

System Software Theme Overview

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1 About This Document

Overview

This document provides information required to create a "system software theme" for customizing various elements of the home screen and start screen on the PlayStation®Vita and PlayStation®TV system software. Specifically, this document covers the following.

- Theme formats
- Elements that can be customized
- Theme creation flow
- Testing operation
- Other information

Related Documents

- Theme Tool User's Guide
- Publishing Tools Overview
- Package Generator User's Guide

2 Elements That Can Be Customized

This chapter explains system software theme formats and elements that can be customized per format.

Theme Formats

There are two formats for system software themes depending on the distribution method.

Format for Distribution on PlayStation®Store

This format is for themes to be distributed on the PlayStation®Store. Use this format for normal cases.

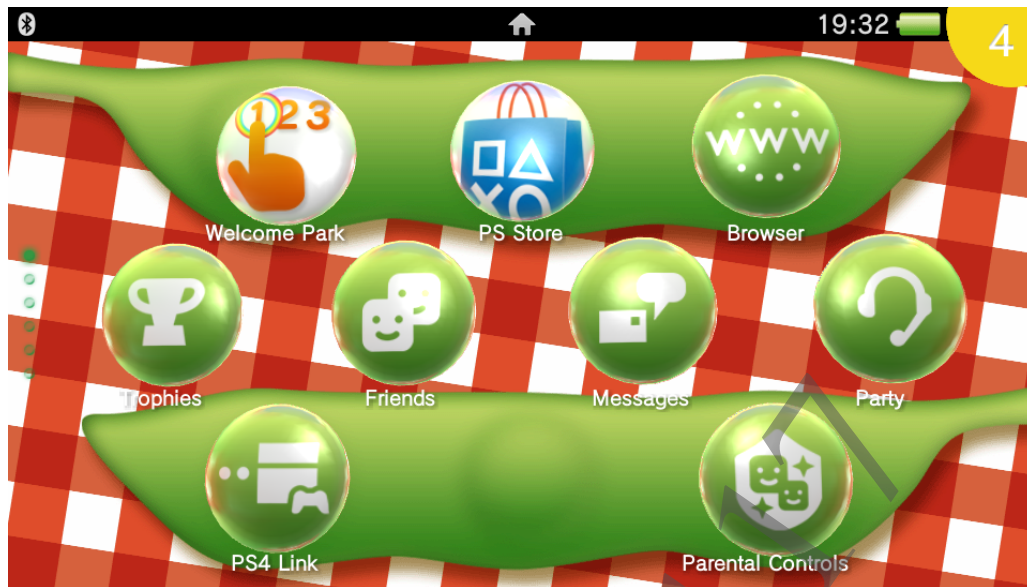
Format to Preinstall

This format is for themes to be preinstalled on the PlayStation®Vita/PlayStation®TV system upon shipment. Only use this format when approved by SCE.

Elements That Can Be Customized on the Home Screen

Of the elements of the home screen, those that can be customized with a system software theme are as follows.

- Background images (for all ten pages)
- Background image wave type (for all ten pages)
- Icon images for applications (Internet Browser, Calendar, Content Manager, Email, Friends, Messages, Music, near, Parental Controls, Party, Photos, Power, PS3 Remote Play, PS4 Link, Settings, Trophy, and Videos)
- Application icon placements (only for the format to preinstall)
- Absence/presence of shadows and font colors for the application name
- Page Indicator Images
- Notification Indicator Images
- BGM
- Info bar color (shared with the start screen)
- Info bar clock and icon color (shared with the start screen)

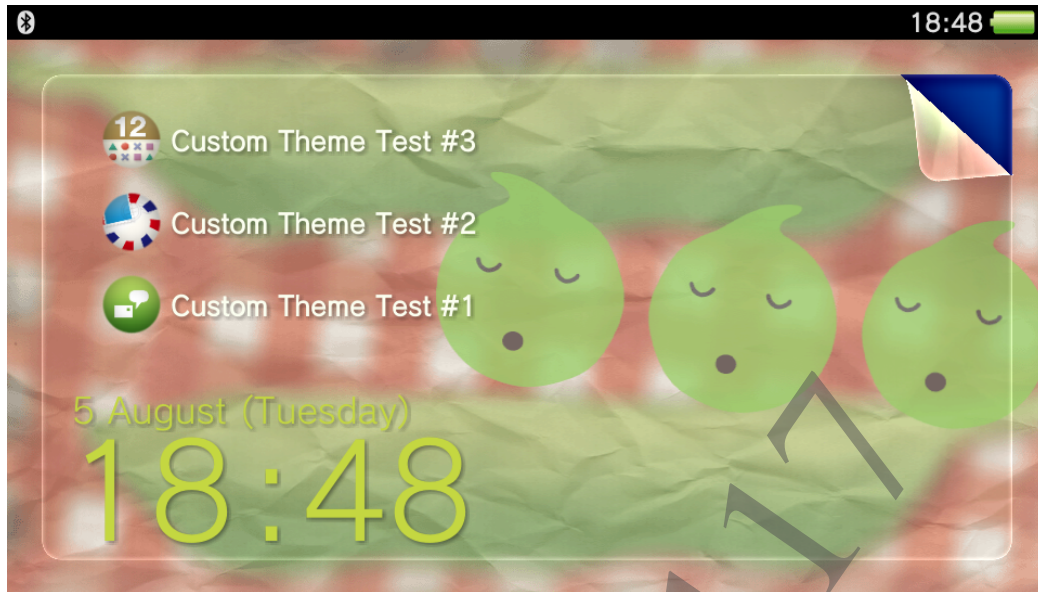
Figure 1 Example of a Customized Home Screen

