00000004	0	5	5	5	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>
00000001	1	_dummy00000005	0	6	6	6	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>
00000001	1	_dummy00000006	0	7	7	7	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>
00000001	1	_dummy00000007	0	8	8	8	2008-11-14 01:33:29	0	<a href="#">[ Select ]</a>

[Return](#)

[Return Top](#)

#### Search for a Blacklist Candidate

When there are many machines displayed, it is possible to narrow down the candidates to Online IDs that begin with the same characters. When part of an Online ID is entered and the [Search] button is clicked, if any OpenPSIDs associated with the Online IDs that start with the entered string are blacklist candidates, a list will be displayed. (If the [Search] button is clicked with nothing entered, all blacklist candidate OpenPSIDs with registered scores will be displayed.)

#### Blacklist an OpenPSID

If an OpenPSID is not yet registered to the blacklist, the [Select] link on the right will be enabled. (Blacklisted machines will have "Selected" displayed.) Click on the [Select] link of the OpenPSID to blacklist. The following screen will be displayed.

Figure 21 Add OpenPSID Blacklist Screen (2)

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name

Environment Label AAA

SCEI00001\_00(NP Communication ID Label AAA)

**Add OpenPSID Blacklist****Selected Score Information**

OpenPSID	BoardID	OnlineID	CharacterID	RankSerial	Rank	Score	RecordDateUtc	ApplicationVersion
00000001	1	_dummy00000000	0	1	1	1	2008-11-14 01:33:29	0

**Are you sure you want to add the following user to the blacklist?**

OpenPSID 00000001

Comment

Add

[Return](#)[Return Top](#)

Enter a comment in the Comment box and click on the [Add] button. The specified OpenPSID will be added to the blacklist, and the screen will return to the [Manage OpenPSID Blacklist] screen.

Click on the [Return] link to cancel blacklisting an OpenPSID and return.

**Replace Score Screen**

A list of registered scores will be displayed in the [Replace Score] screen, where scores can be selected for overwriting.

Figure 22 Replace Score Screen

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name

Environment Label AAA

SCEI00001\_00(NP Communication ID Label AAA)

**Replace Score****Please complete the following, search**

BoardID

All

OnlineID

\_dummy00000001

\* Prefix Search

CharacterID

All

Search

Search for a score

**Please press the "Edit" link next to the Score Edit.****Scores****RankingHistory**

RankingBoardId	OnlineId	CharacterId	Score	OnlineName	UserMessage	MaxRank	OpenPsid	RecordDateUtc	ApplicationVersion	Edit
0	_dummy00000001	0	2	_dummy00000001		1	00000000	2008-11-12 06:26:31	0	<a href="#">[ Edit ]</a>
1	_dummy00000001	0	2	_dummy00000001		1	00000000	2008-11-12 06:15:54	0	<a href="#">[ Edit ]</a>

[Return](#)[Return Top](#)

## Search for a Score

Set search conditions and click on the [Search] button to display the list of scores that satisfy the conditions. (When the [Search] button is clicked with nothing set, all scores will be displayed in the list.)

Possible search conditions are as follows.

- BoardID: Select from the pulldown list (complete match)
- OnlineID: Enter a string in the text box (ID that starts with the specified string)
- CharacterID: Select from the pulldown list (complete match)

## Replace a Score

Click on the [Edit] link to the right of a score in the list to display the following screen.

**Figure 23 Edit Replace Score Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Edit Replace Score**

**Edit Score Information**

Are you sure you want to replace the following user to the score?

RankingBoardId	0
OnlineId	_dummy00000001
CharacterId	0
Score	<input type="text" value="2"/>
OnlineName	_dummy00000001
UserMessage	
MaxRank	1
OpenPsid	00000000
ApplicationVersion	0

It may take few minutes until the score is actually replaced

[Return](#)

[Return Top](#)

Change the score and click on the [Replace] button.

Click on the [Return] link to cancel the score replacement and return.

**Note**

It may take a few minutes for the score replacement to complete.

## Remove Score Screen

A list of registered scores will be displayed in the [Remove Score] screen, where scores can be selected for removal.

