

DevKit/TestKit Activation User's Guide

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1 Overview

Scope of This Document

To prevent unauthorized use of the PlayStation®Vita Development Kit (DevKit) and Testing Kit (TestKit), the DevKit and TestKit are equipped with a function to check the expiration date. This document explains the necessary procedure to set an expiration date and continue using the DevKit/TestKit.

What Is Activation?

"Activation" is a system for setting the DevKit/TestKit's expiration date to a certain period of time. After this period elapses, part of the DevKit/TestKit's functions will be disabled. Authorized users with access to the PlayStation®Vita Developer Network (PlayStation®Vita DevNet) can continue using the DevKit/TestKit belonging to their organization by updating the expiration date.

The DevKit/TestKit's internal expiration date is compared with the date indicated by the DevKit/TestKit's internal clock, and part of the DevKit/TestKit's functions will be limited if the expiration date has elapsed. It is possible to update the expiration date that has been set by applying individual DevKit/TestKit data retrieved from PlayStation®Vita DevNet's Hardware page. Applying this data is called "Activation". The application method of activation files will be described later.

Related Documents

Refer to the following document on how to setup the DevKit/TestKit.

- DevKit/TestKit Setup Guide

Refer to the following document of the Target Manager Server on how to manage DevKit on the development host computer.

- Neighborhood and Utilities User's Guide

Refer to the following document of the PlayStation®Vita DevNet regarding details on operation for managers.

- Activation Guide for Administrator
(https://psvita.scedev.net/docs/devkit_activation_adminguide)

2 Preparing for Activation

To update the DevKit/TestKit's expiration date, it is necessary to apply individual DevKit/TestKit data (activation files) downloaded from PlayStation®Vita DevNet. In addition, activation requires the following prerequisites.

Configure the PlayStation®Vita Development Environment

Prepare a development host computer with PlayStation®Vita SDK installed. When performing activation, it is necessary to operate the DevKit/TestKit after connecting it to the development host computer.

Validate Access to PlayStation®Vita DevNet

Check access rights to PlayStation®Vita DevNet (account editor level), and familiarize yourself with the operations you can perform. The account editor level can be checked from the **Administration rights** tab on PlayStation®Vita DevNet's My account page.

Regular User

The regular users can perform the following operations:

- Browsing the DevKits/TestKits set accessible by an administrator in the Hardware page
- Downloading activation files for the DevKits/TestKits set accessible.

Organization Administrator

This is the administrator who manages accounts within the organization in PlayStation®Vita DevNet.

In addition to regular user's rights, the administrator can perform the following operations on hardware within each organization:

- Making DevKits/TestKits accessible to regular users
- Transferring the hardware that belongs to each organization by specifying the recipient

Company Administrator

Some companies appoint a company administrator to manage the accounts in organizations within the company. In addition to the regular user's rights, the company administrator can perform the following operations on the hardware of all organizations within the company:

- Making DevKits/TestKits accessible to regular users
- Browsing the DevKits/TestKits in all organizations within the company.
- Transferring the hardware between organizations within the company by directly specifying the organization to which the transfer is directed

Note

In the SCEE region, both the company administrator and the organization administrator cannot perform the hardware transfer operation on PlayStation®Vita DevNet. For details, refer to the "Changing the DevKit/TestKit's Registration Status (for Administrators)" section in the chapter 4 "DevKit/TestKit Activation Procedure".

3 Modules Related to Activation

PlayStation®Vita DevNet

Hardware Page

The serial numbers of purchased DevKits/TestKits are already registered. In its initial state, a DevKit/TestKit can only be viewed by the administrator, and the DevKit/TestKit's activation file cannot be retrieved. When the administrator switches its state to "Deployed", the DevKit/TestKit becomes accessible to general users, and it becomes possible to download the activation file required for activation from the DevKit/TestKit list.

Development Host Computer

psp2ctrl

The command line formatted tool provides the following functions with regard to activation:

- Checks the DevKit's expiration date
- Applies activation files on the DevKit
- Copies activation files onto the memory card

Neighborhood for PlayStation®Vita

The GUI formatted tool provides the following functions with regard to activation:

- Checks the DevKit's expiration date
- Applies activation files on the DevKit
- Performs activation for multiple DevKits connected to the development host computer within the network

Content Manager Assistant for PlayStation®Vita DevKit (CMA)

This is a tool running on a PC that provides the following function with regard to activation:

- Provides activation files on the PC to the DevKit/TestKit

DevKit/TestKit

The DevKit/TestKit incorporates the following functions:

- Checks the expiration date when the DevKit/TestKit is booted up and displays the expiration date when it is drawing near.
- Updates the expiration date after valid activation files are applied.
- Executes activation files from the Settings application

If the expiration date has elapsed, the DevKit cannot execute self files built with the SDK, however, the system updates are possible.

4 DevKit/TestKit Activation Procedure

This chapter provides an explanation of the necessary procedure for using DevKits/TestKits.

