Server Management Tools
NP Title User Storage Tools
User's Guide

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1 About This Document

This document describes the features and usage of the title user storage service related tools, which are a part of the Server Management Tools (SMT) provided by PSN℠.

There are three tools of the title user storage service, as follows.

- Title User Storage Tool
  This tool provides the following 6 features.

  - View/Edit Master TUS Data
    This feature is for adding, changing, or deleting a TUS data slot of an actual user or a virtual user.

  - View/Edit Master TUS Variable
    This feature is for adding, changing, or deleting a TUS variable slot of an actual user or a virtual user.

  - View/Edit Virtual User's OnlineIDs
    This feature is for adding, changing, or deleting a virtual user.

  - Manage Banned User List
    This feature is for making settings to ban a user, specified by the user's Online ID, from using the title user storage service.

  - Manage Banned OpenPSID List
    This feature is for making settings to ban a machine, specified by the machine's OpenPSID, from using the title user storage service.

  - Remove/Edit Uploaded TUS Data/Variables
    This feature is for deleting/editing TUS data and TUS variables.

- Title User Storage Log Viewer
  This tool is for downloading TUS log files. It is also possible to view the schedule for creating TUS log files, and the schedule for resetting TUS data and TUS variables.

- Title User Storage Service Management Tool
  This tool is for starting, stopping, resuming, and terminating the title user storage service.
  Versions of this tool are available for PlayStation®4, PlayStation®3 and PlayStation®Vita.

Each tool can be started up from the SMT Portal.

> **Note**
> PSN℠ is a network platform shared by PlayStation®4, by PlayStation®3 and by PlayStation®Vita. This document is provided to the PlayStation®4/PlayStation®3/PlayStation®Vita licensees. Unless it is especially necessary, no distinction is made among PlayStation®4, PlayStation®3 and PlayStation®Vita.

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 title user storage service.

- PlayStation®4: NpTus Library Overview, NpTus Library Reference

- PlayStation®3: NP Title User Storage Overview, NP Title User Storage Reference

- PlayStation®Vita: NP TUS Library Overview, NP TUS Library Reference

2 Title User Storage Tool

The Title User Storage Tool is composed of the following screens.

Figure 1 Screen Transitions of the Title User Storage Tool
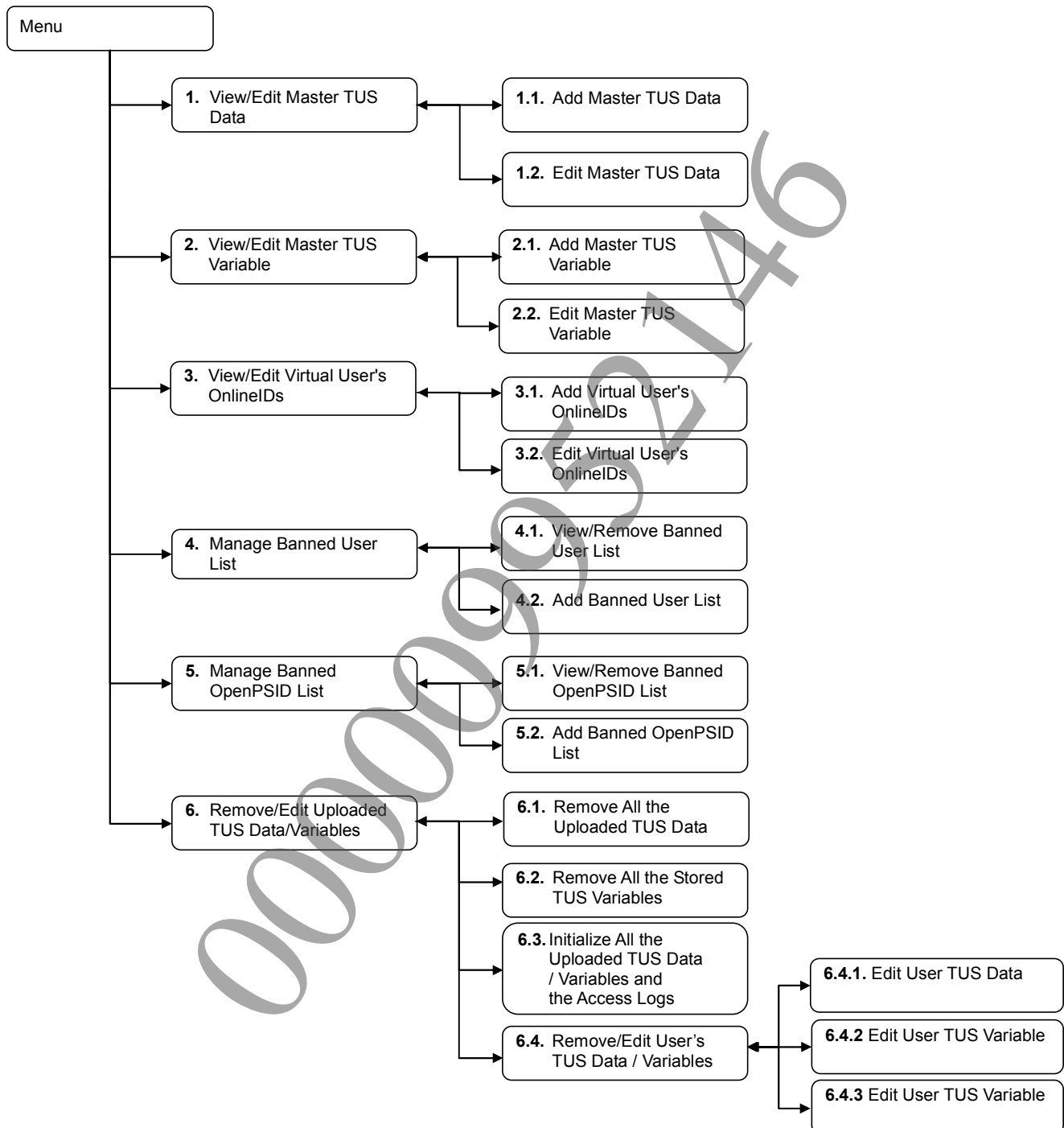
Menu Screen

When you open the Title User Storage Tool, the following Menu screen is first displayed.