Figure 24 Remove Score Screen

**RANKING SCORE TOOL (DEVELOPMENT)**

User-Name

Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Remove Score**

Please complete the following, search

BoardID

All

OnlineID

\_dummy00000001

\* Prefix Search

CharacterID

All

Search

Search for a score

Please select the RankingHistory, press the "Remove" button.

RankingHistory

	RankingBoardId	OnlineId	CharacterId	Score	OnlineName	UserMessage	MaxRank	OpenPsid	RecordDateUtc	ApplicationVersion
<input type="checkbox"/>	0	_dummy00000001	0	2	_dummy00000001		1	00000000	2008-11-12 06:26:31	0
<input type="checkbox"/>	1	_dummy00000001	0	2	_dummy00000001		1	00000000	2008-11-12 06:15:54	0

Remove

It may take few minutes until the scores are actually removed from the ranking board

Return

Return Top

Scores

### Search for a Score

Set search conditions and click on the [Search] button to display the list of scores that satisfy the conditions. (When the [Search] button is clicked with nothing set, all scores will be displayed in the list.)

Possible search conditions are as follows.

- BoardID: Select from the pulldown list (complete match)
- OnlineID: Enter a string in the text box (ID that starts with the specified string)
- CharacterID: Select from the pulldown list (complete match)

### Delete a Score

Tick the checkbox to the left of a score and click on the [Remove] button to delete the selected score.

#### Note

It may take a few minutes for the score removal to complete.



## Insert Dummy Score Screen

The [Insert Dummy Score] screen is used for the registration of dummy scores.

**Figure 25 Insert Dummy Score Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

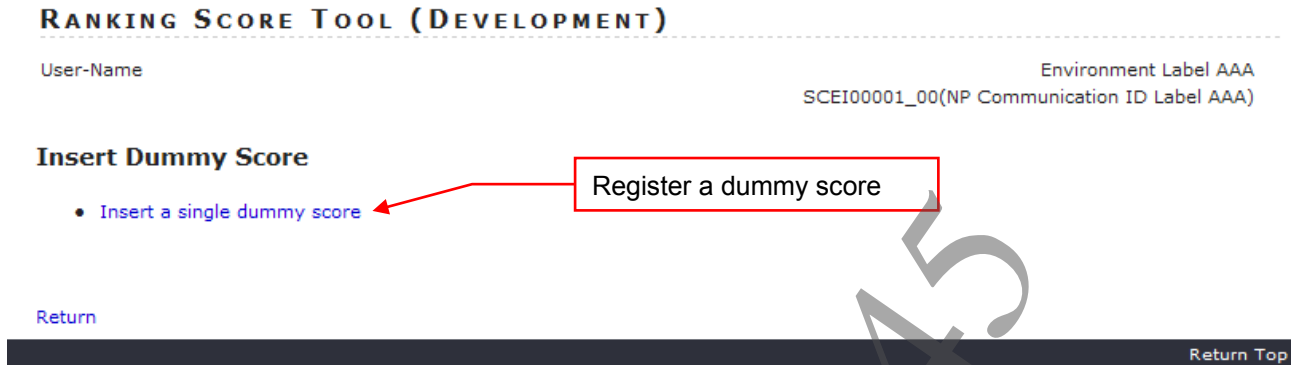
---

User-Name Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Insert Dummy Score**

- [Insert a single dummy score](#)

[Return](#) [Return Top](#)



## Insert a Single Dummy Score Screen

In this screen, it is possible to register scores to specific scoreboards.

**Figure 26 Insert a Single Dummy Score Screen**

**RANKING SCORE TOOL (DEVELOPMENT)**

---

User-Name \_\_\_\_\_ Environment Label AAA  
SCEI00001\_00(NP Communication ID Label AAA)

**Insert a single dummy score**

**dummy score**

BoardID  ▼

OnlineID

Score

GameInfo ☐ Set GameInfo (Base64 string, Length:88)

It may take few minutes until the score is actually inserted into the ranking board

[Return](#) [Return Top](#)

The following attributes are necessary when registering dummy scores.

- BoardID: ID of the target scoreboard
- OnlineID: Online ID of the score to be registered
- Score: Value of the score to be registered
- GameInfo: Game information of the score to be registered  
When setting the game information, tick the Set GameInfo checkbox and set a Base64-encoded character string.