The basic flow is as follows:

- (1) Activate the DevKit/TestKit
Activate the factory-sealed DevKit/TestKit, enabling its use. The standard expiration date is set to 90 days from activation.
- (2) Check the DevKit/TestKit's expiration date
You can check the DevKit/TestKit's current expiration date from the DevKit/TestKit itself (or, in the case of the DevKit, from Neighborhood for PlayStation®Vita as well).
- (3) Update the DevKit's expiration date
Perform activation again to update the expiration date either upon reaching the expiration date or when it is approaching.

Activate the DevKit/TestKit

When you first receive your DevKit/TestKit, the expiration date is set to "Expired". It is necessary to update the expiration date by applying an activation file. First, obtain the activation file from PlayStation®Vita DevNet, then apply the activation file to the DevKit/TestKit.

Apply the activation files in one of the following ways:

- Apply the Activation File from Neighborhood for PlayStation®Vita [DevKit]
- Apply the Activation File Via Command Line [DevKit]
- Apply the Activation File on Memory Card [DevKit/TestKit]
- Apply the Activation Files on the PC by Using CMA [DevKit/TestKit]

Retrieve an Activation File [DevKit/TestKit]

- (1) Log in to PlayStation®Vita DevNet.
- (2) From the [Hardware] icon, click on the pop-up menu's [View hardware] to move to the View hardware page.

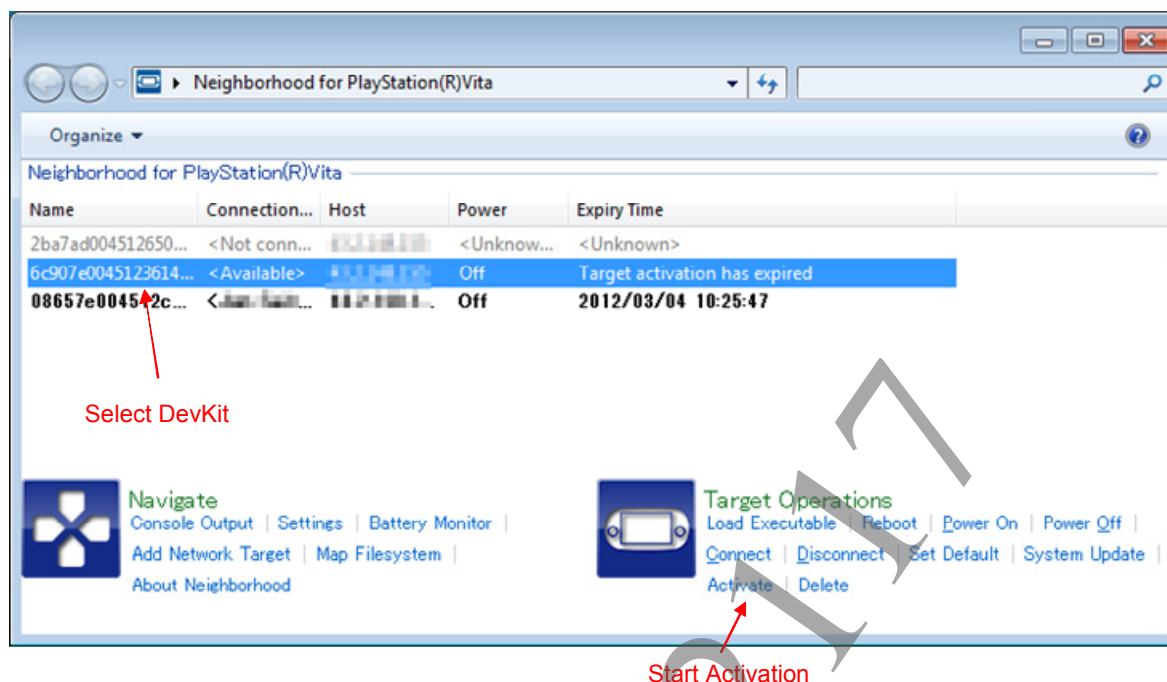
The DevKits/TestKits registered at the login user's organization can be accessed from the View hardware page. Based on the serial number and model name, select an arbitrary DevKit/TestKit first, and then download the activation file. For details on the procedure, refer to the following document provided on PlayStation®Vita DevNet.

https://psvita.scedev.net/docs/devkit_activation

The format of the activation file name is `vita_activation_<YYMMDDHHMMSS>.afv`. You can edit the file name, but do not change the extension. Activation files contain data for extending the expiration date of the selected DevKit/TestKit for a period of 90 days from their retrieval.