Figure 2 Menu Screen
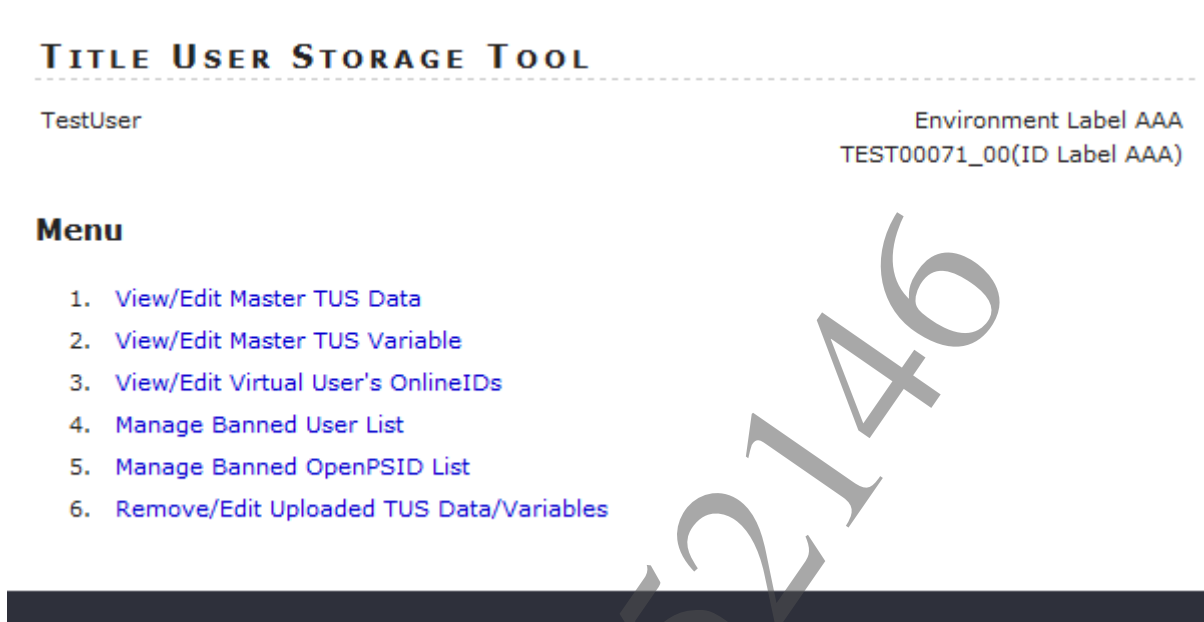
Click on a link to move to its respective screen.

> **Note**
> If the user only has Read-Only privileges and no update privileges, only features that display information will be enabled. The explanations that follow are provided for the case when all features are available to the user.

View/Edit Master TUS Data Screen

Click on the [View/Edit Master TUS Data] link in the Menu screen to display the [View/Edit Master TUS Data] screen. This screen displays master information of the title and information on each data slot.

Figure 3 [View/Edit Master TUS Data] Screen

Game Title

As title master information, the NP Communication ID, title name, platform, service start date, and service end date are displayed.

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TUS Data Settings

Master information of each data slot will be displayed in a list.

If the title is only compatible with PlayStation®3, [PS3 OthersPermission] will be displayed, while [PS Vita OthersPermission] will be displayed if it is only compatible with PlayStation®Vita, or [PS4 OthersPermission] will be displayed if it is only compatible with PlayStation®4.

If the title is compatible with all platforms, all permission information - [PS3 OthersPermission], [PS3 OwnerPermission], [PS Vita OthersPermission], [PS Vita OwnerPermission], [PS4 OthersPermission], and [PS4 OwnerPermission] - will be displayed (Figure 4).

Figure 4 TUS Data Settings Display Items (When the Title is Compatible with All Platforms)

SlotNumber	MaxDataSize [bytes]	UserMode	PS3 OthersPermission	PS3 OwnerPermission	PS Vita OthersPermission	PS Vita OwnerPermission	PS4 OthersPermission	PS4 OwnerPermission	Comment	Edit	Remove
1	100	0 : Real User	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment1	[Edit]	[Remove]
2	200	0 : Real User	1 : Deny write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment2	[Edit]	[Remove]
3	300	0 : Real User	3 : Allow read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	3 : Allow read/write	3 : Allow read/write	Comment3	[Edit]	[Remove]
4	400	1 : Virtual User	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment4	[Edit]	[Remove]
5	500	1 : Virtual User	1 : Deny write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment5	[Edit]	[Remove]
6	600	1 : Virtual User	3 : Allow read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment6	[Edit]	[Remove]

Click on the [Add] link to set and add a new data slot (for details, refer to "Add Master TUS Data Screen").

Click on the [Edit] link of a data slot to change the settings of that data slot (for details, refer to "Edit Master TUS Data Screen"). Click on the [Remove] link of a data slot to delete it.

Any additions, changes, or deletions made on the data slots will be collectively reflected onto the server when the [Commit] button is clicked. It may take approximately 1 minute for the changes to take effect.

Click on the [Rollback] button to clear all the changes that have been made.

Click on the [Return] link to clear all the changes that have been made and to return to the Menu screen.