Example:

dGVzdHRlc3R0ZXN0dGVzdHRlc3R0ZXN0dGVzdHRlc3R0ZXN0dGVzdHRlc3R0ZXN0dGVzdHRlc3R0ZXN0dGVzdA==

Click on the [Insert] button to register a score as specified. (Scores will be registered regardless of the RankingBuildLimit, ScoreUpdateOption, and MaxScoreLimit/MinScoreLimit settings.)

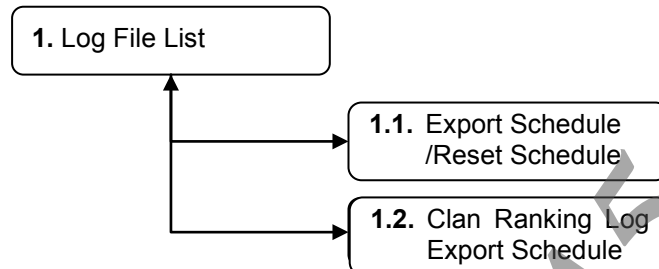
**Note**

- It is not possible with SMT to register scores that have data attachments.
- It may take a few minutes for the score registration to complete.

### 3 Ranking Log Viewer

The Ranking Log Viewer can be used to download registered ranking data as files. The Ranking Log Viewer is composed of the following screens.

**Figure 27 Screens of the Ranking Log Viewer**



#### Log File List Screen

When the Ranking Log Viewer is launched, a list of existing ranking log files will be displayed as follows.

**Figure 28 Log File List Screen**

**View export schedule and reset schedule**

**View clan ranking export schedule**

Log File Name	Size	Timestamp(UTC)
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_9.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_8.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_7.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_6.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_5.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_4.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_3.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_2.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_10.zip</a>	486367	Mar 29 02:16 2007
<a href="#">ranking-SCEI00077_00-UTC2007_0329_1116_1.zip</a>	486367	Mar 29 02:16 2007

Clicking on a filename downloads the file. Ranking log files are created automatically at specified intervals and archived as Zip files.

#### Note

Depending on the state of the server, it is possible for ranking log files over 14 days old to be deleted. Moreover, when the number of registered scores for all boards of a title exceeds 100,000 in the development environment, it is possible that the schedule for creating log files will not be executed.

Click on the [Ranking Log Export Schedule] link to display the [Export Schedule/Reset Schedule] screen. In this screen, the schedule for creating ranking log files and resetting scoreboards can be viewed.

Click on the [Clan Ranking Log Export Schedule] link to display the [Clan Ranking Log Export Schedule] screen. In this screen, the schedule for creating clan ranking log files can be viewed.

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## Export Schedule/Reset Schedule Screen

In this screen, the schedule for creating log files and the schedule for resetting scoreboards are displayed.

**Figure 29 Export Schedule/Reset Schedule Screen**

### RANKING LOG VIEWER

test user

Development Env. for Licensee  
NPWR00001\_00(for SCEI Internal Test)

#### Export Schedule

PlanningDatetime(UTC)	ExportData
Jan 01 01:01 2001	Score Only
Feb 02 02:02 2002	Score Only
Mar 03 03:03 2003	Score Only
Apr 04 04:04 2004	Score Only
May 05 05:05 2005	Score Only
Jun 06 06:06 2006	Score & Data
Jul 07 07:07 2007	Score & Data
Aug 08 08:08 2008	Score & Data
Sep 09 09:09 2009	Score & Data
Oct 10 10:10 2010	Score & Data
Nov 11 11:11 2011	Score & Data
Dec 12 12:12 2012	Score & Data

#### Reset Schedule

PlanningDatetime(UTC)	ResetBoard	Comment
Jan 01 01:01 2001	1	Single Time Attack 01-1
	2	Single Time Attack 01-2
	3	Single Time Attack 01-3
	4	Single Time Attack 02-0
	5	Single Time Attack 02-1
Feb 02 02:02 2002	1	Single Time Attack 01-1
	2	Single Time Attack 01-2
	3	Single Time Attack 01-3
Mar 03 03:03 2003	3	Single Time Attack 01-3
Apr 04 04:04 2004	4	Single Time Attack 02-0
May 05 05:05 2005	5	Single Time Attack 02-1

[Return](#)

## Export Schedule

The Export Schedule displays a list of scheduled times for creating ranking log files.