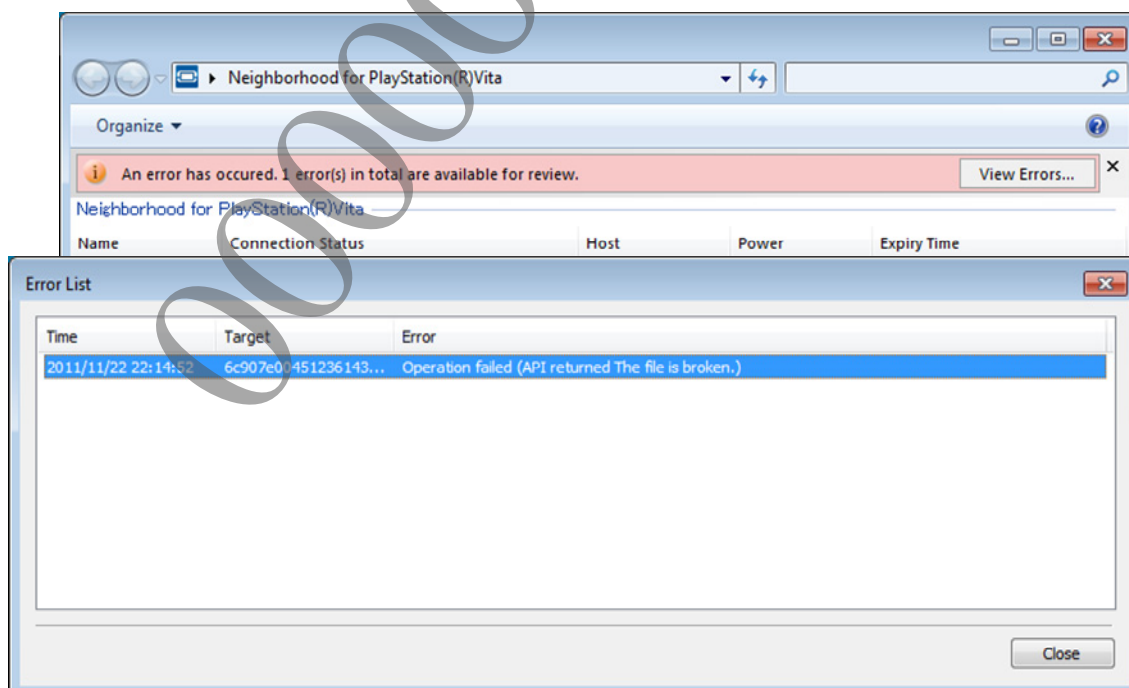
Apply the Activation File from Neighborhood for PlayStation®Vita [DevKit]

- (1) Connect the DevKit to the development host computer.
- (2) Select the DevKit on the Neighborhood for PlayStation®Vita screen. It is possible to select other DevKits in the network if they are detectable. (For details on the operation, refer to the "Neighborhood and Utilities User's Guide" document for Target Manager Server.)

Figure 1 Activation from Neighborhood for PlayStation®Vita

- (3) After selecting the DevKit on the Neighborhood for PlayStation®Vita screen, specify the activation file stored in the development host computer by clicking **Activate** under the **Target Operations** category. When the activation file is successfully applied, the DevKit is automatically rebooted and the expiration date is updated.

When activation fails, the notification of an error message will be displayed. Click on the **View Errors...** button to view an error message showing detailed error information.

Figure 2 Error Display on Neighborhood for PlayStation®Vita

There are the following kinds of error message:

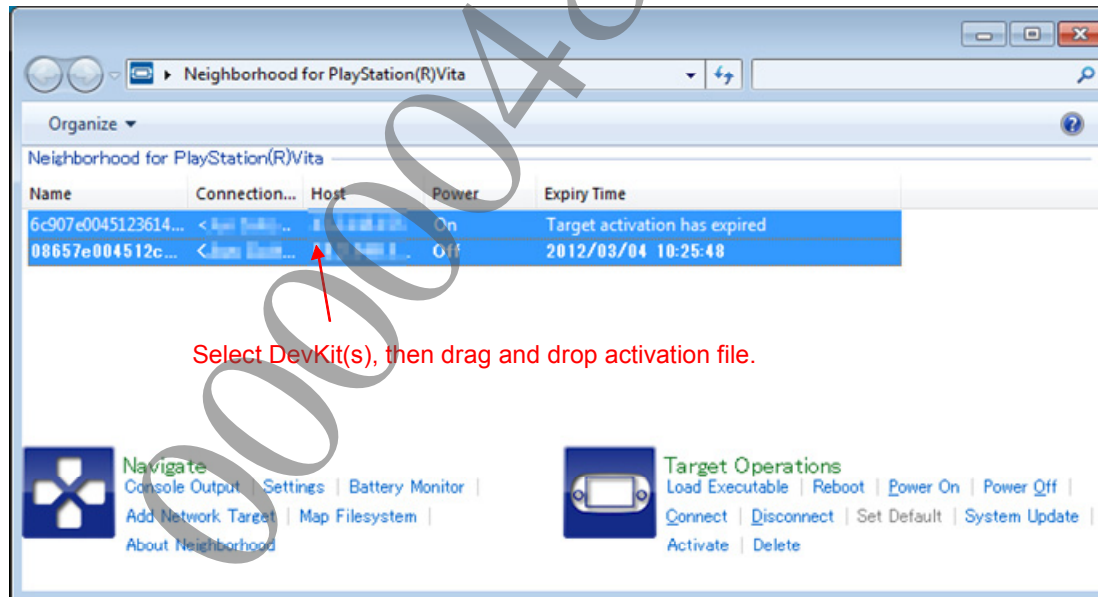
- Target error - File transfer failed.
The file cannot be found, or an error occurred during access.
- The file is broken.
File content is invalid. The data might be broken, or the file type might be wrong.
- The file version is not supported or is older than current activation.
The activation file is either older than, or identical to the one used at the time of the last activation, or file format is not supported. Perform activation again after downloading a new activation file from PlayStation®Vita DevNet.
- The command is not available in release check mode.
Activation could not be performed because the DevKit is in **Release Mode**. Perform activation again after switching to **Development Mode**. Refer to the "DevKit/TestKit Setup Guide" document for details on how to switch modes.
- Failed to get CP RTC.
Failed to access the internal clock. The DevKit's back-up battery may be completely exhausted or there may be something wrong with the hardware. Contact our Private support on PlayStation®Vita DevNet.