Note

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

```
TUS data 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.

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Add Master TUS Data Screen

Click on the [Add] link in the [View/Edit Master TUS Data] screen to display the [Add Master TUS Data] screen. A data slot can be added from this screen.

Figure 5 [Add Master TUS Data] Screen

The following attributes can be set for a data slot to be added.

- SlotNumber: data slot ID
- MaxDataSize: maximum data size that can be specified to the data slot
- UserMode: type of user the data slot is for
  - 0: actual user (real user)
  - 1: virtual user
- PS3 OthersPermission/PS Vita OthersPermission/PS4 OthersPermission: access right for the data slot
  - 0: disable read/write
  - 1: enable read
  - 3: enable read/write

> **Note**
> If the title is compatible with PlayStation®3, [PS3 OthersPermission] will be displayed, while [PS Vita OthersPermission] will be displayed if it is compatible with PlayStation®Vita, or [PS4 OthersPermission] will be displayed if it is only compatible with PlayStation®4.

- Comment: comment to be displayed in the SMT

When the Title is Compatible with All Platforms

If the title is compatible with the PlayStation®3, PlayStation®Vita and PlayStation®4 platforms, the Permission settings will be displayed as shown in Figure 6.

Figure 6 [Add Master TUS Data] Screen (When the Title is Compatible with All Platforms)

- PS3 OthersPermission: access right from others to the PlayStation®3 data slot
- PS3 OwnerPermission: access right from the owner to the PlayStation®3 data slot
- PS Vita OthersPermission: access right from others to the PlayStation®Vita data slot
- PS Vita OwnerPermission: access right from the owner to the PlayStation®Vita data slot
- PS4 OthersPermission: access right from others to the PlayStation®4 data slot
- PS4 OwnerPermission: access right from the owner to the PlayStation®4 data slot

[Options for each permission]
- 0: disable read/write
- 1: enable read
- 3: enable read/write

Permission Input Right Check

A higher access right than OwnerPermission cannot be set in OthersPermission. If it is set, clicking the [Submit] button will result in an error.

If "1: Virtual User" is selected for [UserMode], [PS3 OwnerPermission], [PS Vita OwnerPermission] and [PS4 OwnerPermission] will be inactivated, and "3: Allow read/write" will be set.

After setting the attributes, click on the [Submit] button and return to the [View/Edit Master TUS Data] screen. The set data slot has been added to the list.

Click on the [Return] link to return without adding a data slot.

Note
"2: enable write" will not have any meaning as a permission attribute for a slot, and is therefore unavailable for selection.

Edit Master TUS Data Screen

Click on the [Edit] link of a data slot in the [View/Edit Master TUS Data] screen to display the [Edit Master TUS Data] screen. Settings of a data slot can be edited from this screen.

Figure 7 [Edit Master TUS Data] Screen

The following attributes can be referenced and/or changed.

- SlotNumber: data slot ID (cannot be changed)
- MaxDataSize: maximum data size that can specified to the data slot
- UserMode: type of user the data slot is for
    - 0: actual user (real user)
    - 1: virtual user
- PS3 OthersPermission/PS Vita OthersPermission/PS4 OthersPermission: access right for the data slot
    - 0: disable read/write
    - 1: enable read
    - 3: enable read/write

> **Note**
> If the title is compatible with PlayStation®3, [PS3 OthersPermission] will be displayed, while [PS Vita OthersPermission] will be displayed if it is compatible with PlayStation®Vita, or [PS4 OthersPermission] will be displayed if it is compatible with PlayStation®4.

- Comment: comment to be displayed in the SMT

When the Title is Compatible with All Platforms

If the title is compatible with the PlayStation®3, PlayStation®Vita and PlayStation®4 platforms, the Permission settings will be displayed as shown in Figure 8.

Figure 8 [Edit Master TUS Data] Screen (When the Title is Compatible with All Platforms)

- PS3 OthersPermission: access right from others to the PlayStation®3 data slot
- PS3 OwnerPermission: access right from the owner to the PlayStation®3 data slot
- PS Vita OthersPermission: access right from others to the PlayStation®Vita data slot
- PS Vita OwnerPermission: access right from the owner to the PlayStation®Vita data slot
- PS4 OthersPermission: access right from others to the PlayStation®4 data slot
- PS4 OwnerPermission: access right from the owner to the PlayStation®4 data slot

[Options for each permission]
- 0: disable read/write
- 1: enable read
- 3: enable read/write

Permission Input Right Check

A higher access right than OwnerPermission cannot be set in OthersPermission. If it is set, clicking the [Submit] button will result in an error.

If "1: Virtual User" is selected for [UserMode], [PS3 OwnerPermission], [PS Vita OwnerPermission] and [PS4 OwnerPermission] will be inactivated, and "3: Allow read/write" will be set.

After changing the attributes, click on the [Submit] button and return to the [View/Edit Master TUS Data] screen. The data slot with the edited attributes is displayed on the list.

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

> **Note**
> "2: enable write" will not have any meaning as a permission attribute for a slot, and is therefore unavailable for selection.

View/Edit Master TUS Variable Screen

Click on the [View/Edit Master TUS Variable] link in the Menu screen to display the [View/Edit Master TUS Variable] screen. The title master information and information on each variable slot are displayed on this screen.

Figure 9 [View/Edit Master TUS Variable] Screen

Game Title

As title master information, the NP Communication ID, title name, platform, service start date, and service end date are displayed.

TUS Variable Settings

The master information of each variable slot will be displayed in a list.

If the title is only compatible with PlayStation®3, [PS3 OthersPermission] will be displayed, while [PS Vita OthersPermission] will be displayed if it is only compatible with PlayStation®Vita, or [PS4 OthersPermission] will be displayed if it is only compatible with PlayStation®4.

If the title is compatible with all platforms, all permission information - [PS3 OthersPermission], [PS3 OwnerPermission], [PS Vita OthersPermission], [PS Vita OwnerPermission], [PS4 OthersPermission], and [PS4 OwnerPermission] - will be displayed (Figure 10).

Figure 10 TUS Variable Settings Display Items (When the Title is Compatible with All Platforms)

UserMode	PS3 OthersPermission	PS3 OwnerPermission	PS Vita OthersPermission	PS Vita OwnerPermission	PS4 OthersPermission	PS4 OwnerPermission	Comment
0 : Real User	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment1
0 : Real User	1 : Deny write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment2
0 : Real User	3 : Allow read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	3 : Allow read/write	3 : Allow read/write	Comment3
1 : Virtual User	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment4
1 : Virtual User	1 : Deny write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment5
1 : Virtual User	3 : Allow read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	0 : Deny read/write	3 : Allow read/write	Comment6

Permission information