Elements That Can Be Customized on the Start Screen (only for PlayStation®Vita)

Of the elements of the start screen, those that can be customized with a system software theme are as follows.

Because there is no start screen on PlayStation®TV, the customized elements will only be applied on PlayStation®Vita.

- Background image
- Notification frame on the start screen (notification frame hereafter) and clock layout
- Clock font color
- Font color within the notification frame
- Background color within the notification frame
- Frame color of the notification frame
- Info bar color (shared with the home screen)
- Info bar clock and icon color (shared with the home screen)

Figure 2 Example of a Customized Start Screen

3 Theme Creation Flow

This chapter explains the workflow of preparing data for a system software theme and creating a system software theme package.

System Software Theme Package

A system software theme package is a data format for distributing system software themes on PlayStation®Store.

A distributed system software theme will be installed on a memory card. The theme can then be selected from "Theme & Background" of the Settings application on the system software. An installed system software theme is encrypted and managed by the NPDRM scheme so that the user cannot tamper it and to protect it from being used by users without an access privilege.

Workflow

The creation of a system software theme is generally carried out as follows.

(1) Create theme data

Prepare materials such as background images, icon images, and BGM. Use the Theme Tool to create theme data. The Theme Tool is a special GUI tool for creating theme data. It also provides a feature to perform a simple operation test using the Development Kit (DevKit).

Install the Theme Tool using the SDK Manager.

For material data specifications and detailed use of the Theme Tool, refer to the "Theme Tool User's Guide" document.

(2) Create a package

Use Package Generator included in Publishing Tools to create a system software theme package.

Install Publishing Tools using the SDK Manager.

For details, refer to the "Publishing Tools Overview" and "Package Generator User's Guide" documents.

(3) Test

Confirm that the created system software theme package operates correctly using the DevKit or Testing Kit (TestKit).

In addition, confirm that an error is not reported using the system software's "★ Check" application testing feature. "★ Check" is a tool on DevKit/TestKit for testing installed theme data for correct content. For details, refer to the "Testing with DevKit/TestKit" chapter.

(4) Submit master for QA testing

Submit the tested system software theme package to SCE. After QA testing by SCE, the system software package will be disclosed on PlayStation®Store.

4 Testing with DevKit/TestKit

This chapter explains how to test a created system software theme using DevKit or TestKit.

Testing with the Theme Tool and DevKit

Place theme data created with the Theme Tool on the development host computer. Directly read from DevKit (before creating a package) to test content.

For details, refer to the "Testing With a DevKit" chapter of the "Theme Tool User's Guide" document.

Testing by Installing the Package

The created system software theme package can be tested by installing it on DevKit or TestKit as follows.

(1) Install the package

Install the system software theme package on DevKit or TestKit.

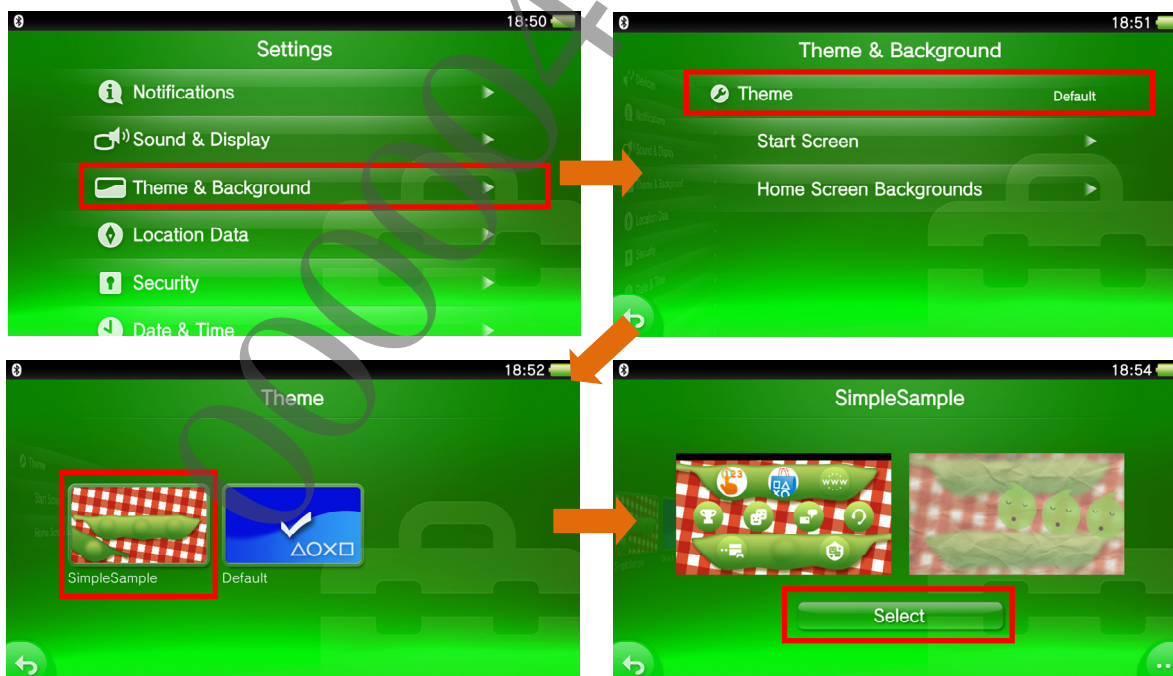
For the install method, refer to the "Appendix 1: How to Install Packages" chapter.

