

Server Management Tools NP Matching 2 Tools User's Guide

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Update History

2016-04	Update
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000009952143

1 About This Document

This document describes the features and usage of the NP matching 2 service related tools, which are a part of the Server Management Tools (SMT) provided by PlayStation™Network.

The following NP matching 2 service tools are available.

- **Matching2 Tool**
This tool is used for referencing and changing the settings for worlds and lobbies provided by the NP matching 2 service.
- **Matching2 Service Management Tool**
This tool is used for starting, stopping, resuming, and terminating the NP matching 2 service. Versions of this tool are available for PlayStation®4, for PlayStation®3, for PlayStation®Vita, and for PSP™ (PlayStation®Portable).

Both these 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. Thus in this document, the general term "Developer Network website" includes the Developer Network websites for PlayStation®4/PlayStation®3/PlayStation®Vita/PSP™.

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 NP matching 2 service.

- PlayStation®4: NpMatching2 Library Overview, NpMatching2 Library Reference
- PlayStation®3/PSP™: NP Matching 2 Overview, NP Matching 2 Reference
- PlayStation®Vita: NP Matching 2 Library Overview, NP Matching 2 Library Reference

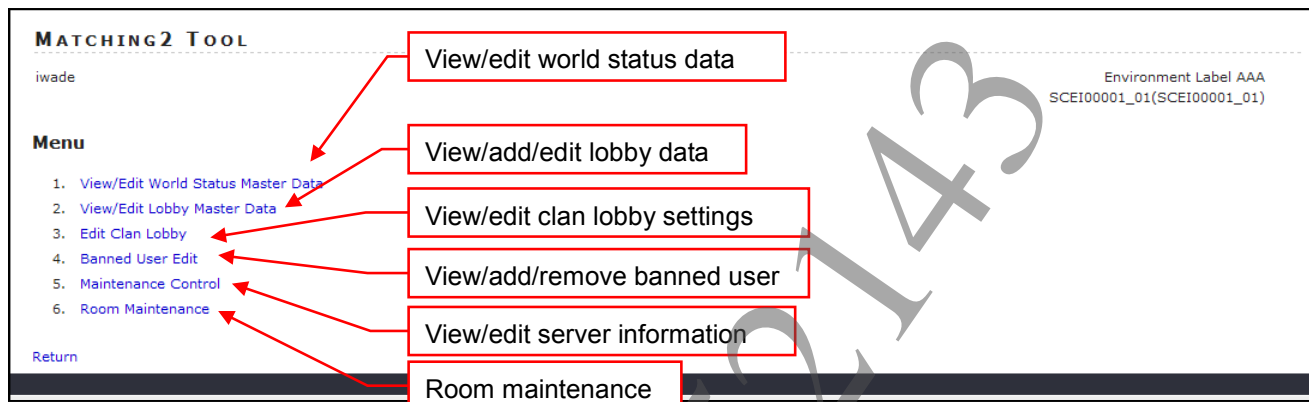
2 Matching2 Tool

The Matching2 Tool references and changes the settings of worlds and lobbies provided by the NP matching 2 service.

Menu

When the Matching2 Tool is launched, the following Menu screen will appear.

Figure 1 Matching2 Tool Menu Screen



Click on the [View/Edit World Status Master Data] link to move to the "View World Status" screen, where the settings of each world can be referenced and changed.

Click on the [View/Edit Lobby Master Data] link to move to the "View Lobby Master Data" screen, where the settings of each lobby can be referenced and changed. It is also possible to delete a lobby from here.

Click on the [Edit Clan Lobby] link to move to the "Edit Clan Lobby" screen, where the settings of a clan lobby can be referenced and changed.

Click on the [Banned User Edit] link to move to the "Banned User Menu", where a list of users who have been banned accesses, can be referenced and changed.

Click on the [Maintenance Control] link to move to the "Maintenance Control" screen, where the server status can be set to under "maintenance".

Click on the [Room Maintenance] link to move to the "Room Maintenance" screen, where a dummy room can be added and room attributes can be changed. You can also specify room durations, and automatically add or delete dummy rooms.

Note

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

View World Status

At the menu screen, click on the [View/Edit World Status Master Data] link to move to the following "View World Status" screen.

Figure 2 View World Status Screen

MATCHING2 TOOL

iwade

Environment Label AAA
SCEI00001_01(SCEI00001_01)

View World Status

World Status Master

world_number	valid_start_date_utc	valid_end_date_utc	comment	edit
1	1900/01/01 00:00:00	2100/12/31 00:00:00	test_01	[Edit]
2	1900/01/01 00:00:00	2100/12/31 00:00:00	test_02	[Edit]

Return

Return Top

The "View World Status" screen displays status data of the currently existing worlds.

- world_number: world ID
- valid_start_date_utc: start date of the world's validity displayed in UTC (Coordinated Universal Time)
- valid_end_date_utc: end date of the world's validity displayed in UTC (Coordinated Universal Time)
- comment: comment that can be arbitrarily entered as a world description (input from the "Edit World Status" screen)

Click on the [Edit] link to move to the "Edit World Status" screen of the applicable world.