Click on the [Add] link to set and add a new variable slot (for details, refer to "Add Master TUS Variable Screen").

Click on the [Edit] link of a variable slot to change the settings of that variable slot (for details, refer to "Edit Master TUS Variable Screen"). Click on the [Remove] link of a variable slot to delete it.

Any additions, changes, or deletions made on the variable slots will be collectively reflected onto the server when the [Commit] button is clicked. It may take approximately 1 minute for the changes to take effect.

Click on the [Rollback] button to clear all the changes that have been made.

Click on the [Return] link to clear all the changes that have been made and to return to the Menu screen.

> **Note**
>
> After submission to QA, master information of variable slots cannot be modified. The following message will appear if this is attempted.
>
> ```
> TUS variable 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.

Add Master TUS Variable Screen

Click on the [Add] link in the [View/Edit Master TUS Variable] screen to display the [Add Master TUS Variable] screen. A variable slot can be added from this screen.

Figure 11 [Add Master TUS Variable] Screen

The following attributes can be set for a variable slot to be added.

- SlotNumber: variable slot ID
- MaxValue: maximum value that can be specified to the variable slot (max: 9,223,372,036,854,775,807)
- MinValue: minimum value that can be specified to the variable slot (min: -9,223,372,036,854,775,808)
- UserMode: type of user the variable slot is for
    - 0: actual user (real user)
    - 1: virtual user
- PS3 OthersPermission/PS Vita OthersPermission/PS4 OthersPermission: access right for the variable slot
    - 0: disable read/write
    - 1: enable read
    - 3: enable read/write

    > **Note**
    > If the title is compatible with PlayStation®3, [PS3 OthersPermission] will be displayed, while [PS Vita OthersPermission] will be displayed if it is compatible with PlayStation®Vita, or [PS4 OthersPermission] will be displayed if it is compatible with PlayStation®4.

- Comment: comment to be displayed in the SMT

When the Title is Compatible with All Platforms

If the title is compatible with the PlayStation®3, PlayStation®Vita and PlayStation®4 platforms, the Permission settings will be displayed as shown in Figure 12.

Figure 12 [Add Master TUS Variable] Screen (When the Title is Compatible with All Platforms)

- PS3 OthersPermission: access right from others to the PlayStation®3 variable slot
- PS3 OwnerPermission: access right from the owner to the PlayStation®3 variable slot
- PS Vita OthersPermission: access right from others to the PlayStation®Vita variable slot
- PS Vita OwnerPermission: access right from the owner to the PlayStation®Vita variable slot
- PS4 OthersPermission: access right from others to the PlayStation®4 variable slot
- PS4 OwnerPermission: access right from the owner to the PlayStation®4 variable slot

[Options for each permission]

  - 0: disable read/write
  - 1: enable read
  - 3: enable read/write

Permission Input Right Check

A higher access right than OwnerPermission cannot be set in OthersPermission. If it is set, clicking the [Submit] button will result in an error.

If "1: Virtual User" is selected for [UserMode], [PS3 OwnerPermission], [PS Vita OwnerPermission] and [PS4 OwnerPermission] will be inactivated, and "3: Allow read/write" will be set.

After setting the attributes, click on the [Submit] button and return to the [View/Edit Master TUS Variable] screen. The set variable slot has been added to the list.

Click on the [Return] link to return without adding a variable slot.

> **Note**
> "2: enable write" will not have any meaning as a permission attribute for a slot, and is therefore unavailable for selection.

Edit Master TUS Variable Screen

Click on the [Edit] link of a variable slot in the [View/Edit Master TUS Variable] screen to display the [Edit Master TUS Variable] screen. Settings of a variable slot can be edited from this screen.

Figure 13 [Edit Master TUS Variable] Screen

The following attributes can be referenced and/or changed.

- SlotNumber: variable slot ID (cannot be changed)
- MaxValue: maximum value that can be set to the variable slot (max: 9,223,372,036,854,775,807)
- MinValue: minimum value that can be set to the variable slot (min: -9,223,372,036,854,775,808)
- UserMode: type of user the variable slot is for
    - 0: actual user (real user)
    - 1: virtual user
- PS3 OthersPermission/PS Vita OthersPermission/PS4 OthersPermission: access right for the variable slot
    - 0: disable read/write
    - 1: enable read
    - 3: enable read/write

> **Note**
> If the title is compatible with PlayStation®3, [PS3 OthersPermission] will be displayed, while [PS Vita OthersPermission] will be displayed if it is compatible with PlayStation®Vita, or [PS4 OthersPermission] will be displayed if it is compatible with PlayStation®4.

- Comment: comment to be displayed in the SMT

When the Title is Compatible with All Platforms

If the title is compatible with the PlayStation®3, PlayStation®Vita and PlayStation®4 platforms, the Permission settings will be displayed as shown in Figure 14.

Figure 14 [Edit Master TUS Variable] Screen (When the Title is Compatible with All Platforms)

- PS3 OthersPermission: access right from others to the PlayStation®3 variable slot
- PS3 OwnerPermission: access right from the owner to the PlayStation®3 variable slot
- PS Vita OthersPermission: access right from others to the PlayStation®Vita variable slot
- PS Vita OwnerPermission: access right from the owner to the PlayStation®Vita variable slot
- PS4 OthersPermission: access right from others to the PlayStation®4 variable slot
- PS4 OwnerPermission: access right from the owner to the PlayStation®4 variable slot

[Options for each permission]
- 0: disable read/write
- 1: enable read
- 3: enable read/write

Permission Input Right Check

A higher access right than OwnerPermission cannot be set in OthersPermission. If it is set, clicking the [Submit] button will result in an error.

If "1: Virtual User" is selected for [UserMode], [PS3 OwnerPermission], [PS Vita OwnerPermission] and [PS4 OwnerPermission] will be inactivated, and "3: Allow read/write" will be set.

After changing the attributes, click on the [Submit] button and return to the [View/Edit Master TUS Variable] screen. The variable slot with the edited attributes is displayed on the list.

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

> **Note**
> "2: enable write" will not have any meaning as a permission attribute for a slot, and is therefore unavailable for selection.

View/Edit Virtual User's OnlineIDs Screen

Click on the [View/Edit Virtual User's OnlineIDs] link in the Menu screen to display the [View/Edit Virtual User's OnlineIDs] screen. This screen displays the master information of virtual users.

A virtual user is someone who is seen as "another" user from all actual users. The ID of a virtual user begins with an underscore. The storage of a virtual user can be used as a common area for a title. Set an ID that does not overlap with an ID of an actual user.

Figure 15 [View/Edit Virtual User's OnlineIDs] Screen

VirtualUser'sOnlineIDs

The master information of each virtual user will be displayed in a list.

Click on the [Add] link to set and add a new virtual user (for details, refer to "Add Virtual User's OnlineIDs Screen").

