

# Information Resource Guide

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# 1 Basic Information Resources for Development

This document contains the following information which will prove useful during PlayStation®Vita application development. We hope that by gaining a proper understanding of the information we have released, you will better understand the features of the PlayStation®Vita system, and use this deepened understanding to design games and to improve application development effectiveness. This document explains the purpose behind releasing each information. Please use it to improve the efficiency of information resource usage.

## SDK Release Notes

Information pertaining to the release of SDK and system update files (PUP) is collectively provided as "Release Notes (SDK)". They contain overviews of information necessary both to those involved in planning and to those involved in application development, such as newly added features, specification changes, limitations, and the like. Upon receiving a newly released SDK, it is highly recommended that you first read the "Release Notes (SDK)".

The following information is included for each release version.

- |                            |  |
|----------------------------|--|
| New Features               | : Introduces newly added features.<br>Please utilize them in game design and application development improvements.   |
| Specification Changes      | : Explains any specification changes in libraries and features in the new release version.<br>It is essential that you check the specification changes listed in the release notes, because there is a possibility of specification changes for previously supplied libraries, or replacements by new functions. |
| Bug Fixes                  | : Explains the details on any fixes or solutions to bugs in features. There is a possibility that a bug which had to be avoided has been eliminated. Always check this information.  |
| Known Bugs and Limitations | : Contains any special notes which should be observed regarding the release version. It also lists any limitations that affect features, and how to avoid them.  |

### Viewing "Release Notes (SDK)"

After installation using SDK Manager, view "Release Notes (SDK)" in **All Programs > SCE - PS Vita > Release Note** in the **Start** menu.

Urgent bug information, precautions, and limitations which are determined after the SDK release are posted on the PlayStation®Vita Developer Network (<https://psvita.scedev.net/>, hereafter referred to as PlayStation®Vita DevNet) Technotes page described later. Please use it in conjunction with the release notes.

## SDK Documents

SDK documents are collections of central information utilized in application development. They consist of overviews of individual library, API references, tutorials, application creation guidelines, and more. SDK documents are generally provided in PDF format, CHM format, Microsoft Help System format, and online versions.

Persons developing for the PlayStation®Vita for the first time should first read the "DevKit/TestKit Setup Guide", "Hardware Overview" and "Programming Startup Guide" documents.

### Viewing SDK Documents

After installation using SDK Manager, view SDK documents in **All Programs > SCE - PS Vita > SDK\_doc** in the **Start** menu.

## Hardware-related Documents

The instructions for PlayStation®Vita Development Kits and Testing Kits ("DevKit" "TestKit" hereafter) and "ARM Architecture Reference Manual ARMv7-A and ARMv7-R edition" are provided in PDF format.

DevKit/TestKit instructions contain information regarding notes on usage and specifications. For details on CPU instruction sets and memory models, refer to "ARM Architecture Reference Manual ARMv7-A and ARMv7-R edition".

After installation using SDK Manager, view hardware-related documents in **All Programs > SCE - PS Vita > SDK\_doc > Hardware Manual for PS Vita(en) (folder)** in the **Start** menu.

## Documents Related to Developer Tools

PlayStation®Vita SDK includes developer tools such as the compiler (SNC Toolchain) and debugger integrated in Visual Studio. The documents for these developer tools can be viewed from the shortcut that was registered in the **Start** menu during installation of the PlayStation®Vita SDK.

After installation using SDK Manager, view documents related to developer tools in **All Programs > SCE - PS Vita > Developer Tools** in the **Start** menu.

In addition, it is possible to view online versions of the Developer Tools documents on the PlayStation®Vita DevNet website.

## TRC and Various Guidelines

TRC (Technical Requirements Checklist) and various guidelines describe rules for submitting applications. The various guidelines contain the names of hardware and products.

### Technical Requirements Checklist for PlayStation®Vita (TRC)

TRC defines the contents, procedures and methods for the master submission. Requirements include those for the design of contents to be displayed to LiveArea™, its operation, and usage of NP S2S services.

Since it contains regulations for creating master discs, developers should use this document as reference from the stage of software planning.

The TRC also contains contents that should be referenced by developers who create, design, and manage LiveArea™ contents, developers who create link-destination websites and images, as well as developers who register and manage the Server Management Tools.

### Test Case for Technical Requirements Checklist for PlayStation®Vita (Test Case)

The Test Case is a supplementary document for the TRC, and contains testing methods and examples for each TRC item.

It was prepared to help verifying that titles in production are made in accordance with TRC regulations, and that the various types of implementation are performed correctly.