Apply the Activation File to Multiple DevKits Simultaneously [DevKit]

When a single activation file includes expiration dates of multiple DevKits, it is possible to activate multiple DevKits simultaneously.

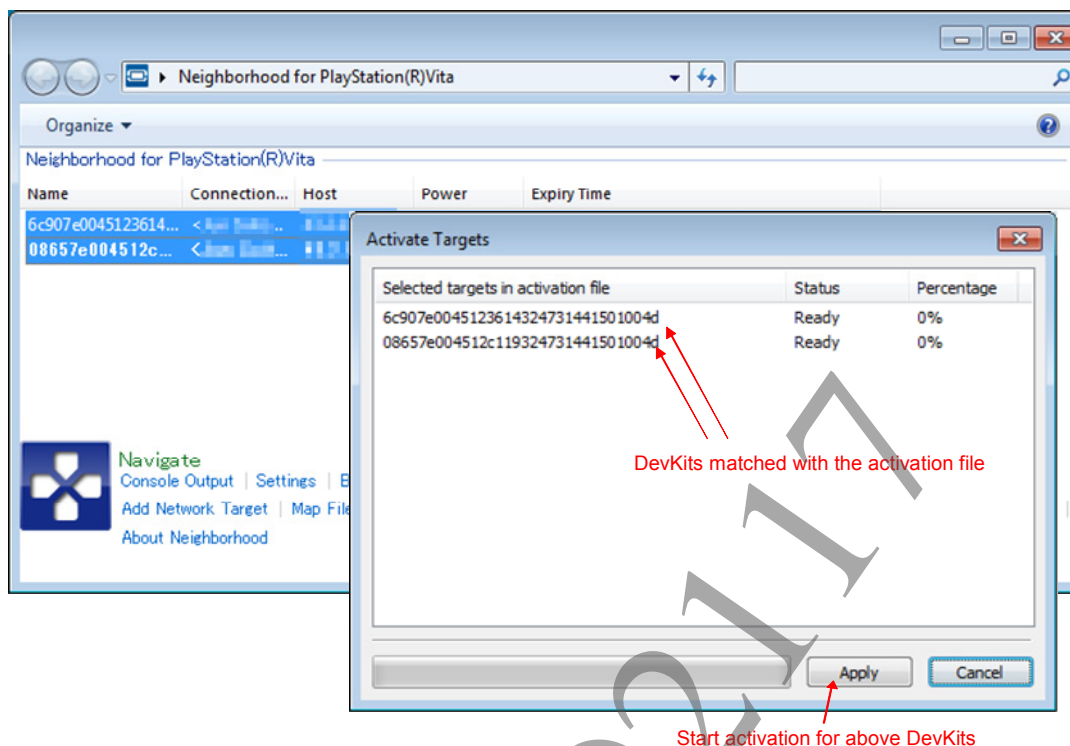
- (1) Connect the DevKit to the development host computer.
- (2) Select multiple DevKits on the Neighborhood for PlayStation®Vita screen. It is possible to simultaneously select other DevKits in the network if they are detectable.

Figure 3 Selection of Multiple DevKits



Select DevKit(s), then drag and drop activation file.

- (3) Drag and drop the activation file onto the selected DevKits. If the DevKits selected on Neighborhood for PlayStation®Vita match the description in the activation file, the list of the matched DevKits will be displayed.

Figure 4 List of DevKits to be Activated

- (4) Apply the activation file by clicking **Apply**.

After the activation file is applied, the DevKits are automatically rebooted and their expiration dates are updated.

Apply the Activation File Via Command Line [DevKit]

- (1) Connect the DevKit to the development host computer.
- (2) Execute "psp2ctrl activate <filename>".

Specify the activation file name on the development host computer in filename.

These operations can be performed on the DevKit connected by default. To perform activation on another DevKit connected to the development host computer, change the default DevKit and execute again. After the activation file is applied, the DevKit is automatically rebooted and the expiration date is updated.

```
C:\Users\User>psp2ctrl activate C:\vita_activation_20110118201547.afv
Update Activation
0      20      40      60      80      100
|_____|_____|_____|_____|_____|
=====
```

An error message will be displayed if activation fails.

```
Update Activation
0      20      40      60      80      100
|_____|_____|_____|_____|_____|
=====
[ERROR] : XXXXXXXX.
```

There are the following kinds of error message:

- [ERROR]: Target error - File transfer failed.
The file cannot be found, or an error occurred during access.