Click on the [Return] link to return to the menu screen.

Note

It is not possible to increase or decrease the number of worlds with Matching2 Tool. Submit a request to modify an existing service on the product page on the Developer Network website.

Edit World Status

At the "View World Status" screen, click on the [Edit] link to move to the following "Edit World Status" screen.

Figure 3 Edit World Status Screen

MATCHING2 TOOL

iwade

Environment Label AAA
SCEI00001_01(SCEI00001_01)

Edit World Status

Please complete the following

World Number1

Valid Start Date UTC

☒ 1900 / 01 / 01 00 : 00

Valid End Date UTC

☒ 2100 / 12 / 31 00 : 00

Comment

test_01

update

Click after editing world status data

Return

Return Top

The "Edit World Status" screen enables you to reference and change the status data of the currently selected world.

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- World Number: world ID (cannot be edited)
- Valid Start Date UTC: start date of world's validity – to specify, mark the checkbox and enter the date and time in UTC (Coordinated Universal Time) (leave the checkbox unmarked when not specifying)
- Valid End Date UTC: end date of world's validity – to specify, mark the checkbox and enter the date and time in UTC (Coordinated Universal Time) (leave the checkbox unmarked when not specifying)
- Comment: description of the world that can be entered arbitrarily

Click on the [update] button to reflect the edited contents onto the server and return to the "View World Status" screen.

Click on the [Return] link to clear the edited contents and return to the "View World Status" screen.

Note

After QA submittal, the world status data cannot be changed. When attempting to do so, the following message will be displayed.

World Status Master edit has been disabled since QA server registration has been requested for this title

If a change is required after QA submittal, contact SCE.

View Lobby Master Data

At the menu screen, click on the [View/Edit Lobby Master Data] link to move to the following "View Lobby Master Data" screen.

Figure 4 View Lobby Master Data Screen

MATCHING2 TOOL

iwade Environment Label AAA
SCEI00001_02(SCEI00001_02)

View Lobby Master Data

Please Select World Number

World Number 1

Lobby Master [Add]

world_number	lobby_number	max_member	presence_flag	valid_flag	comment	Edit	Delete
1	1	1	Invalid	Valid	test	[Edit]	[Delete]
1	2	2	Invalid	Valid	test	[Edit]	[Delete]
1	3	3	Invalid	Valid	test	[Edit]	[Delete]

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

The "View Lobby Master Data" screen displays lobby data of the currently existing lobbies.

- World Number: world ID – the lobbies belonging to the world selected here will be listed
- lobby_number: lobby ID
- max_member: maximum number of members
- presence_flag: flag to notify the joining or leaving of a lobby member – when set to Valid, notification will be made to other lobby members when a new member joins or a member leaves the lobby; when set to Invalid, there will be no such notifications
- valid_flag: valid flag – indicates whether the lobby is valid or invalid
- comment: comment that can be arbitrarily entered as a lobby description (input from the "Edit Lobby Master Data" screen)

Click on the [Add] link to move to the "Add Lobby Master Data" screen, where a lobby can be added.

Click on the [Edit] link to move to the "Edit Lobby Master Data" screen, where the settings of a lobby can be changed.

Click on the [Delete] link to delete that lobby and to display an updated list of lobbies.

Click on the [Return] link to return to the menu screen.

Note

After QA submittal, the settings of lobbies cannot be changed. When attempting to do so, the following message will be displayed.

Lobby Master edit has been disabled since QA server registration has been requested for this title

If a change is required after QA submittal, contact SCE.

Add Lobby Master Data

At the "View Lobby Master Data" screen, click on the [Add] link to move to the following "Add Lobby Master Data" screen.

Figure 5 Add Lobby Master Data Screen

MATCHING2 TOOL

iwade Environment Label AAA
SMOR00001_01(MORIYAMA TITLE)

Add Lobby Master Data

Please complete the following

WorldNumber 1

LobbyNumber

MaxMember

PresenceFlag 1 : Valid

ValidFlag 1 : Valid

Comment

Click after setting lobby data

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

The "Add Lobby Master Data" screen enables you to enter lobby settings and to create a lobby.

- WorldNumber: world ID (cannot be edited)
- LobbyNumber: lobby ID – set a unique value
- MaxMember: maximum number of members – specify between 0 and 256
- PresenceFlag: flag to notify the joining or leaving of a lobby member – when set to Valid, notification will be made to other lobby members when a new member joins or a member leaves the lobby; when set to Invalid, there will be no such notifications. Currently, this is fixed to Valid.
- ValidFlag: valid flag – indicates whether the lobby is valid or invalid
- Comment: description of the lobby that can be entered arbitrarily

Click on the [Add] button to create a lobby pursuant to the specified contents, and return to the "View Lobby Master Data" screen.