- **PlanningDatetime(UTC):** Date/time to start creating a log file. The time is in UTC (Coordinated Universal Time).
- **ExportData:** Information that will be included in the log file
  - **Score Only:** Only scores will be output (no data attachments)
  - **Score & Data:** Both scores and data attachments will be output

## Reset Schedule

The Reset Schedule displays a list of scheduled times for resetting the scoreboard.

- **PlanningDatetime(UTC):** Date/time the scoreboard will be reset. The time is in UTC (Coordinated Universal Time).
- **ResetBoard:** ID of the scoreboard to reset
- **Comment:** Comments for the scoreboard (set when the scoreboard was created)

Click on the [Return] link to return to the [Log File List] screen.

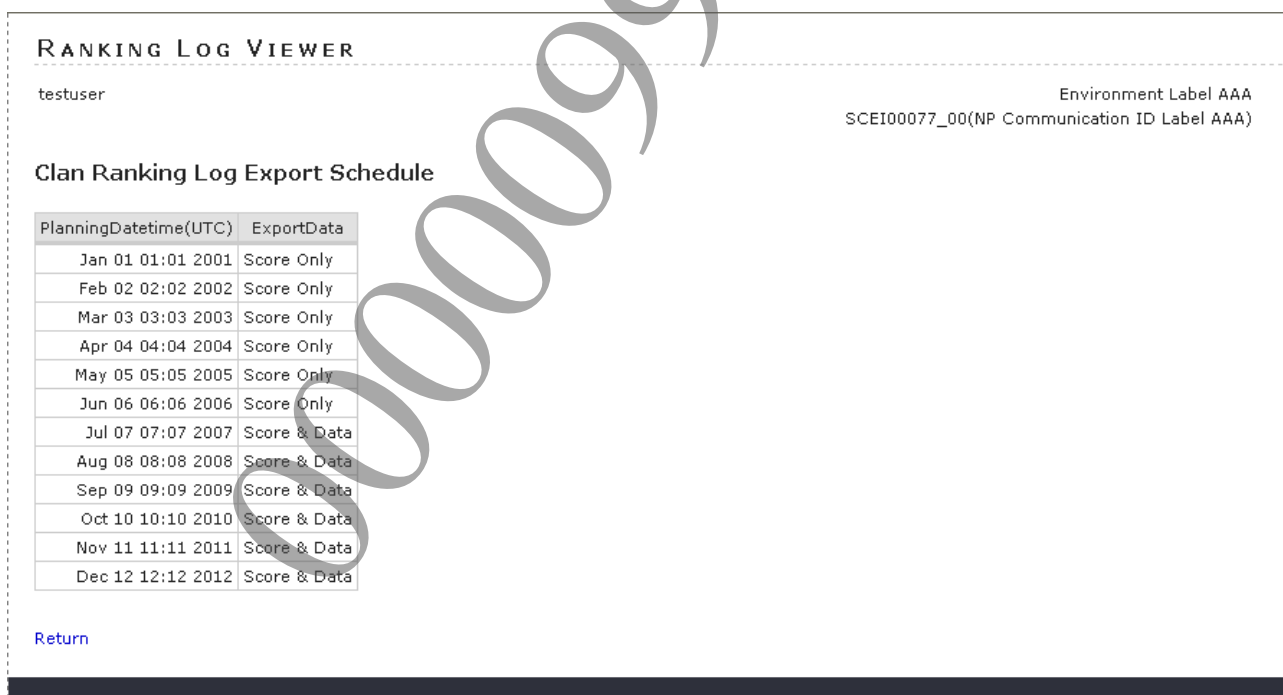
## Clan Ranking Log Export Schedule Screen

In this screen, the schedule for creating clan ranking log files is displayed.

### Note

The clan ranking functionality is not provided in the PlayStation®4 and PlayStation®Vita.

**Figure 30 Clan Ranking Log Export Schedule Screen**



The following attributes will be available for view.

