

PSNSM Overview

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1 Overview of Features

Overview of PSNSM

PSNSM is a network service provided for PlayStation® platforms since November, 2006. Supported platforms include the game consoles of PlayStation®3, PSP™ (PlayStation®Portable), PlayStation®Vita, and PlayStation®4. In addition, a unique application server, authentication service for websites, and various APIs are provided.

Features Provided by PSNSM

PSNSM services are provided to users via the following software.

- System software applications
- Sony Entertainment Network website and each region's portal sites
- PlayStation®App on smart phones/tablets

Moreover, PSNSM services are provided to the following software via APIs of libraries included in the PlayStation®Vita SDK and PSNSM Web APIs (collectively SDK API hereafter).

- Applications that run on PlayStation®Vita
- Unique application servers and websites
- Companion applications on smart phones/tablets

For PSNSM Web APIs, refer to the following document.

- PSNSM Web APIs Overview

Applications can use SDK APIs in order to use the following features provided by PSNSM.

- User Authentication
- Account Information/Player Profile
- Friends/Presence
- Messages
- Trophies
- Sessions/Invitations
- Game Alert
- Ranking
- Matching
- Signaling/P2P
- Server Storage
- Activity System
- Party
- LiveArea™
- Commerce
- Others (Utility Libraries, etc.)

User Authentication

On PSNSM, users are identified by Sony Entertainment Network accounts. An application using PSNSM can identify users via the user authentication feature.

PSNSM provides a feature to coordinate with unique external servers (game servers, for example) by using account authentication information ("tickets") or an authorization code.

Use of Tickets

A game obtains a ticket from the PSNSM server via an SDK API and transfers it to its own unique server. Upon verifying the received ticket, the unique server can perform various processing – such as, account authentication and entitlement check/consumption. Another service (S2S: Server to Server) is provided for unique servers to directly obtain information from the PSNSM server. This service can be used to provide services coordinated with PSNSM – such as, providing trophy or ranking information (for example) to users who are making accesses to a unique website with a PC web browser.

Use of Authorization Codes

An application obtains an authorization code from the PSNSM server via an SDK API and transfers it to its own unique server. The unique server can then use the received authorization code for account authentication and use Web APIs supporting S2S.

NP Auth Library

The NP Auth library obtains tickets attached to service IDs or authorization codes corresponding to client IDs from the PSNSM server. For details, refer to the following documents.

- NP Auth Library Overview
- NP Auth Library Reference

Account Information/Player Profile

On PSNSM, users are identified by their unique accounts. A user holds a unique identifier called the Online ID; in addition to basic information of the user – such as country/region of residence and age – an account includes privilege information called entitlements, parental control information, etc. Player profiles – including avatars, frequently used languages, etc., – are also managed per account. NP IDs are identifiers that combine online IDs with option fields and version information for server access. NP IDs are used for specifying users in the SDK APIs.

Various information of a player playing an application can be accessed by that application using an SDK API.

NP Library

The NP library serves as the base library for an application using PSNSM. For details, refer to the following documents.

- NP Library Overview
- NP Library Reference

NP Lookup Library

The NP Lookup library obtains PSNSM user-related information from the server. It allows searching for NP IDs by specifying online ID character strings, and obtainment of profile information such as avatars and frequently used languages by specifying NP ID. For details, refer to the following documents.

- NP Lookup Library Overview
- NP Lookup Library Reference

NP Profile Dialog Library

The NP Profile Dialog library is for specifying the NP ID and displaying another user's profile. For details, refer to the following documents.

- NP Profile Dialog Overview
- NP Profile Dialog Reference

Friends/Presence

PSNSM users can make friends based on mutual acceptance of each other as friends. Presence information is automatically shared between friends, and a user can check a friend's online status, the application that friend is currently playing, etc.

An application can obtain the list of friends of a player currently playing that application via an SDK API. Friends playing the same application can exchange application-specific presence information.

User Profile Web API

These are Web APIs for obtaining a user profile, friend list, block list, and for setting and obtaining presence information. They also provide an interface for receiving Push events. For details, refer to the following documents.

- User Profile Overview
- User Profile Web APIs Reference (Profile, FriendList, Presence, BlockList)

NP Friend List2 Dialog Library

The NP Friend List2 Dialog library displays a friends list of maximum 2000 players and obtains the NP ID of a player selected by the user. For details, refer to the following documents.

- NP Friend List2 Dialog Overview
- NP Friend List2 Dialog Reference

NP Friend List Dialog Library

The NP Friend List Dialog library displays a shared play history lists and obtains the NP ID of the player selected by the user. For details, refer to the following documents.