Click on the [Return] link to clear the entered contents and return to the "View Lobby Master Data" screen.

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Edit Lobby Master Data

At the "View Lobby Master Data" screen, click on the [Edit] link to move to the following "Edit Lobby Master Data" screen.

Figure 6 Edit Lobby Master Data Screen

MATCHING2 TOOL

iwade Environment Label AAA
SCEI00001_02(SCEI00001_02)

Edit Lobby Master Data

Please complete the following

WorldNumber 1
LobbyNumber 1

MaxMember

PresenceFlag

ValidFlag

Comment

Click after editing lobby data

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

The "Edit Lobby Master Data" screen enables you to reference and change the settings of the currently selected lobby.

- WorldNumber: world ID (cannot be edited)
- LobbyNumber: lobby ID (cannot be edited)
- MaxMember: maximum number of members – specify between 0 and 256
- PresenceFlag: flag to notify the joining or leaving of a lobby member – when set to Valid, notification will be made to other lobby members when a new member joins or a member leaves the lobby; when set to Invalid, there will be no such notifications. Once this is set to Valid, it will no longer be possible to change it to Invalid.
- ValidFlag: valid flag – indicates whether the lobby is valid or invalid
- Comment: description of the lobby that can be entered arbitrarily

Click on the [Edit] button to reflect the edited contents onto the server, and return to the "View Lobby Master Data" screen.

Click on the [Return] link to clear the edited contents and return to the "View Lobby Master Data" screen.

Edit Clan Lobby

At the menu screen, click on the [Edit Clan Lobby] link to move to the following "Edit Clan Lobby" screen.

Note

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

Figure 7 Edit Clan Lobby Screen

The "Edit Clan Lobby" screen enables you to change the settings of the registered clan lobby.

- MaxMember: maximum number of members – specify between 0 and 256
- PresenceFlag: flag to notify the joining or leaving of a clan lobby member – when set to Valid, notification will be made to other clan lobby members when a new member joins or a member leaves the clan; when set to Invalid, there will be no such notifications. Once this is set to Valid, it will no longer be possible to change it to Invalid.

Click on the [Edit] button to reflect the edited contents onto the server, and return to the menu screen.

Click on the [Return] link to clear the edited contents and to return to the menu screen.

Note

Clan lobby settings cannot be modified after requesting QA. The following message will be displayed if any modifications are attempted.

Clan Lobby edit has been disabled since QA server registration has been requested for this title

Contact SCE if modifications become necessary after submission to QA.

Banned User Menu

At the menu screen, click on the [Banned User Edit] link to move to the following "Banned User Menu".

Figure 8 Banned User Menu

Click on the [View/Remove Banned User] link to move to the "View/Remove Banned User Menu", where a list of banned users will be displayed and the bans on specific users can be removed.

Click on the [Add Banned User] link and move to the "Add Banned User" screen to specify and register users as banned users.

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Click on the [Return] link to return to the menu screen.

View/Remove Banned User Menu

At the "Banned User Menu", click on the [View/Remove Banned User] link to move to the following "View/Remove Banned User Menu".

Figure 9 View/Remove Banned User Menu

MATCHING2 TOOL

iwade

Environment Label AAA
SCEI00001_02(SCEI00001_02)

View/Remove Banned User Menu

Please complete the following, search

OnlineID * Prefix Search

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

Blacklist
<input type="checkbox"/> TestUser01
<input type="checkbox"/> TestUser02
<input type="checkbox"/> TestUser03

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

The "View/Remove Banned User Menu" displays a list of Online IDs of registered banned users.

Enter the prefix of the search-target Online ID in the [OnlineID] field at the top of the screen and click on the [Search] button to list the banned users who match the search condition, at the lower section of the screen.

Only a prefix can be specified to narrow down a search. When the [Search] button is clicked without a prefix specification, all the banned users will be listed.

You can select a banned user from this list and remove his/her ban.

At the list of banned users on the lower part of the screen, mark the checkbox of the applicable user and click on the [Remove] button to remove that user from the list of banned users.

Click on the [Return] link to return to the "Banned User Menu".

Add Banned User

At the "Banned User Menu", click on the [Add Banned User] link to move to the following "Add Banned User" screen.

Figure 10 Add Banned User Screen

The "Add Banned User" screen enables you to specify and register a user as a banned user.

Enter the Online ID of the user you want to ban accesses from in the [OnlineID] field, and click on the [Add] button to register that user as a banned user.

Click on the [Return] link to return to the "Banned User Menu".

Note

When a banned user attempts to access the NP matching 2 service, a SCE_NP_MATCHING2_SERVER_ERROR_PLAYER_BANNED error will be returned to the application.

Maintenance Control

At the menu screen, click on the [Maintenance Control] link to move to the following "Maintenance Control" screen.

Figure 11 Maintenance Control Screen

The "Maintenance Control" screen enables you to reference and change the statuses of servers.