- [ERROR]: No activation code for this target.
The file does not include matching data. It is possible that the wrong name was specified when retrieving the activation file.
- [ERROR]: The file is broken.
File content is invalid. The data might be broken, or the file type might be wrong.
- [ERROR]: The file version is not supported or is older than current activation.
The activation file is either older than, or identical to the one used at the time of the last activation, or file format is not supported. Perform activation again after downloading a new activation file from PlayStation®Vita DevNet.
- [ERROR]: The command is not available in release check mode.
Activation could not be performed because the DevKit is in **Release Mode**. Perform activation again after switching to **Development Mode**. Refer to the "DevKit/TestKit Setup Guide" document for details on how to switch modes.
- [ERROR]: Failed to get CP RTC.
Failed to access the internal clock. The DevKit's back-up battery may be completely exhausted or there may be something wrong with the hardware. Contact our Private support on PlayStation®Vita DevNet.

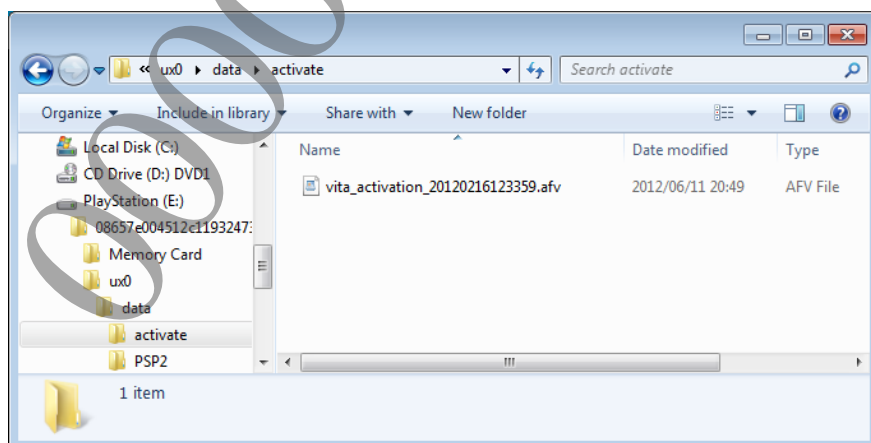
Apply the Activation File on Memory Card [DevKit/TestKit]

The expiration date can be updated using the activation file on the memory card by selecting **★Debug Settings -> Activation -> Activate By Storage** in the Settings application of the DevKit/TestKit. Given that the TestKit does not have a function for copying files onto the memory card, you will need to use the DevKit to copy the activation files in advance.

- (1) Connect the DevKit to the development host computer.
- (2) Copy the activation file to the memory card using Neighborhood for PlayStation®Vita or psp2ctrl. Only one activation file can be placed on the memory card. Do not change the file extension when copying the activation file.

When using Neighborhood for PlayStation®Vita, after performing **Map Filesystem**, copying will be possible using operations similar to the standard file system in Windows Explorer. Create a directory named "data/activate" in the ux0: directory of the DevKit. Copy the downloaded activation file into the "activate" directory.

Figure 5 File Copying in Neighborhood for PlayStation®Vita



When using psp2ctrl, copy the file with the following procedure.

```
> psp2ctrl mkdir ux0:data/activate
> psp2ctrl cp "C:\temp\vita_activation_XXXXXX.afv" ux0:data/activate/
```

- (3) In the case of the TestKit, time must be set in advance via the network. Set the time by selecting **Date & Time -> Date & Time Settings -> Set via Internet -> Set Now** in the Settings application while Internet connection is available. Once the time has been set, it will not be necessary to perform this procedure again.
- (4) Execute the activation by selecting **★Debug Settings -> Activation -> Activate By Storage**. Upon successful activation, the DevKit or TestKit automatically reboots.

If activation fails, the following error messages will be displayed:

- No Activation File found.
No activation files were found on the memory card.
- Newer Activation File is required.
A newer activation file is required. Obtain the activation file from PlayStation®Vita DevNet.
- Invalid Activation File.
The file may not contain compatible data, or may be broken.
- The backup battery has failed.
The back-up battery of the DevKit's clock has run out.

Once an activation file has been copied to a directory on the memory card, activation can be executed for other DevKits/TestKits using that memory card.

For details on how to use memory cards, refer to the "How to Use Memory Cards" section in the "DevKit/TestKit Setup Guide" document.