Developers, publishers and QA teams should use this document as reference.

### PlayStation® Brand Guidelines

PlayStation® Brand Guidelines describe the rules for using brands such as PlayStation® and PlayStation®Vita in a document, as well as the definitions and range of use of logos, and brand notice.

#### Guidelines for use of product line art and images

Example cases are described for displaying product images (line drawings or photo images) of SCE. Use them as reference when displaying line art or photo images provided by SCE or newly created illustrations.

**PlayStation®Store Content Guidelines for PlayStation®Vita**

This document is for reference when planning and producing contents to be sold and distributed on PlayStation®Store. Those in charge of planning and producing applications should use this document as reference.

It explains how to select the appropriate package type, the points to bear in mind when creating content information, precautions when creating data, how to include the programs created, etc.

**PlayStation®Store Submission Guideline**

These are guidelines for verifying whether the products distributed via PlayStation®Store are in compliance with regulations.

**PSN™ Avatar Guidelines**

An avatar refers to an icon that can be set per Sony Entertainment Network account. This document describes the guidelines for creating avatars and information required for requesting releases.

**PlayStation®Vita Product Group Naming Conventions**

PlayStation®Vita Product Group Naming Conventions describe the shape of products and the name of each part.

**PlayStation®Vita Terminology Guide**

The PlayStation®Vita Terminology Guide contains terms recommended for describing various PlayStation®Vita icons and touch screen operations for software manuals, etc.

**PSN™ Terminology Guide**

PSN™ Terminology Guide explains the terms recommended for use when providing descriptions regarding PSN™ in software manuals, for example.

**Cross-Platform Terminology Guide**

Cross-Platform Terminology Guide explains the terms recommended for use when providing descriptions regarding the cross-platform feature in software manuals, for example.

**Web Content Guidelines for PlayStation®Vita**

The client specifications of the Internet Browser installed on the PlayStation®Vita system software, technical notes, and guidelines are described. Use them as reference for creating contents for the Internet Browser.

## 2 PlayStation®Vita Developer Network

The PlayStation®Vita DevNet is a website which provides PlayStation®Vita application development related information and support services. The followings are explanations of the main information and services provided by PlayStation®Vita DevNet.

### Accessing PlayStation®Vita DevNet

Access the following URL with your web browser to visit PlayStation®Vita DevNet.

- <https://psvita.scedev.net/>

Read "Legal & important information (<https://psvita.scedev.net/ext/importantinfo>)" and "Support & contact information (<https://psvita.scedev.net/support/about>)" before using PlayStation®Vita DevNet.

### Information and Services Provided by PlayStation®Vita DevNet

PlayStation®Vita DevNet provides the following information and services, such as "SDK", "Technotes", "TRC", "Private support", "Forums" and "Hardware activation". Please refer to "Guide to DevNet for New Users (<https://psvita.scedev.net/docs/newuserguide/>)" for details on how to navigate the PlayStation®Vita DevNet.

#### SDK

All SDKs for PlayStation®Vita application development are available on PlayStation®Vita DevNet. Please use the SDK Manager provided by the website when installing an SDK. Please refer to "Getting started guide for new developers (<https://psvita.scedev.net/docs/startup/>)" on PlayStation®Vita DevNet or the "DevKit/TestKit Setup Guide" in the SDK documents for details regarding SDK installation.

In addition, conference materials and information on development tools, hardware, PSN™, publishing, engines, and Tools & Middleware are available.

#### Technotes

Critical updates which may affect application development are regularly posted. Please check the Technotes regularly.

- Bug information
- Precautions and limitations
- Information for developers

#### TRC

Various guidelines are provided for the tools for creating and submitting packages for PlayStation®Vita, technical outlines required for creating the master packages, logo definitions and hardware names, etc.

#### Private support

PlayStation®Vita DevNet private support is a helpdesk which resolves doubts and problems concerning PlayStation®Vita application development.

#### Forums

Forums (<https://psvita.scedev.net/forums>) are places for open discussion and can be accessed by all developers. Since there is a large amount of information from SCE and the development community, it is an excellent place to get feedback from other developers facing identical problems. In order to share as much information as possible and solve problems in the community, please ask any questions which are not confidential in the forums.

**Hardware activation**

To prevent unauthorized use of a PlayStation®Vita DevKit and TestKit, the DevKit and TestKit are equipped with a feature to check the expiration date. DevKit/TestKit device-specific data (activation files) for updating expiration dates can be obtained. For details on DevKit/TestKit expiration date updating, refer to the "DevKit/TestKit Activation User's Guide" SDK document.

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