- server_id: server segment ID (cannot be edited)
- server_status: server status – select from the following
 - Alive: usable
 - Maintenance: under maintenance and not usable
 - Busy: busy and temporarily not usable

Click on the [update] button to reflect the settings onto the server, and return to the menu screen.

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Click on the [Return] link to clear the settings and return to the menu screen.

Note

When accessing a server - to which "Maintenance" or "Busy" has been set, by using an API of the client libraries, SCE_NP_MATCHING2_SERVER_ERROR_SERVICE_UNAVAILABLE or SCE_NP_MATCHING2_SERVER_ERROR_BUSY, respectively, will be returned.

Room Maintenance

At the menu screen, click on the [Room Maintenance] link to move to the following "Room Maintenance" screen.

Figure 12 Room Maintenance Screen

At the "Room Maintenance" screen, select the server ID and world number to specify the world for which a room is to be added or edited.

Click on the [Maintenance] button to move to the "Room Maintenance Menu".

Click on the [Automatic Generation] button to move to the "Dummy Room Automatic Generation Menu".

Click on the [Return] link to return to the menu screen.

Room Maintenance Menu

At the "Room Maintenance" screen, click on the [Maintenance] button to move to the following "Room Maintenance Menu".

Figure 13 Room Maintenance Menu

MATCHING2 TOOL

testUser rc
SCEI00001_01(SCEI00001_01)

Room Maintenance Menu

Room Search

Num Of Room Slot ==

Closed Flag ==

Slot Full Flag ==

Room Nat Type ==

☐ Show Hidden Room Sort Reg Date: NONE

☒ Show Available Only

Room Add

Lobby Number

Num Of Room Slot

Owner Auto Delegation Flag 0 : Off

Hidden Flag 0 : Off

Closed Flag 0 : Off

Slot Full Flag 0 : Off

Room Nat Type

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐

11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16 ☐ 17 ☐ 18 ☐ 19 ☐ 20 ☐

21 ☐ 22 ☐ 23 ☐ 24 ☐ 25 ☐ 26 ☐ 27 ☐ 28 ☐ 29 ☐ 30 ☐

31 ☐ 32 ☐ 33 ☐ 34 ☐ 35 ☐ 36 ☐ 37 ☐ 38 ☐ 39 ☐ 40 ☐

41 ☐ 42 ☐ 43 ☐ 44 ☐ 45 ☐ 46 ☐ 47 ☐ 48 ☐ 49 ☐ 50 ☐

51 ☐ 52 ☐ 53 ☐ 54 ☐ 55 ☐ 56 ☐ 57 ☐ 58 ☐ 59 ☐ 60 ☐

61 ☐ 62 ☐ 63 ☐ 64 ☐

Password Mask

Owner Online ID
*OnlineID can contain only letters, numbers, hyphens (-), or underscores (_).

Owner IP

Owner Port

Room List

Room Number	Lobby Number	Owner Online ID	Num Of Room Slot	Num Of Member	Edit	Delete
2	0	matching2-tool	10	1	[Edit]	[Delete]
3	0	matching2-tool	10	1	[Edit]	[Delete]

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

The "Room Maintenance Menu" enables you to reference, add, and edit room data.

The "Room Maintenance Menu" consists of the following three sections.

- Room Search area: area for performing a room search
- Room Add area: area for creating a dummy room
- Room List area: area for displaying a list of existing rooms

Click on the [Return] link to return to the "Room Maintenance" screen.

Room Search Area

In the initial state, all rooms are displayed in the Room List area with "1: available" as the room state and "0: include in search" for the hidden flag.

Specify search conditions in the Room Search area to narrow down the rooms shown on this list.

Figure 14 Room Search Area

Up to 12 search conditions can be specified. An AND search will be performed of all the specified conditions.

- Num Of Room Slot: total number of slots (==, !=, <, ≤, >, or ≥)
- Closed Flag: closed flag – 0: Off; 1: On (==)
- Slot Full Flag: full flag – 0: Off; 1: On (==)
- SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_1-8: room external search integer attribute (==, !=, <, ≤, >, or ≥)
- SCE_NP_MATCHING2_ROOM_SEARCHABLE_BIN_ATTR_EXTERNAL_1: room external search binary attribute (== or !=)

Mark the [Show Hidden Room] checkbox to display rooms with the hidden flag set to "1: exclude from search" in the Room List area.

Mark the [Show Available Only] checkbox to only display rooms with the room state set to "1: available" in the Room List area. If this checkbox is unmarked, rooms of all states will be displayed.

[Sort Reg Date] enables you to specify how to sort the Room List area.

- NONE: sort by room ID
- ASC: sort by registered date and time in ascending order
- DESC: sort by registered date and time in descending order

Click on the [Search] button to display the list of rooms matching the specified conditions in the Room List area. When no search conditions are specified, all existing rooms will be displayed.

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Click on the [Clear] button to return search conditions to the initial state (the [Show Available Only] checkbox is marked).

Room Add Area

Create a dummy room in the Room Add area.