Click on the [Edit] link of a virtual user's Online ID to change the settings for that Online ID (for details, refer to "Edit Virtual User's OnlineIDs Screen"). Click on the [Remove] link of a virtual user's Online ID to delete it.

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

> **Note**
> After submission to QA, master information of virtual users cannot be cannot be modified. The following message will appear if this is attempted.
>
> ```
> Virtual user's OnlineIDs 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.

Add Virtual User's OnlineIDs Screen

Click on the [Add] link in the [View/Edit Virtual User's OnlineIDs] screen to display the [Add Virtual User's OnlineIDs] screen. A virtual user can be added from this screen.

Figure 16 [Add Virtual User's OnlineIDs] Screen

TITLE USER STORAGE TOOL

TestUser

Environment Label AAA
TEST00071_00(ID Label AAA)

Add Virtual User's OnlineIDs

Please complete the following

OnlineID _ [   ]

OnlineID can contain only letters, numbers, hyphens (-), or underscores (_).
It has to be two to fifteen characters long.

Comment [   ]

[Submit]

Return

Return Top

The following attributes can be set for a virtual user to be added.

- OnlineID: virtual user ID (characters that can be input are half-width alphanumeric characters, hyphen, and underscore; minimum is 2 characters; maximum is 15 characters)

- Comment: comment to be displayed in the SMT

After setting the attributes, click on the [Submit] button to add a virtual user with the set attributes and return to the [View/Edit Virtual User's OnlineIDs] screen.

Click on the [Return] link to return without adding a virtual user.

Edit Virtual User's OnlineIDs Screen

Click on the [Edit] link of a virtual user's Online ID in the [View/Edit Virtual User's OnlineIDs] screen to display the [Edit Virtual User's OnlineIDs] screen. A comment to be displayed in the SMT for the virtual user can be changed in the Comment box.

Figure 17 [Edit Virtual User's OnlineIDs] Screen

After changing the attribute, click on the [Submit] button to save the change and return to the [View/Edit Virtual User's OnlineIDs] screen.

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

Manage Banned User List Screen

Click on the [Manage Banned User List] link in the Menu screen to display the [Manage Banned User List] screen. A specific user can be added or deleted from the list of users banned from using the title user storage service.

PSN℠ has a scheme for addressing cases of invalid use, by which certain accounts can be banned per NP Communication ID. Add the applicable user as a banned user from this screen and test the behavior of the application when this user attempts to execute an operation.

Figure 18 [Manage Banned User List] Screen
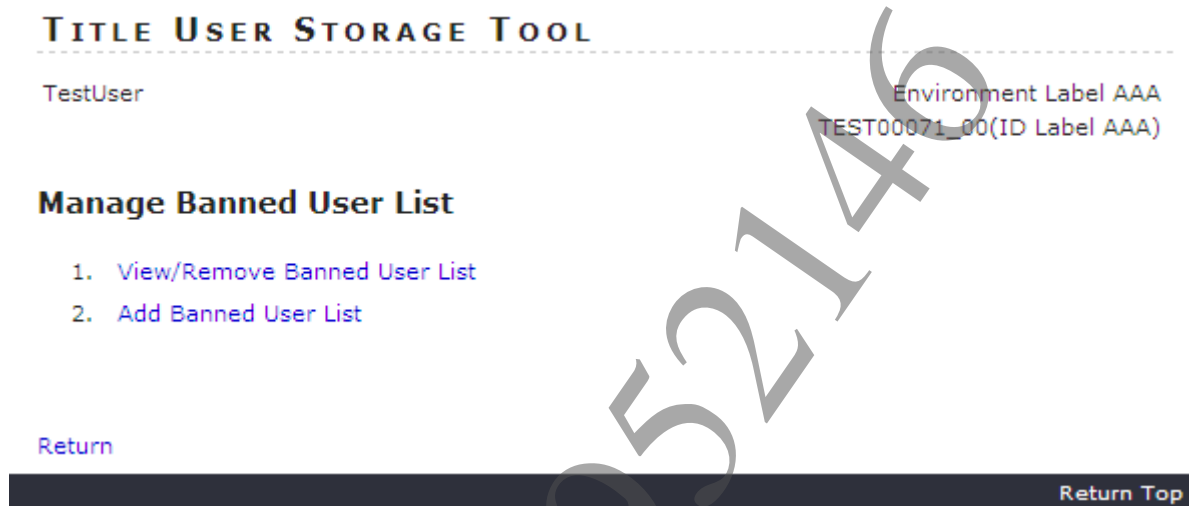
View/Remove Banned User List Screen

Click on the [View/Remove Banned User List] link in the [Manage Banned User List] screen to display the [View/Remove Banned User List] screen. A list of users banned from using the title user storage service is displayed on this screen, and the specified user can be removed from this list or a comment for the user can be edited.

Figure 19 [View/Remove Banned User List] Screen (1)

Search for a Banned User

When there are many banned users registered, they can be narrowed down to display only those banned users, if any, whose Online IDs begin with the input characters. Enter the first part of an Online ID and click on the [Search] button. When the [Search] button is clicked with nothing entered, all the Online IDs registered as banned users will be displayed.

Remove a Banned User

Click on the [Remove] link of the applicable Online ID on the banned users list to remove that user from the list. The user with the selected Online ID will no longer be banned from using the title user storage service.

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Edit Comment of a Banned User

Click on the [Detail] link of the applicable Online ID on the banned users list to edit the user's comment. The following screen will appear.

Figure 20 [View/Remove Banned User List] Screen (2)

Enter/Edit a comment in the Comment box and click on the [Submit] button to save the comment, then the screen will return to the [screen.

Click on the [Return] link to return without updating the comment.

Add Banned User List Screen

Click on the [Add Banned User List] link in the [Manage Banned User List] screen to display the [Add Banned User List] screen. A list of candidates to be banned from using the service will be displayed on this screen, and a user can be selected from this list to add to the banned users list.

Figure 21 [Add Banned User List] Screen (1)

Search for a Candidate to Be Banned

When there are many candidates to be banned, they can be narrowed down to display only those banned users, if any, whose Online IDs begin with the input characters. Enter the first part of an Online ID and click on the [Search] button. When the [Search] button is clicked with nothing entered, all the Online IDs registered as candidates to be banned will be displayed.

Add a Banned User

A user who has not yet been banned from using the title user storage service has a [Select] link displayed on the right side. (Users who have already been banned from the service will be indicated with a Banned display.) Click on the [Select] link of the Online ID corresponding to the user you want to ban. The following screen will appear.

Figure 22 [Add Banned User List] Screen (2)

TITLE USER STORAGE TOOL

TestUser   Environment Label AAA
                                                                                                  TEST00071_00(ID Label AAA)

Add Banned User List

Selected Information

OnlineID	OpenPSID
OnlineId00001	OpenPsid00001

Are you sure you want to add the following user to the banned user list?
OnlineID OnlineId00001

Comment [   ]

[Add]

Return

Return Top

Enter a comment in the Comment box and click on the [Add] button. The user will be added to the banned users list and the screen will return to the [User screen.

Click on the [Return] link to return without adding a banned user.

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Manage Banned OpenPSID List Screen

Click on the [Manage Banned OpenPSID List] link in the Menu screen to display the [Manage Banned OpenPSID List] screen. A specific PlayStation®4/PlayStation®3/PlayStation®Vita can be added/removed as a machine banned from using the title user storage service, from this screen.

PSN℠ has a scheme for addressing cases of invalid use, by which machines with certain OpenPSIDs can be banned per NP Communication ID. Add the applicable machine as a banned machine from this screen and test the behavior of the application when this machine is used to execute an operation.

Figure 23 [Manage Banned OpenPSID List] Screen
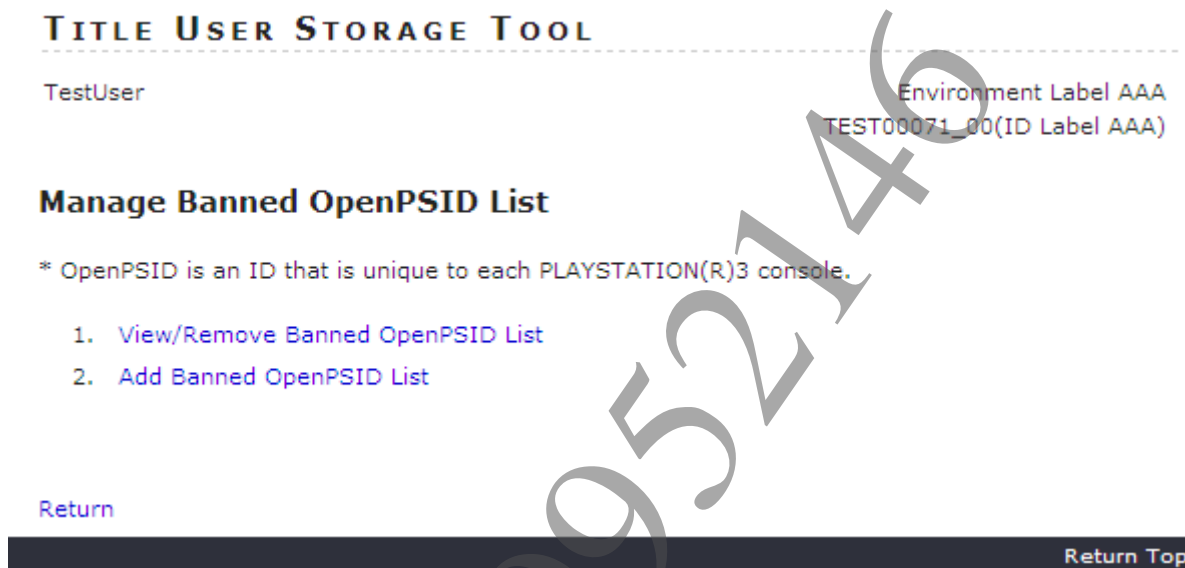
TITLE USER STORAGE TOOL

TestUser

Environment Label AAA
TEST00071_00(ID Label AAA)

Manage Banned OpenPSID List

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

1. View/Remove Banned OpenPSID List
2. Add Banned OpenPSID List

Return

Return Top

View/Remove Banned OpenPSID List Screen