Apply the Activation Files on the PC by Using CMA [DevKit/TestKit]

By selecting **★Debug Settings -> Activation -> Activate by Connecting PC** in the DevKit/TestKit's Settings application, you can use CMA to obtain the activation files placed on the PC, and update the expiration date:

- (1) Install and launch CMA on the PC.
- (2) Connect the PC to the DevKit or TestKit with a USB cable.
For DevKit/TestKit (PTEL-1000), use the multi-use port; for TestKit (PTEL-2000), use the USB Micro-B port (not the Mini-USB port).
- (3) Rename the activation file "vita_activation_XXXXXXXXXXXX.afv" obtained from PlayStation®Vita DevNet as "activate\ vita_activation.afv" (or activate\ vita_activation.pkg") and place it under the directory specified as the storage destination for game packages on the PC (the default is "My Documents\PS Vita\package").
- (4) In the case of the TestKit, time must be set in advance via the network. Set the time by selecting **Date & Time -> Date & Time Settings -> Set via Internet -> Set Now** in the Settings application while Internet connection is available. Once the time has been set, it will not be necessary to perform this procedure again.
- (5) Select **Settings -> ★Debug Settings -> Activate by Connecting PC** to perform activation using the above file. If this succeeds, the DevKit or TestKit will be restarted, and the expiration date will be updated.

If activation fails, the following error messages will be displayed:

- File not found on PC.
The file on the PC was not found. Check file name, extension, etc.
- Could not connect to PC.
Connection with the PC failed. Check that the cable is connected, that CMA is running, etc.
- Newer Activation File is required.
A newer activation file is required. Obtain the activation file from PlayStation®Vita DevNet.
- Invalid Activation File.
The file may not contain compatible data, or may be broken.

- The backup battery has failed.
The back-up battery of the DevKit's clock has run out.

For details on the CMA operations, refer to the "Content Manager Assistant Overview" document.

Check the DevKit/TestKit's Expiration Date

Use any one of the following methods to check the DevKit/TestKit's expiration date.

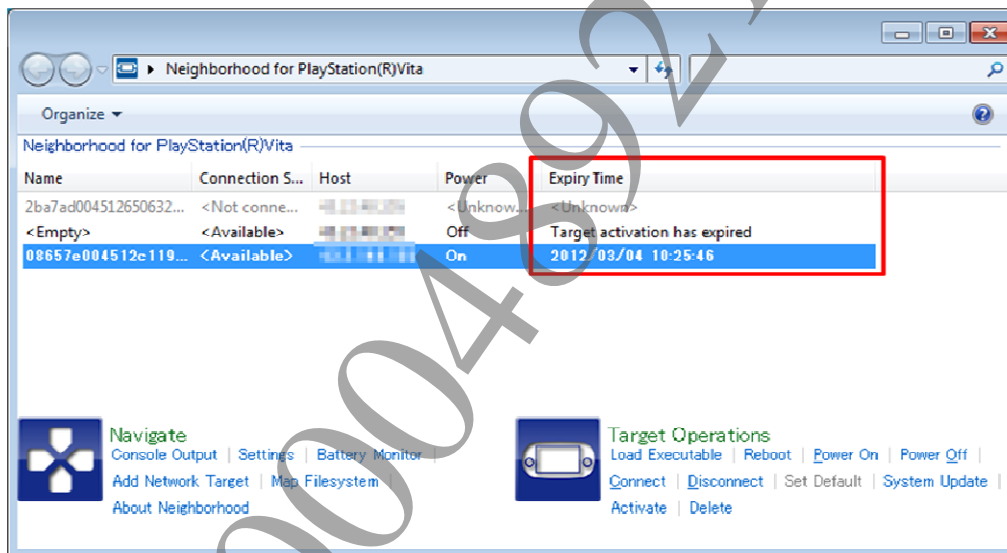
From DevKit/TestKit main unit

When 14 days or less are left before the expiration date, a notification will be displayed at the DevKit/TestKit's startup. When 3 days or less are left, a warning message will be displayed on the home screen. Also, select **★Debug Settings -> Activation -> Show Expiration Date** in the Settings application of the DevKit/TestKit to check the expiration date at any time.

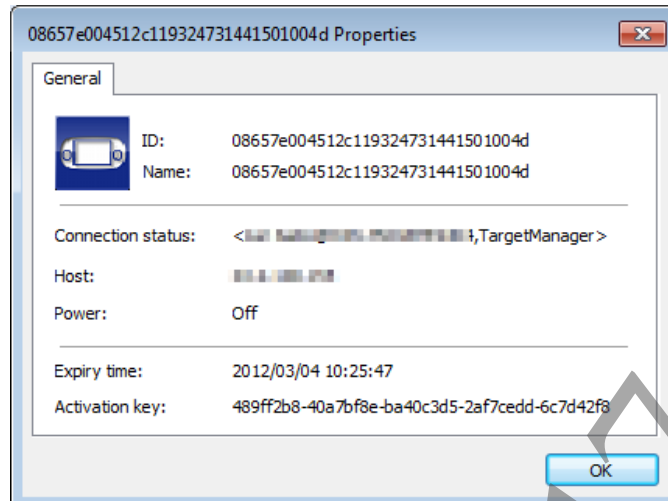
From Neighborhood for PlayStation®Vita [DevKit]

The expiration date currently set for each DevKit is displayed on the DevKit list on Neighborhood for PlayStation®Vita.

Figure 6 The DevKit's Expiration Date Displayed on Neighborhood for PlayStation®Vita



Select the DevKit you wish to check the expiration date from the list of DevKits displayed on Neighborhood for PlayStation®Vita. Then, right-click on the DevKit to display a pop-up menu and select **Properties**. You can check the expiration date among the properties displayed.