Figure 15 Room Add Area

The screenshot shows the 'Room Add' form with the following fields and values:

- Lobby Number:** 0
- Num Of Room Slot:** 10
- Owner Auto Delegation Flag:** 0 : Off
- Hidden Flag:** 0 : Off
- Closed Flag:** 0 : Off
- Slot Full Flag:** 0 : Off
- Room Nat Type:** 3
- Password Mask:** A grid of checkboxes for slots 1 through 64. Slots 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, and 64 are all unchecked.
- Owner Online ID:** matching2-tool
- Owner IP:** 0 . 0 . 0 . 0
- Owner Port:** 3478
- Add button:** A button labeled 'Add'.

A large watermark '000009952143' is visible across the form.

- Lobby Number: lobby number of the lobby the room belongs to – set 0 to create a room that doesn't belong to a lobby
- Num Of Room Slot: total number of slots in the room – specify between 1 and 64
- Owner Auto Delegation Flag: ownership automatic delegation flag
 - 0: disable automatic delegation
 - 1: enable automatic delegation
- Hidden Flag: search exclusion flag
 - 0: include in search
 - 1: exclude from search
- Closed Flag: closed flag to indicate whether the room is joinable or not
 - 0: joinable
 - 1: not joinable
- Slot Full Flag: full flag to indicate whether the room is full or not
 - 0: not full
 - 1: full
- Room Nat Type: room NAT type
 - 1: type 1

- 2: type 2
- 3: type 3
- Password Mask: whether there is a password or not for each slot – a password will be applied for the rooms whose checkboxes have been checked
- Owner Online ID: online ID of the room owner; "_" will be added to the beginning of the input value
- Owner IP: IP address of the room owner; a value from 0.0.0.0 to 255.255.255.255 can be specified
- Owner Port: port number of the room owner; a value from 0 to 65535 can be specified

A group room cannot be set in the Room Add area. Settings for a group room can be made from the "Room Information" screen after a room is created.

Click on the [Add] button to create a room and to display it in the Room List area.

Room List Area

Existing rooms are listed in the Room List area.

Figure 16 Room List Area

Room List

Room Number	Lobby Number	Owner Online ID	Num Of Room Slot	Num Of Member	Edit	Delete
4	0	matching2-tool	10	1	[Edit]	[Delete]
5	0	matching2-tool	10	1	[Edit]	[Delete]
6	0	matching2-tool	10	1	[Edit]	[Delete]

- Room Number: room ID
- Lobby Number: ID of the lobby to which the room belongs
- Owner Online ID: Online ID of the room owner
- Num Of Room Slot: total number of slots in room
- Num Of Member: number of members

The highlight over a room (2nd line in the figure) indicates that a flag to exclude it from a room search is set to it.

Delete Room

Click on the [Delete] link of a room in the Room List area to delete that room.

Following, the search conditions will be cleared, and all existing rooms will be displayed in the Room List area.

Edit Room Data

Click on the [Edit] link of a room in the Room List area to move to the "Room Information" screen, where the attributes of the selected room can be referenced and changed.

Edit Room Information

Click on the [Edit] link of a room in the Room List area of the "Room Maintenance Menu" to move to the following "Room Information" screen.

Figure 17 Room Information Screen

MATCHING2 TOOL

test

Room Information

Room

Room Number 4
 Lobby Number 0
 Owner Online ID matching2-tool
 Num Of Room Slot 10

Room Slot Group Mask

☐ Use Group
 Num Of Group Set Group

Join Mask	1	2	3	4	5	6	7	8	9	10
Password	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Room Status 1 : available
Owner AutoDelegation Flag 0 : Off
Hidden Flag 0 : Off
Closed Flag 1 : On
Slot Full Flag 1 : On
Room Nat Type 1
Owner Slot Number 1
Owner Online Name matching2-tool
Owner Avatar URL
Owner IP 0 . 0 . 0 . 0
Owner Port 3478

Room Slot Group Mask

☒ Use Group
 Num Of Group 3 Set Group

GroupId	1	2	3							
Group Password	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>							
Join Mask	1	2	3	4	5	6	7	8	9	10

Room Numerical Search Attr

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_1 100
 SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_2 200
 SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_3 300
 SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_4 400
 SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_5 500
 SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_6 600
 SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_7 700
 SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_8 800

Room Binary Search Attr

SCE_NP_MATCHING2_ROOM_SEARCHABLE_BIN_ATTR_EXTERNAL_1 pKKkpKSmpKikqg==

Room Binary Attr

SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_1 pKukraSvpLGkswOK
 SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_2 pLWkt6S5pLukvQ==

[Return](#)

The "Room Information" screen displays the attributes of a room.