Click on the [View/Remove Banned OpenPSID List] link in the [Manage Banned OpenPSID List] screen to display the [View/Remove Banned OpenPSID List] screen. A list of machines banned from using the title user storage service is displayed on this screen, and the specified machine can be removed from this list or a comment for the machine can be edited.

Figure 24 [View/Remove Banned OpenPSID List] Screen (1)

Search for a Banned OpenPSID

When there are many banned machines registered, they can be narrowed down to display only those machines, if any, whose OpenPSIDs begin with the same characters. Enter the first part of an OpenPSID and click on the [Search] button. When the [Search] button is clicked with nothing entered, all the OpenPSIDs registered as banned machines will be displayed.

Remove a Banned OpenPSID

Click on the [Remove] link of the applicable OpenPSID on the banned OpenPSIDs list to remove that OpenPSID from the list. The machine with the selected OpenPSID will no longer be banned from using the title user storage service.

Edit Comment of a Banned OpenPSID

Click on the [Detail] link of the applicable OpenPSID on the banned OpenPSIDs list to edit the comment. The following screen will appear.

Figure 25 [View/Remove Banned OpenPSID List] Screen (2)

TITLE USER STORAGE TOOL

TestUser   Environment Label AAA
                                                        TEST00071_00(ID Label AAA)

View/Remove Banned OpenPSID List

┌─ **Would you like to update the comment?** ────────────────────────────
│ **OpenPSID** OpenPsid00002
│
│ **Comment** | Comment2 |
└──

[Submit]

Return
                                                                    Return Top

Enter/Edit a comment in the Comment box and click on the [Submit] button to save the comment, then the screen will return to the [OpenPSID screen.

Click on the [Return] link to return without updating the comment.

Add Banned OpenPSID List Screen

Click on the [Add Banned OpenPSID List] link in the [Manage Banned OpenPSID List] screen to display the [Add Banned OpenPSID List] screen. A list of OpenPSIDs corresponding to machines that are candidates to be banned from using the title user storage service will be displayed on this screen. The OpenPSID selected here can be registered as a banned OpenPSID.

Figure 26 [Add Banned OpenPSID List] Screen (1)

TITLE USER STORAGE TOOL

TestUser   Environment Label AAA
                                                                     TEST00071_00(ID Label AAA)

Add Banned OpenPSID List

Search for a candidate to be banned OpenPSIDs

Search
Please input the following to find a specific User.

OnlineID [   ] [Search]   * Prefix Search

* Please note that only the users whose storages have been recorded can be added to the banned OpenPSID list.

Please press the "Select" link next to the "Candidate of OpenPSID to be banned".

List of candidates to be banned OpenPSIDs

Candidate of OpenPSID to be banned

OpenPSID	OnlineID	Select
OpenPsid00001	OnlineId00001	[Select]
OpenPsid00002	OnlineId00002	Banned
OpenPsid00003	OnlineId00003	Banned
OpenPsid00004	OnlineId00004	[Select]
OpenPsid00006	OnlineId00006	Banned

Return

Return Top

Search for a Candidate OpenPSID to Be Banned

When there are many machines displayed, they can be narrowed down to display only those OpenPSIDs, if any, with users whose Online IDs begin with the same characters. Enter the first few characters of an Online ID and click on the [Search] button. When the [Search] button is clicked with nothing entered, all the OpenPSIDs that are candidates for banned machines will be displayed.

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Add a Banned OpenPSID

An OpenPSID that has not yet been banned from using the title user storage service has a [Select] link displayed on the right side. (Those that have already been banned from the service will be indicated with a Banned display.) Click on the [Select] link of the OpenPSID for the machine you want to ban. The following screen will appear.

Figure 27 [Add Banned OpenPSID List] Screen (2)

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

Click on the [Return] link to return without adding a banned OpenPSID.

Remove/Edit Uploaded TUS Data/Variables Screen

Click on the [Remove/Edit Uploaded TUS Data/Variables] link in the Menu screen to display the [Remove/Edit Uploaded TUS Data/Variables] screen. All TUS data or all TUS variables registered by a user can be deleted from this screen. It is also possible to delete all TUS data and TUS variables – including internal management information saved upon registering the TUS data/variables, and to return them to the initial state. Furthermore, it is possible to select and delete/edit the TUS data/TUS variables of specific users.

Figure 28 [Remove/Edit Uploaded TUS Data/Variables] Screen

Remove All the Uploaded TUS Data

Click on the [Remove/Edit All the Uploaded TUS Data] link in the [Remove Uploaded TUS Data/Variables] screen to delete all the uploaded TUS data. A dialog will be displayed for obtaining user confirmation regarding the deletion.

The processing is started immediately after user confirmation is obtained, and may take approximately 1 minute to complete.

Remove All the Stored TUS Variables

Click on the [Remove/Edit All the Stored TUS Variables] link in the [Remove Uploaded TUS Data/Variables] screen to delete all the registered TUS variables. A dialog will be displayed for obtaining user confirmation regarding the deletion.

The processing is started immediately after user confirmation is obtained, and may take approximately 1 minute to complete.

Initialize All the Uploaded TUS Data/Variables and the Access Logs

Click on the [Initialize All the Uploaded TUS Data/Variables and the Access Logs] link in the [Remove/Edit Uploaded TUS Data/Variables] screen to delete all the TUS data and TUS variables; internal management information saved upon registering the TUS data/variables will also be returned to the initial state. A dialog will be displayed for obtaining user confirmation regarding the initialization.

The processing is started immediately after user confirmation is obtained, and may take approximately 1 minute to complete.

Remove/Edit User's TUS Data/Variables Screen

Click on the [Remove/Edit User's TUS Data/Variables] link in the [Remove/Edit Uploaded TUS Data/Variables] screen to display the [Remove/Edit User's TUS Data/Variables] screen. In this screen, it is possible to select and delete/edit the TUS data/TUS variables of specific actual/virtual users.

Figure 29 [Remove/Edit User's TUS Data/Variables] Screen (1)

Search for an Actual/Virtual User

The list of actual/virtual users can be narrowed down by entering part of an Online ID in the search box and clicking the [Search] button. This will display a list of Online IDs that start with the specified string. (If the [Search] button is clicked with nothing entered, all the Online IDs will be displayed.)

> **Note**
> Actual users who have never accessed TUS with the corresponding title and virtual users who have never been set will not be displayed when searched for since storage will not have been created.

Remove/Edit TUS Data/TUS Variables

In the list of Online IDs, click on the [Detail] link of the user whose TUS data/TUS variables are to be deleted/edited. The following screen will be displayed.

Figure 30 [Remove/Edit User's TUS Data/Variables] Screen (2)

Remove TUS Data/TUS Variables