Figure 7 Expiration Date Displayed in DevKit Properties**From Command Line [DevKit]**

Execute "psp2ctrl info" from the development host computer. The expiration date will be shown as the output information "ExpiryTime" after the time is converted to its equivalent in the local time of the development host computer. In addition, if the expiration date elapses, "Expired" will be shown.

Note

Note that the expiration date indicated in the list of DevKits/TestKits on PlayStation®Vita DevNet is the value described in the downloaded activation file. Therefore, if the downloaded activation file is not applied to the DevKit/TestKit, the expiration date displayed on the DevKit/TestKit will differ from that displayed on PlayStation®Vita DevNet.

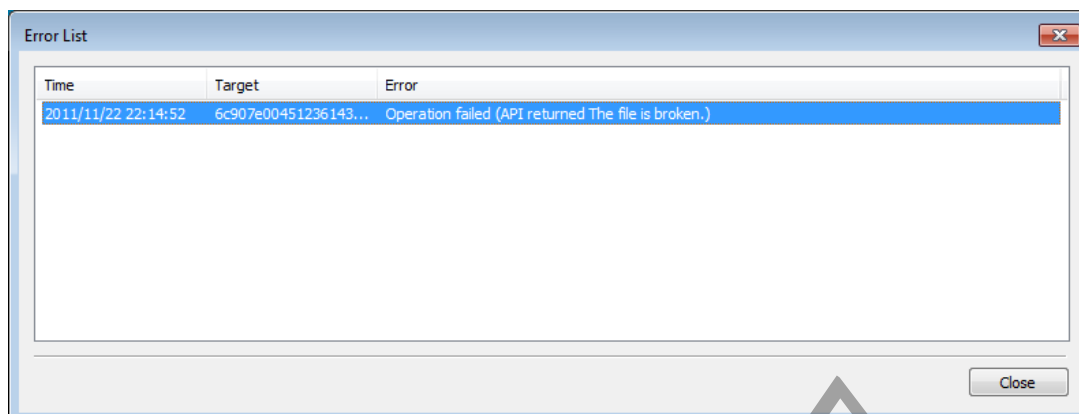
Updating the Expiration Date (The Default Expiration Date is 90 Days)

The DevKit/TestKit's expiration date is checked at the time of application startup. If the expiration date has elapsed, starting up the self file (unsigned self built with the SDK) will not be possible and will result in an error (however, even if the expiration date has elapsed, other DevKit/TestKit functions, such as updates, will still be available).

In order to enable self file start-up, use a new activation file to perform activation by following the procedure described in the "Activate the DevKit/TestKit" section of the 4. "DevKit/TestKit Activation Procedure" chapter. After executing activation, the expiration date will be extended for a period of ninety days from the retrieval of the activation file.

You can also perform activation and update the expiration date in advance before it elapses.

Below is the error message shown when the expiration date of DevKit elapses. On Neighborhood for PlayStation®Vita, click on the **View Errors...** button to display the following error message:

Figure 8 Error Message Displayed on Neighborhood for PlayStation®Vita

The error message displayed via command line is as follows.

```
C:\Users>psp2run /elf hello.self
Loading
0      20      40      60      80     100
|_____|_____|_____|_____|_____|
=====
[ERROR]: Failed to load "C:\Users\hello.self"
[ERROR]: The DevKit requires activation. For information about activating a
DevKit, see "DevKit/TestKit Activation User's Guide",
(C:\Program Files (x86)\SCE\PSP2 SDKs\1.800\documentation\en\pdf\SDK_doc\
1st_read\DevKit_TestKit_Activation-Users_Guide_e.pdf).
```

In this state, the error code (0x800f0b3a) will be displayed on the console output as described below.

```
1:processmgr.c:sceKernelCreateProcess:sceKernelLoadProcessImage
[file: host0:C:\Users\User\hello.self]: failed (res=0x800f0b3a)
1:loadp.c:pdLoadpKernelErrToLoadpErr:535:pdLoadpKernelErrToLoadpErr :
kerr=0x800f0b3a
```

Note

There is no particular limit to the number of times activation can be executed. However, it is not possible to apply activation files that have already been applied or activation files that are older than the activation file currently applied.

Changing the DevKit/TestKit's Registration Status (for Administrators)

Company or organization administrators can perform the following operations on PlayStation®Vita DevNet:

- Setting DevKits/TestKits to "Deployed"
- Transferring DevKits/TestKits (Specifying the Destination from a List)
- Transferring DevKits/TestKits (Specifying the Recipient)
- Checking Status Information of DevKit/TestKit

Note

In the SCEE region, company or organization administrators cannot perform the operations described in the "Transferring DevKits/TestKits (Specifying the Destination from a List)" and "Transferring DevKits/TestKits (Specifying the Recipient)" sections in this chapter. For details on the procedure, refer to the TPRnet online manual.