(2) Apply the installed theme

Select the installed system software theme from "Theme & Background" of the system software's Settings application to apply it.

When "Settings" -> "Theme & Background" -> "Theme" is selected, a list of installed themes will be displayed. Select the theme to apply.

Figure 3 How to Apply a Theme

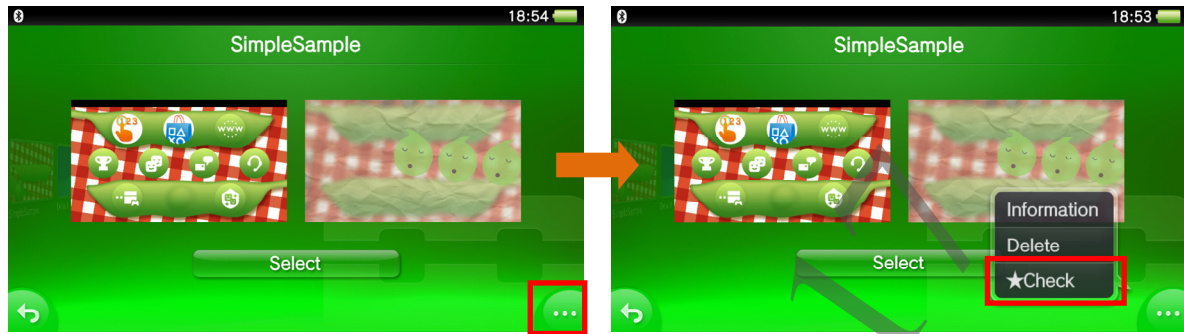


(3) Execute "★ Check"

Use the "★ Check" application testing feature of the system software to test that data of the installed system software theme is correct.

"★ Check" can be executed on the screen immediately before the theme is applied.

Figure 4 How to Execute "★ Check"



5 Appendix 1: How to Install Packages

The method for installing a system software theme package on DevKit/TestKit is explained below.

Packages Storage Location

In order to install packages (pkg files), it is necessary to save pkg files in a predetermined location. The storage location differs depending on how the DevKit or TestKit and development host computer are connected. Files will be saved in either of the following locations on the development host computer:

- When using host0: (only for DevKit)
Create a "package" directory on the file server directory (which can be set using Neighborhood for PlayStation®Vita (Neighborhood) or the psp2ctrl fsroot command). Save the created package inside this "package" directory.
- When using Content Manager Assistant for PlayStation®Vita DevKit
Start up the Content Manager Assistant for PlayStation®Vita DevKit on the development host computer, and create a "package" directory on the directory set in the "Application/Backup File" folder. Save the created package inside this "package" directory.

How to Install Packages Using the ★Package Installer Application

Install package files with the following procedure:

- (1) Connect DevKit/TestKit to the development host computer.
If the package is saved on host0:, connect the DevKit and the development host computer with the USB port for development (mini-B), and either execute psp2ctrl connect from the development host computer, or make the development host computer detect the connection with the DevKit by selecting **Connect** from Neighborhood. Connect with a multi-use port if using the Content Manager Assistant for PlayStation®Vita DevKit. In this case, the connection will be detected automatically.
- (2) Start up the DevKit/TestKit and tap the icon of the "★Package Installer" application on the home screen. Tap the gate on the LiveArea™ screen and start up the application.
- (3) The two buttons "Content Manager Assistant" and "host0:" will be displayed. Depending on the method for saving the package, tap either "host0:" or "Content Manager Assistant".
- (4) A list of the packages saved on the development host computer will be displayed. Begin installation by tapping on the package file to be installed.
You can also install all listed packages. In this case, tap the option button on the bottom right of the screen, and tap **Yes** on the dialog box that is displayed.
- (5) Installation is complete, provided that the application terminates normally.