- Room Number: room ID (cannot be changed)
- Lobby Number: ID of the lobby to which the room belongs (cannot be changed)
- Owner Online ID: Online ID of the room owner (cannot be changed)
- Num Of Room Slot: total number of slots in room (cannot be changed)

- Room Slot Group Mask: room groups and passwords
 - Join Mask: status of each slot (filled slots are colored) (cannot be changed)
 - Password: whether there is a password for each slot for a room without a group (can be set arbitrarily)
 - GroupId: group ID of a group room (cannot be changed)
 - Group Password: whether there is a password for each slot for a group room (can be set arbitrarily)

To set a group, mark the [Use Group] checkbox, enter the number of groups to create between 1 and 15 in [Num Of Group], and click on the [Set Group] button. Set details in the "Set Group" screen that will open.

- Room Status: room status
 - 1: available (normal state – can be searched using an API of the client libraries)
 - 2: unavailable (not usable – excluded from searches)
 - 3: lost keep alive (connection with room owner cut off – room will be deleted if this state lasts a certain amount of time)
- Owner AutoDelegation Flag: ownership automatic delegation flag
 - 0: disable automatic delegation
 - 1: enable automatic delegation
- Hidden Flag: search exclusion flag
 - 0: include in search
 - 1: exclude from search
- Closed Flag: closed flag to indicate whether the room is joinable or not
 - 0: joinable
 - 1: not joinable
- Slot Full Flag: full flag to indicate whether the room is full or not
 - 0: not full
 - 1: full
- Room Nat Type: room NAT type
 - 1: type 1
 - 2: type 2
 - 3: type 3
- Owner Slot Number: slot number of the slot taken by the owner (cannot be changed)
- Owner Online Name: Online Name of the owner (cannot be changed)
- Owner Avatar URL: avatar URL of the owner (cannot be changed)
- Owner IP: IP address of the room owner; a value from 0.0.0.0 to 255.255.255.255 can be specified
- Owner Port: port number of the room owner; a value from 0 to 65535 can be specified
- SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_1-8: room external search integer attributes – there are 8 of these; for each, enter the positive integer (uint32_t)
- SCE_NP_MATCHING2_ROOM_SEARCHABLE_BIN_ATTR_EXTERNAL_1: room external search binary attribute – set character string encoded with base64
- SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_1-2: room external binary attribute – set character string encoded with base64

Click on the [Update] button to reflect the entered contents onto the server and to return to the "Room Maintenance Menu".

Click on the [Return] link to clear the entered contents and to return to the "Room Maintenance Menu".

Set Group

At the "Room Information" screen, click on the [Set Group] button to open the following "Set Group" screen and to set a group in a room.

Figure 18 Set Group Screen

MATCHING2 TOOL

GroupId	Num Of Member	UsePassword
1	<input type="text"/>	<input type="checkbox"/>
2	<input type="text"/>	<input type="checkbox"/>
3	<input type="text"/>	<input type="checkbox"/>
4	<input type="text"/>	<input type="checkbox"/>

The "Set Group" screen displays a number of fields, for setting a group, equivalent to the value entered in the [Num of Group] field of the "Room Information" screen. Note that the current setting will not be displayed and the fields will always appear empty.

- GroupId: group ID – assigned in order from 1
- Num Of Member: number of members that can join the group – set so that the total equals the room's total slot number
- UsePassword: whether a password exists for the group – the group will have a password if the checkbox is marked

Click on the [Set] button to have the settings reflected, and to return to the "Room Information" screen.

Dummy Room Automatic Generation Menu

At the "Room Maintenance" screen, click on the [Automatic Generation] button to move to the following "Dummy Room Automatic Generation Menu".

Figure 19 Dummy Room Automatic Generation Menu

MATCHING2 TOOL

test

Room Automatic Generation Menu

Automatic Generation Status

Statusnot running

Start Time UTC

End Time UTC

Start

Terminate

Room

Room Count (Created Room)3 (0)

Lobby Number0

Num Of Room Slot10

Owner Auto Delegation Flag0 : Off

Closed Flag0 : Off

Room Nat Type3

Room Slot Group Mask

Use Group

Num Of Group

Set Group

Join Mask12345678910

Password

Owner IP

0.0.0.0

Owner Port

3478

Room Numerical Search Attr

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_1

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_2

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_3

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_4

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_5

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_6

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_7

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_8

Room Binary Search Attr

SCE_NP_MATCHING2_ROOM_SEARCHABLE_BIN_ATTR_EXTERNAL_1

Room Binary Attr

SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_1

SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_2

Timer

Room Add Interval60Max:3600 sec (1 hour)

Room Increment1Max:2500

Room Survival Time600Max:86400 sec (24 hours)

Member Join Interval

Use Member Join

10Max:3600 sec (1 hour)

Running Duration600Max:86400 sec (24 hours)

Start

Terminate

Return

Average Room Count: 10

Current execution status

Settings for dummy rooms to be generated

When not a group room

When a group room

Timer settings

The "Dummy Room Automatic Generation Menu" allows you to confirm the current execution status, make settings for dummy rooms to be automatically generated, and make timer settings for the automatic generation.