Setting DevKits/TestKits to "Deployed"

When a DevKit/TestKit is registered on PlayStation®Vita DevNet, or when it is transferred from another organization, it will be in "Available" state. In this state, the DevKit/TestKit is not accessible to regular users and is not displayed on the DevKit/TestKit list browsed by regular users. Also, this state does not allow retrieving activation files. In preparation for development using the DevKit/TestKit, the administrator will need to set the DevKit/TestKit's state to "Deployed". With this change of state, the DevKit/TestKit will be displayed on the DevKit/TestKit list browsed by regular users, and will be ready for activation.

Transferring DevKits/TestKits (Specifying the Destination from a List)

When it is necessary to change the organization to which the DevKit/TestKit belongs, administrators can transfer the DevKit/TestKit by specifying its serial number on the Hardware page of PlayStation®Vita DevNet. Organizations to which the DevKit/TestKit can be transferred are displayed in a menu, so select the destination organization from the menu. After transfer, users of the new destination organization will be able to perform activation of the DevKit/TestKit.

Transferring DevKits/TestKits (Specifying the Recipient)

As a method for changing the organization to which a DevKit/TestKit belongs, it is also possible to send a transfer request by specifying e-mail address of the recipient at the organization to which the transfer is directed. This method can be used in cases where it is not possible to know the organizational composition of the destination. For example, a company administrator may transfer the DevKit/TestKit to other companies. By sending a transfer request on PlayStation®Vita DevNet, the request will be notified to the specified recipient via e-mail. The recipient who receives the transfer request can accept the transfer, or launch PlayStation®Vita DevNet's support thread to consult the sender. If he/she accepts the transfer, a confirmation request will be sent to the sender.

Checking Status Information of DevKit/TestKit

While displaying the DevKit/TestKit list on PlayStation®Vita DevNet, click the DevKit/TestKit's serial number to transition to the DevKit/TestKit's detailed information page where the hardware details, current status, and operation history up to the present (activation, organization transfer) are provided.

5 Troubleshooting

This section describes solutions to some problems regarding activation.

Cannot Find the DevKit/TestKit on PlayStation®Vita DevNet [DevKit/TestKit]

If the serial number of your DevKit/TestKit cannot be found on the PlayStation®Vita DevNet Hardware page, check with the equipment administrator of your organization. If the administrator can access the DevKit/TestKit, he/she can enable regular users to view the DevKit/TestKit on PlayStation®Vita DevNet either by editing settings so as to make the DevKit/TestKit accessible to regular users, or by transferring the DevKit/TestKit to the appropriate organization.

If the administrator cannot find a DevKit/TestKit information, contact the PlayStation®Vita DevNet Private support after confirming the serial number and the DevKit's "Activation Key".

In order to display the DevKit's "Activation Key", select **★Debug Settings -> Activation -> Show Activation Key** in the Settings application.

On the DevKit, this can also be displayed by executing "psp2ctrl info" on the development host computer.

```
C:\Users\User>psp2ctrl info
Name:
  HardwareId: 86795d004512fd08324731441501004d
  LastKnownHost: 127.0.0.1
  -- omitted --
  ServerVersion: 0.94.0.16
  ExpiryTime: 2099/12/31 23:59:58
  ActivationKey: f412fee9-93ac5ec5-9d3feff-f3fd775a-17fac217
```

Error Occurring When Executing Activation [DevKit/TestKit]

If an error should occur when executing activation, check the following points:

- When retrieving the activation file from PlayStation®Vita DevNet, did you select the DevKit/TestKit you are using correctly and then retrieve the activation file?
- Is the file extension (.afv) of the activation file correct?

If there are no problems with the above, contact the PlayStation®Vita DevNet Private support after confirming the error message and the information displayed by the console output.

Back-up Battery-Related Error Displayed [DevKit]

If the back-up battery inside the DevKit has completely run out, the expiration date check at start-up will fail, and the home screen will display the error message "The back-up battery has failed". In this case, contact the PlayStation®Vita DevNet Private support, as batteries cannot be replaced by users.

You can prevent the back-up battery from running out by leaving the DevKit connected to the AC adapter, or connected to the development host computer with a USB cable (miniB).

Time Setting Error Displayed [TestKit]

If time is not set correctly in the TestKit, it will not be possible to check the expiration date at start-up, and the error message "Cannot check expiration date. Please set date via Internet." will be displayed on the home screen. Set the time by selecting **Date & Time -> Date & Time Settings -> Set via Internet -> Set Now** in the Settings application while Internet connection is available. Once the time has been set, it should not be necessary to set the time again. However, if the battery is depleted and the TestKit is left for a long period, it may be necessary to set the time again.

Activation Files Ignored [DevKit/TestKit]

It is not possible to apply the same activation file to the same DevKit/TestKit multiple times. In addition, when retrieving multiple activation files for the same DevKit/TestKit from PlayStation®Vita DevNet, it is not possible to apply older activation files to a DevKit/TestKit to which a more recent activation file has been applied; an error will return for the older activation files.

Cannot Execute Activation in Release Mode [DevKit]

The expiration date is checked even when the DevKit is set in **Release Mode**. Since the DevKit in **Release Mode** cannot be activated, it is necessary to switch the mode to **Development Mode** for executing activation.