- **PlanningDatetime(UTC):** Date/time to start creating a log file. The time is in UTC (Coordinated Universal Time).
- **ExportData:** Information that will be included in the log file
  - **Score Only:** Only scores will be output (no data attachments)
  - **Score & Data:** Both scores and data attachments will be output

## Data Format of the Ranking Log File

When an archived ranking log file is unpacked, a directory with the following name will be created.

*ranking-NP-CommunicationID-timestamp/*

### Note

*timestamp* is a string in the UTC format *YYYY\_MMDD\_HHmm* indicating the date and time.

Under this directory, there are four files:

- Score file
- GameData file
- Summary Date file
- Scoreboard Summary file

The filename and data format of these files are as follows.

### Score File

#### Filename

*ranking-NP-CommunicationID-timestamp-board-id.csv*

#### Number of Lines

From 0 lines up to the maximum number of lines specified for score tabulations

#### Data Format

[serial-rank],[rank],[onlineid],[characterid],[onlineName],[max-rank],[score],  
[message],[info],[date][CRLF]

All instances of quotation marks (") found in strings enclosed in quotation marks are replaced with two quotation marks (").

[serial-rank]	Rank of the score (no ties allowed)
[rank]	Rank of the score (same scores tie for a place)
[onlineid]	Online ID
[characterid]	Character ID
[onlineName]	Online Name
[max-rank]	Maximum rank ever earned by the score
[score]	Value of the score
[message]	PlayStation™Network score message (UTF-8)
[info]	Application-defined data in Base64. Use only the beginning 64 bytes since it is possible for data to be added in system upgrades.
[date]	Date/time the score was registered. In RFC3339 (ISO8601) format and fixed UTC.

**Example**

```
1,1,"onlineid",0,"onlineName",1,1000,"comment ""foo""comment",
"AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAA==" ,"2006-09-06T18:21:54Z"[CRLF]
```

**Note**

When the number of registered scores for all boards of a title exceeds 100,000 in the development environment, it is possible that the schedule for creating log files will not be executed.

When the schedule for creating log files is not executed, the filename and data format of the Score file will be as follows.

**Filename**

ranking-NP-CommunicationID-timestamp-skipped.csv

**Data format**

skipped[CRLF]

**GameData File****Filename**

ranking-NP-CommunicationID-timestamp-board-id-gamedata.csv

**Number of Lines**

Number of data attachments saved to the scoreboard

**Data Format**

[serial-rank],[onlineid],[characterid],[gamedata][CRLF]

[serial-rank] Rank (no ties allowed)

[onlineid] Online ID

[characterid] Character ID

[gamedata] File of data attachment obtained with HEX dump (gamedata)

**Example**

```
1,"onlineid",0,"FF00AABDDDB23D5D"[CRLF]
```

**Note**

When the number of registered scores for all boards of a title exceeds 100,000 in the development environment, it is possible that the schedule for creating log files will not be executed.

When the schedule for creating log files is not executed, the filename and data format of the GameData file will be as follows.

**Filename**

ranking-NP-CommunicationID-timestamp-gamedata-skipped.csv

**Data format**

skipped[CRLF]

**Summary Date File****Filename**

ranking-NP-CommunicationID-timestamp-update\_date.csv

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**Number of Lines**

1 line

**Data Format**

"[date]"[CRLF]

[date]      Date/time scores were tabulated. In RFC3339 (ISO8601) format and fixed UTC.

**Example**

"2006-09-10T10:13:05Z"

**Scoreboard Summary File****Filename***ranking-NP-CommunicationID-timestamp-summary.csv***Number of Lines**

From 0 lines up to the maximum number of scoreboards. (Scoreboards without any records are not output.)

**Data Format**

[board-id],[total-record][CRLF]

[board-id]      Scoreboard ID

[total-record]      Total number of records registered to the scoreboard.

If this value is larger than the Score file's "Number of Lines", this means that only a partial list of the registered scores is output to the Score file.

**Example**

0,14[CRLF]

1,22[CRLF]

3,320300[CRLF]

10,1023[CRLF]

**Data Format of the Clan Ranking Log File**

When an archived clan ranking log file is unpacked, a directory with the following name will be created.