Select the checkboxes of the TUS data/TUS variables to delete and click on the [Remove] button to move to the confirmation screen shown below. The rows highlighted in yellow are the targets in the deletion. Click on the [Yes] button to delete the data/variables and the [No] button to cancel the deletion and return to the previous screen.

Figure 31 [Remove/Edit User's TUS Data/Variables] Screen (3)

Edit TUS Data/TUS Variables

- Click on the [Edit] link for Last Update(UTC) of the TUS data to edit the date/time for the last update of the TUS data (for details, refer to "Edit User TUS Data Screen")
- Click on the [Edit] link for Value of the TUS variables to edit the TUS variables (for details, refer to "Edit User TUS Variable Screen (1)").
- Click on the [Edit] link for Last Update(UTC) of the TUS variables to edit the date/time for the last update of the TUS variables (for details, refer to "Edit User TUS Variable Screen (2)").

Edit User TUS Data Screen

While on the [Remove/Edit User's TUS Data/Variables] Screen (2), click on the [Edit] link for Last Update(UTC) of the TUS data, and the [Edit User TUS Data] Screen will be displayed. While on this screen, it is possible to edit the date/time for the last update of the TUS data registered by users.

Figure 32 [Edit User TUS Data] Screen

Edit Last Update(UTC) and click on the [Commit] button to edit the date/time for the last update of the TUS data.

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

Edit User TUS Variable Screen (1)

While on the [Remove/Edit User's TUS Data/Variables] Screen (2), click on the [Edit] link for Value of the TUS variables, and the [Edit User TUS Variable] Screen (1) will be displayed. While on this screen, it is possible to edit TUS variables registered by users.

Figure 33 [Edit User TUS Variable] Screen (1)

TITLE USER STORAGE TOOL

TestUser

Environment Label AAA
TEST00071_00(ID Label AAA)

Edit User TUS Variable

Game Title

NPCommunicationId	TitleName	OpenDateUtc	CloseDateUtc
TEST00071_00	TitleName_TEST00072_00	2007-12-07 16:22:44	2007-12-07 16:22:54

User TUS Variable

Online ID OnlineId00001

SlotNumber	1
Value	2379007262498598970
Uploader's Online ID	ut1_onlineId
Last Update(UTC)	2010-01-01 01:00:00
Comment	Comment1

[Commit]

Return

Return Top

Edit Value and click on the [Commit] button to edit the TUS variables.

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

Edit User TUS Variable Screen (2)

While on the [Remove/Edit User's TUS Data/Variables] Screen (2), click on the [Edit] link for Last Update(UTC) of the TUS variables, and the [Edit User TUS Variable] Screen (2) will be displayed. While on this screen, it is possible to edit the date/time for the last update of TUS variables registered by users.

Figure 34 [Edit User TUS Variable] Screen (2)

TITLE USER STORAGE TOOL

TestUser   Environment Label AAA
                                                              TEST00071_00(ID Label AAA)

Edit User TUS Variable

Game Title

NPCommunicationId	TitleName	OpenDateUtc	CloseDateUtc
TEST00071_00	TitleName_TEST00072_00	2007-12-07 16:22:44	2007-12-07 16:22:54

User TUS Variable

Online ID	OnlineId00001

SlotNumber	1
Value	2379007262498598970
Uploader's Online ID	ut1_onlineId
Last Update(UTC)	2012 ▾ - 1 ▾ - 1 ▾ 1 ▾ : 0 ▾ : 0 ▾
Comment	Comment1

[Commit]

Return

Return Top

Edit Last Update(UTC) and click on the [Commit] button to edit the date/time for the last update of the TUS variables.

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

3 Title User Storage Log Viewer

Title User Storage Log Viewer is a tool for downloading saved TUS log files, and it is composed of the following screens.

Figure 35 Screen Transitions of the Title User Storage Log Viewer

1. Log File List

1.1. Export Schedule /Reset Schedule
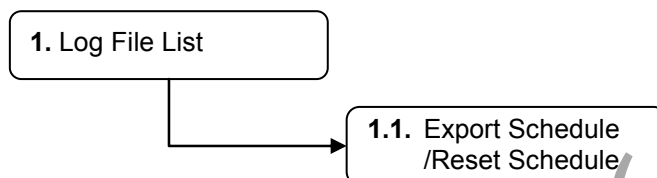
Log File List Screen

When the Title User Storage Log Viewer is opened, a list of existing TUS log files will be shown.

Figure 36 [Log File List] Screen

TITLE USER STORAGE LOG VIEWER

tus-view

View export schedule /reset schedule

Development Env. for Licensee. TEST00001_00(Test Title 1)

Log File List

Export Schedule/Reset Schedule

LogFileName	Size	Timestamp(UTC)
tus-TEST00001_00-latest.zip	148	Jan 03 06:45 2010
tus-TEST00001_00-UTC2010_0103_0645.zip	148	Jan 03 06:45 2010
tus-TEST00001_00-UTC2010_0102_0645.zip	148	Jan 02 06:45 2010
tus-TEST00001_00-UTC2010_0101_0645.zip	148	Jan 01 06:45 2010

To download a file, click on its filename. TUS log files are automatically created and archived into Zip files according to a preregistered schedule.

Note
Depending on the operation conditions of the server, it is possible for a TUS log file to be deleted if 14 or more days have passed since its creation.

Click on the [Export Schedule/Reset Schedule] link to display the [Export Schedule/Reset Schedule] screen. In this screen, it is possible to view the export schedule for TUS log files, and the reset schedule for TUS data and TUS variables.

Export Schedule/Reset Schedule Screen

In the [Export Schedule/Reset Schedule] screen, the TUS log file export schedule and the TUS data/TUS variables reset schedule are displayed.

Figure 37 [Export Schedule/Reset Schedule] Screen

TITLE USER STORAGE LOG VIEWER

tus-view   Development Env. for Licensee.
TEST00001_00(Test Title 1)

Export Schedule

PlanningDatetime(UTC)	LogExportType
Jan 31 23:59 2010	Virtual User
Feb 01 12:00 2010	Virtual User
Feb 03 10:30 2010	Virtual User
Feb 03 23:00 2010	Virtual User
Feb 10 18:45 2010	Virtual User

Reset Schedule

PlanningDatetime(UTC)	ExecGroup	VirtualUserOnlineID	Type	Slot	Comment
Jan 05 15:00 2010	Group3	_user01	Variable	1	variable1
Jan 29 18:30 2010	Group3	_user01	Variable	1	variable1
Jan 31 23:59 2010	Group2	_user01	Variable	1	variable1
		_user02	Variable	1	variable1
Feb 01 12:00 2010	Group1	_user01	Data	1	data1
		_user01	Data	2	data2
Feb 03 10:30 2010	Group2	_user01	Variable	1	variable1
		_user02	Variable	1	variable1
Feb 03 23:00 2010	Group1	_user01	Data	1	data1
		_user01	Data	2	data2
Feb 05 15:00 2010	Group3	_user01	Variable	1	variable1
Feb 10 18:45 2010	Group1	_user01	Data	1	data1
		_user01	Data	2	data2

Return

Export Schedule

The Export Schedule is a list of the TUS log files scheduled to be created.

- PlanningDatetime(UTC): Date/time to start creating the TUS log file. It is expressed in UTC (Coordinated Universal Time).
- LogExportType: Type of the TUS log file to output
  - Virtual User: Output the TUS data and TUS variables of a virtual user

> **Note**
> It is not possible to output the TUS data and TUS variables of an actual user.

Reset Schedule

The Reset Schedule is a list of the TUS data and TUS variables scheduled to be reset. The reset schedule is requested in advance by the licensee.

- PlanningDatetime(UTC): Date/time to execute the reset. It is expressed in UTC (Coordinated Universal Time).
- ExecGroup: Group of the data to reset
- VirtualUserOnlineID: Online ID of the virtual user whose TUS data/TUS variables are to be reset
- Type: Type of data to reset
  - Data: TUS data
  - Variable: TUS variable
- Slot: Slot number of the TUS data or TUS variable to reset
- Comment: Comment for the data slot or variable slot to reset

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

> **Note**
> After a reset, the targeted TUS data and TUS variables will be deleted and can no longer be obtained.

Data Format of the TUS Log File

When a TUS log file archive is unarchived, a directory with the following name will be created.