Current Execution Status

The execution status of the automatic generation of dummy rooms, for the displayed NP Communication ID and world specified in the "Room Maintenance" screen will be shown here.

- Status: execution status of the automatic generation of dummy rooms
 - running: being executed
 - not running: not being executed
- Start Time UTC: time at which automatic generation of dummy rooms was started in UTC (Coordinated Universal Time)
- End Time UTC: time at which automatic generation of dummy rooms was completed in UTC (Coordinated Universal Time)

The [Start] button can be clicked on when automatic generation of a dummy room is not in progress. When clicked, the screen display will move to the "Dummy Room Automatic Generation Confirmation" screen, and the process of automatic generation can then be started.

The [Terminate] button can be clicked on when automatic generation of dummy rooms is in progress. When clicked, the currently-executed dummy room generation will be terminated and all the dummy rooms that have been added by automatic generation will be deleted.

Settings for Dummy Rooms to be Automatically Generated

When the automatic generation of dummy rooms is not in progress, the settings for dummy rooms to be added by automatic generation can be changed. All dummy rooms to be added by automatic generation will have this same setting.

- Room Count (Created Room): total number of rooms currently registered; in parenthesis, the number of rooms created by automatic generation
- Lobby Number: lobby number of the lobby to which a room belongs; set 0 if the room will not belong to a lobby
- Num Of Room Slot: total number of slots for a room from 1 to 64; when this value is changed, the room group and password settings will be re-initialized
- Owner Auto Delegation Flag: ownership automatic delegation flag
 - 0: disable automatic delegation
 - 1: enable automatic delegation
- Closed Flag: closed flag to indicate whether the room is joinable or not
 - 0: joinable
 - 1: not joinable
- Room Nat Type: room NAT type
 - 1: type 1
 - 2: type 2
 - 3: type 3
- Room Slot Group Mask: room groups and passwords
 - Join Mask: slot numbers; refer to the "Room Information" screen to see whether each slot is occupied or not
 - Password: whether there is a password for each slot for a room without a group (can be set arbitrarily)
 - GroupId: group ID of a group room (cannot be changed)
 - Group Password: whether there is a password for each slot for a group room (can be set arbitrarily)

To set a group, mark the [Use Group] checkbox, enter the number of groups to create between 1 and 15 in [Num Of Group], and click on the [Set Group] button. Set details in the "Set Group" screen that will open. (For more information, refer to "Set Group" of the section "Edit Room Information").

- Owner IP: IP address of the room owner; a value from 0.0.0.0 to 255.255.255.255 can be specified

- Owner Port: port number of the room owner; a value from 0 to 65535 can be specified
- SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_1-8: room external search integer attributes – there are 8 of these; for each, enter the positive integer (uint32_t)
- SCE_NP_MATCHING2_ROOM_SEARCHABLE_BIN_ATTR_EXTERNAL_1: room external search binary attribute – set character string encoded with base64
- SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_1-2: room external binary attribute – set character string encoded with base64

The room owner cannot be set. The user with the Online ID, "_auto-(room ID)-(slot number)", will be set as the room owner.

Timer Settings

The frequency and duration of the automatic generation of dummy rooms can be set here.

- Room Add Interval: interval by which to add a dummy room; a value from 1 to 3600 can be specified
- Room Increment: the number of dummy rooms to add at one time; a value from 1 to 2500 can be specified
- Room Survival Time: how long a dummy room is to exist in seconds; a value from 1 to 86400 can be specified. An added dummy room will exist for this duration and then be deleted.

Dummy rooms will be added based on the above settings, until the total number of rooms reaches 2500, after which rooms will no longer be added. When a dummy room is deleted and the total number of rooms goes below 2500 again, room addition will be started again.

- Average Room Count: the average number of existing rooms during the execution of the automatic generation of dummy rooms, calculated based on the Room Add Interval, Room Increment, and Room Survival Time settings
- Member Join Interval: interval by which a dummy member joins a dummy room in seconds; a value from 1 to 3600 can be specified. Dummy members join all the dummy rooms added by automatic generation one by one. They cannot leave their rooms. When the number of members joined into a room reaches the total number of slots in the room, the slot full flag will be "1: full", and no more dummy members will be able to join that room.
To disable the automatic joining of dummy rooms by dummy members, unmark the [Use Member Join] checkbox.
- Running Duration: execution duration of the automatic generation of dummy rooms in seconds; a value from 1 to 86400 can be specified. After this time period, the automatic generation of dummy rooms will cease and all the dummy rooms that have been added by this feature will be deleted.

The [Start] and [Terminate] buttons function in the same manner as the [Start] and [Terminate] buttons in the upper section of the screen (current execution status).

Click on the [Return] link to clear the input and return to the "Room Maintenance" screen.

Confirm Automatic Generation of Dummy Rooms

At the "Dummy Room Automatic Generation Menu", click on the [Start] button to move to the following "Dummy Room Automatic Generation Confirmation" screen.