*clan-ranking-NP-CommunicationID-timestamp/***Note**

- *timestamp* is a string in the UTC format YYYY\_MMDD\_HHmm indicating the date and time.
- The clan ranking functionality is not provided in the PlayStation®4 and PlayStation®Vita.

Under this directory, there are seven files:

- ClanList file
- ClanMemberList file
- ClanRanking file
- ClanMemberRanking file
- GameData file
- Summary Date file
- Clan Scoreboard Summary file

The filename and data format of these files are as follows.



**ClanList File****Filename**

clan-ranking-NP-CommunicationID-timestamp-clan\_list.csv

**Number of Lines**

From 0 lines up to the maximum number of clans

**Data Format**

[clanid],[clanName],[clanTagName],[number-of-members],[founder-id],[leader-id][CRLF]

All instances of quotation marks (") found in strings enclosed in quotation marks are replaced with two quotation marks (").

[clanid]	Clan ID
[clanName]	Name of the clan
[clanTagName]	Tag of the clan
[number-of-members]	Number of members
[founder-id]	Online ID of the clan founder
[leader-id]	Online ID of the clan leader

**Example**

1,"Name1","Tag-A",0,"test10000059","test10000059"[CRLF]

**ClanMemberList File****Filename**

clan-ranking-NP-CommunicationID-timestamp-clan\_member\_list.csv

**Number of Lines**

From 0 lines up to the maximum number of clans times the maximum number of members per clan

**Data Format**

[clanid],[onlineid],[onlineName],[description],[role-id][join-date][CRLF]

All instances of quotation marks (") found in strings enclosed in quotation marks are replaced with two quotation marks (").

[clanid]	Clan ID
[onlineid]	Online ID
[onlineName]	Online Name
[description]	Description
[role-id]	Role ID
[join-date]	Date/time the member joined. In RFC3339 (ISO8601) format and fixed UTC.

**Example**

1,"test10000059","test10000059","",0,"2007-11-01T06:14:05Z"[CRLF]

**ClanRanking File****Filename**

clan-ranking-NP-CommunicationID-timestamp-clan\_ranking-clan-board-id.csv

**Number of Lines**

From 0 lines up to the maximum number of lines specified for clan tabulations

**Data Format**

```
[serial-rank],[rank],[clanid],[clanName],[score],[build-member-count],[member-count],[onlineid],
[date]"[CRLF]
```

All instances of quotation marks (") found in strings enclosed in quotation marks are replaced with two quotation marks (").

[serial-rank]	Rank of the clan (no ties allowed)
[rank]	Rank of the clan (same scores tie for a place)
[clanid]	Clan ID
[clanName]	Name of the clan
[score]	Score of the clan
[build-member-count]	Number of members included in the tabulation
[member-count]	Total number of clan members
[onlineid]	Online ID of the clan leader
[date]	Date/time the score was registered. In RFC3339 (ISO8601) format and fixed UTC.

**Example**

```
1,1,74,"Name74",38,10,39,"test10003295","2007-11-22T10:19:29Z"[CRLF]
```

**ClanMemberRanking File****Filename**

```
clan-ranking-NP-CommunicationID-timestamp-clan_member_ranking-board-id.csv
```

**Number of Lines**

From 0 lines up to the maximum number of clans times the maximum number of members per clan

**Data Format**

```
[clan-id],[serial-rank],[rank],[onlineid],[characterid],[clanName],[message],[info],[date]"
[CRLF]
```

All instances of quotation marks (") found in strings enclosed in quotation marks are replaced with two quotation marks (").

[clanid]	Clan ID
[serial-rank]	Rank in the clan (no ties allowed)
[rank]	Rank in the clan (same scores tie for a place)
[onlineid]	Online ID
[characterid]	Character ID
[clanName]	Name of the clan
[message]	PlayStation™Network score message (UTF-8)
[info]	Application-defined data in Base64. Use only the beginning 64 bytes since it is possible for data to be added in system upgrades.
[date]	Date/time the score was registered. In RFC3339 (ISO8601) format and fixed UTC.