```
tus-<NP-CommunicationID>-<timestamp>/
```

> **Note**
> `timestamp` is a string expressing the date/time in the format `UTCYYYY_MMDD_HHmm`.

The following two files are in this directory.

- Virtual user's TUS data file
- Virtual user's TUS variables file

The filenames and data formats are as described below.

Virtual User's TUS Data File

Filename

```
tus-<NP-CommunicationID>-<timestamp>-virtual-user-data.csv
```

Number of Lines

From 0 lines up to the number of TUS data registered for the virtual user

Data Format

```
"onlineid",slot,"setter-onlineid","date","info",size,"data"[CRLF]
```

Note: Any quotation mark (") found in the strings surrounded by quotation marks will be replaced with two quotation marks ("").

`onlineid`	Online ID of the virtual user
`slot`	Data slot number
`setter-onlineid`	Online ID of the user who registered the TUS data
`date`	Date/time the TUS data was registered. Fixed UTC in RFC3339 (ISO8601) format
`info`	Additional information of the TUS data (BASE64)
`size`	Size of the TUS data
`data`	HEX-dumped TUS data

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Example

```
"_user1",0,"hoge","2010-01-15T09:52:57Z","aHh6M25yeWNya3hqMW5ocjIzb3g4OW0=",
209746,"FF00AABBDDB23D5D..."[CRLF]
```

Virtual User's TUS Variables File

Filename

```
tus-<NP-CommunicationID>-<timestamp>-virtual-user-variable.csv
```

Number of Lines

From 0 lines up to the number of TUS variables registered for the virtual user

Data Format

```
"onlineid",slot,"setter-onlineid","date",value[CRLF]
```

Note: Any quotation mark (") found in the strings surrounded by quotation marks will be replaced with two quotation marks ("").

|	
onlineid	Online ID of the virtual user
slot	Variable slot number
setter-onlineid	Online ID of the user who registered the TUS variables
date	Date/time the TUS variables were registered. Fixed UTC in RFC3339 (ISO8601) format
value	Values of the TUS variables

Example

```
"_user1",0,"hoge","2010-01-15T09:52:57Z",145604632[CRLF]
```

4 Title User Storage Service Management Tool

The Title User Storage Service Management Tool is a tool for starting, stopping, resuming, and terminating the title user storage service. Use it in development to check the behavior of the application when the status of the service is changed.

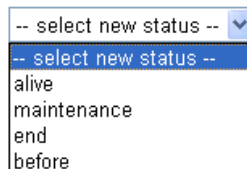**Figure 38 Title User Storage Service Management Tool Screen**
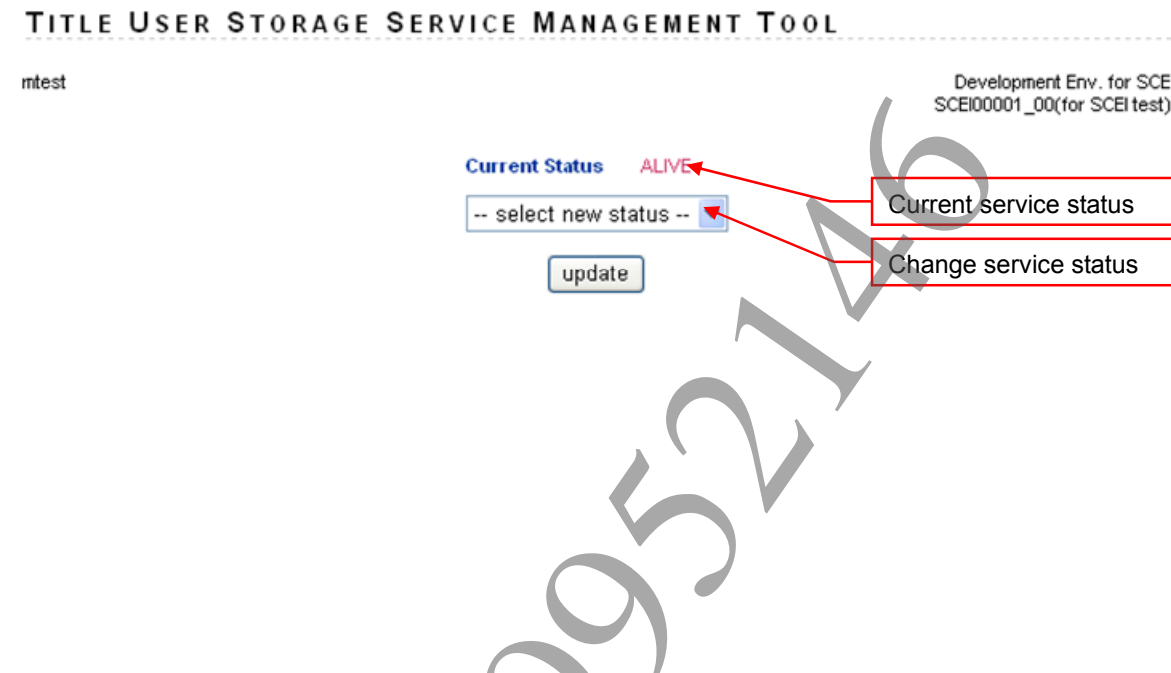
Current Status

The status of the title user storage service for the displayed NP Communication ID will be displayed.

Select New Status

If the user has an update right, a list for selecting the service status, and a button for changing the status will be enabled.

Figure 39 Service State Selection

Selection of the service status can be made from the following.

- In service (alive)
- Under maintenance (maintenance)
- Service has ended (end)
- Service has not started yet (before)

Select one of the above statuses and click on the [update] button. The service status will be changed and immediately reflected onto the server.