Figure 20 Dummy Room Automatic Generation Confirmation Screen

MATCHING2 TOOL

test

rc
SCEI00001_01(SCEI00001_01)

Room Automatic Generation Confirm

Room

Room Count (Created Room) 3 (0)

Lobby Number 0
Num Of Room Slot 10
Owner Auto Delegation Flag 0 : Off
Closed Flag 0 : Off
Room Nat Type 3

Room Slot Group Mask

☐ Use Group
Num Of Group

Join Mask	1	2	3	4	5	6	7	8	9	10
Password	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Owner IP 0.0.0.0
Owner Port 3478

Room Numerical Search Attr

SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_1
SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_2
SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_3
SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_4
SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_5
SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_6
SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_7
SCE_NP_MATCHING2_ROOM_SEARCHABLE_INT_ATTR_EXTERNAL_8

Room Binary Search Attr

SCE_NP_MATCHING2_ROOM_SEARCHABLE_BIN_ATTR_EXTERNAL_1

Room Binary Attr

SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_1
SCE_NP_MATCHING2_ROOM_BIN_ATTR_EXTERNAL_2

Timer

Room Add Interval 60
Room Increment 1
Room Survival Time 600

Average Room Count: 10

Member Join Interval

☒ Use Member Join
10

Running Duration 600

Start

Return

Return Top

The "Dummy Room Automatic Generation Confirmation" screen displays the contents of the settings made in the "Dummy Room Automatic Generation Menu".

Click on the [Start] button to start the automatic generation of dummy rooms. The "Dummy Room Automatic Generation Menu" will then be displayed as Status:running.

Click on the [Return] link to return to the "Room Maintenance Menu".

3 Matching2 Service Management Tool

The Matching2 Service Management Tool is a tool for starting, stopping, resuming, and terminating the NP matching 2 service. Use this tool in development to test the behavior of the application when changing the status of the NP matching 2 service.

Top Menu

Access the SMT Portal from a web browser. At the screen for selecting an NP Communication ID tool, select the applicable NP Communication ID and environment (server), and then select the Matching2 Service Management Tool. The following top menu will be displayed.

Note

If the user only has a reference privilege and no update privilege, only the function to display information will be enabled. Unless otherwise noted, the following descriptions regard usage by a user with an update privilege.

Figure 21 Matching2 Service Management Tool Screen

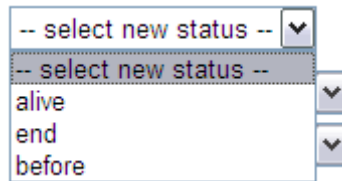
The screenshot displays the 'MATCHING2 SERVICE MANAGEMENT TOOL' interface. At the top left, the user 'iwade' is logged in. At the top right, the environment is 'Environment Label AAA' and the NP Communication ID is 'SCEI00001_00(NP Communication ID Label AAA)'. The main section shows the 'Current Status' as 'ALIVE'. Below this is a dropdown menu for selecting a new status, currently showing '-- select new status --'. There are two server status dropdowns: 'Server ID 1' and 'Server ID 2', both currently set to 'alive'. An 'update' button is located at the bottom. Red boxes and arrows highlight the 'Current status', 'Change service status', and 'Change server status' elements.

Current Status

The current status of the NP matching 2 service for the displayed NP Communication ID is displayed.

Change Service Status

If the user has an update privilege, the list to select the service status and the button for changing the status will be enabled.

Figure 22 NP Matching 2 Service Settings

The following service statuses can be selected.

- In service (alive)
- Service ended (end)
- Before service (before)

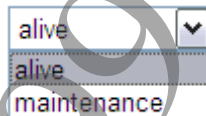
Select one of the above statuses and click on the [update] button to change the service status and to have the change reflected onto the server immediately.

Note

When `sceNpMatching2ContextStart()` is called while the service status is set to "end" or "before", `SCE_NP_COMMUNITY_SERVER_ERROR_MATCHING_END_OF_SERVICE` or `SCE_NP_COMMUNITY_SERVER_ERROR_MATCHING_BEFORE_SERVICE`, respectively, will be returned.

Change Server Status

If the user has an update privilege, the list to select the server status and the button for changing the status will be enabled for each server.

Figure 23 NP Matching 2 Server Settings

The following server statuses can be selected.

- In service (alive)
- Maintenance (maintenance)

Note

When the server status is set to "maintenance", in the case of an application for PlayStation®4/PlayStation®Vita, the error code

`SCE_NP_COMMUNITY_SERVER_ERROR_MATCHING_MAINTENANCE` will be notified to the context callback function upon context start. In the case of an application for PlayStation®3, the server status obtained with `sceNpMatching2GetServerInfo()` will be

`SCE_NP_COMMUNITY_SERVER_ERROR_MATCHING_MAINTENANCE`.

In either case, when using an API of the client libraries to access the server,

`SCE_NP_MATCHING2_SERVER_ERROR_SERVICE_UNAVAILABLE` will return.