## GameData File

**Data Format**

[clan-board-id],[total-record][CRLF]

[clan-board-id] Clan scoreboard ID

[total-record] Total number of records registered to the clan scoreboard.

**Example**

0,14[CRLF]

1,22[CRLF]

3,320300[CRLF]

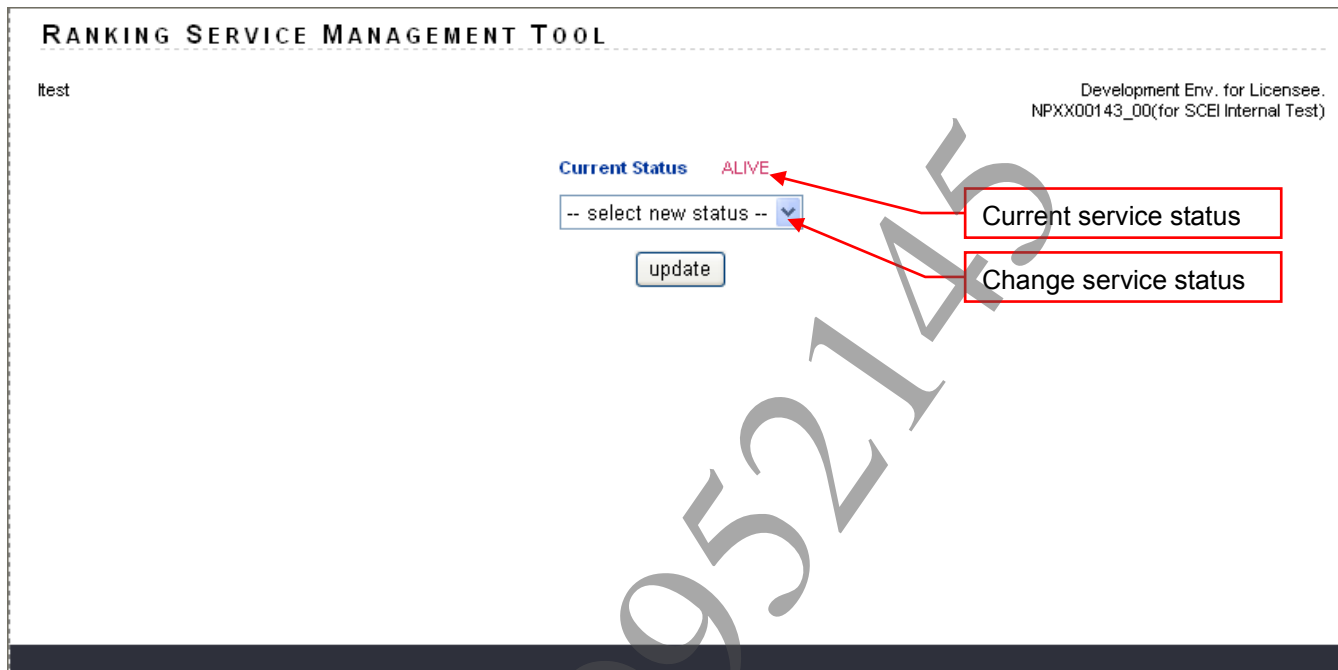
10,1023[CRLF]

000009952145

## 4 Ranking Service Management Tool

The Ranking Service Management Tool is used to start, pause, resume, and terminate the score ranking service. It can be used during development in the testing of application behavior under different service statuses.

**Figure 31 Ranking Service Management Tool Screen**



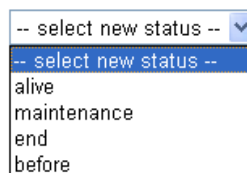
### Current Service Status

The status of the score ranking service for the NP Communication ID is displayed.

### Modifying the Service Status

When the user has update privileges, a dropdown list of service statuses and the [update] button will be enabled.

**Figure 32 Selecting the Service Status**



The following service statuses can be selected.

- alive: Service is available
- maintenance: Service is in maintenance
- end: Service has not yet started
- before: Service has already ended

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When "before" or "end" is selected, it will be possible to test the behavior of an application when access has occurred before service starts or after service starts.

Select one of the statuses and click on the [update] button to refresh the service status, which will be reflected immediately on the server.

000009952145