- NP Friend List Dialog Overview
- NP Friend List Dialog Reference

NP Basic Library

The NP Basic Library provides features relating to the sending/receiving of messages and features relating to shared play history. For details, refer to the following documents.

- NP Basic Library Overview
- NP Basic Library Reference

Note

Friend-related features with the limitation of handling up to 100 friends provided by the NP Basic library and NP Friend List Dialog library have been removed.

For details, refer to the following Technical Notes on the PlayStation®Vita Developer Network.

<https://psvita.scedev.net/technotes/view/423>

Messages

PSNSM provides a messaging system (e-mail system enclosed within PSNSM) as a means for users to communicate with each other. An application can also send messages, with image data or other application-specific data attached. The sending of messages with an invitation to invite other users to an online session is also supported.

It is also possible to implement sales promotion features, such as, distributing voucher codes for downloading beta versions of an application to specific users, sending out direct links to specific pages on PlayStation®Store and specific web pages, etc.

NP Message Library and NP Message Dialog Library

The NP Message library and NP Message Dialog library provide sending and receiving features for invitations to online game play and messages with original application data attached. For details, refer to the following documents.

- NP Message Overview
- NP Message Reference

Trophies

Trophies are given out when users achieve various missions set in an application. The status of trophies obtained can be compared with friends via PSNSM, and players can compete with each other on the level they've achieved (determined by the accumulation of points corresponding to the grades of trophies obtained).

NP Trophy Library

The NP Trophy library provides APIs for the application to use the trophy system, such as set-up and unlocking of trophies. For details, refer to the following documents.

- Trophy System Overview
- NP Trophy Library Overview
- NP Trophy Library Reference

Sessions/Invitations

PSNSM provides a session server to create and share the following information regarding online sessions.

- Session name (lobby name, room name, map name)
- Metadata required for joining/referencing (matching system's session ID, for example)
- Details of a session
- Member list

The system software uses information registered to the session server to provide the following features to the user.

- Display information regarding a session currently joined by a friend
- Start the applicable application, pass information regarding the session, and enable the application to join that session
- Notify (invite) other users to join the session

It is also possible for the application to obtain the above session information regarding its own application.

InvitationDialog Library

This library provides features for sending/receiving invitations to a session. For details, refer to the following documents.

- InvitationDialog Library Overview
- InvitationDialog Library Reference

Session/Invitation Web APIs

These are Web APIs for managing session information and for sending/receiving invitations to join sessions. For details, refer to the following documents.

- Session/Invitation Overview
- Session/Invitation Web APIs Reference

Game Alert

Game alert is a message that can be sent by the application with an arbitrary data (game custom data) attachment. For example, it can be used for the following purposes.

- Giving/receiving items within a game
- Distributing ghost data
- Exchanging challenge data

Message thumbnails and message descriptions, the number of buttons or labels, and corresponding actions can be customized per message.

GameCustomDataDialog Library

This library provides features for sending/receiving game custom data. For details, refer to the following documents.

- GameCustomDataDialog Library Overview
- GameCustomDataDialog Library Reference

Game Custom Data Web APIs

These are Web APIs for sending application-defined custom data (game custom data) to other users through PSNSM. For details, refer to the following documents.

- Game Custom Data Overview
- Game Custom Data Web APIs Reference

Ranking

PSNSM provides a ranking board on which users can register high scores and compete with each other. Multiple ranking boards can be set per title; and customization per ranking board – such as, ranking by highest scores/fastest times, number of top registration entries that can be made, whether or not to enable comment or replay data attachments, etc. – can be set. Applications can register and reference ranking data using SDK APIs.

NP ScoreRanking Library

The NP ScoreRanking library is a library for using the ranking server of PSNSM. The ranking server provides multiple scoreboards allowing score registration by user (player). For details, refer to the following documents.

- NP ScoreRanking Library Overview
- NP ScoreRanking Library Reference

Matching

PSNSM provides a matching server for setting up online sessions. Various customization is possible – such as, designing the layer structure of the matching system (worlds and lobbies), the number of players who can participate in 1 session, etc.

NP Matching 2 Library

The NP Matching 2 library supports applications that implement network features, such as online game play and chats. Applications can use this library to utilize the NP Matching 2 system that is provided via PSNSM. For details, refer to the following documents.

- NP Matching 2 System Overview
- NP Matching 2 Library Overview
- NP Matching 2 Library Reference

Signaling/P2P

PSNSM provides a peer-to-peer messaging feature to enable P2P communication between players in an online session.

NP Signaling Library

The NP Signaling library is for performing the communication processing required for P2P communication. It provides the NAT Traversal feature for communicating across a NAT router. For details, refer to the following documents.

- NP Signaling Library Overview
- NP Signaling Library Reference

librudp

The librudp library supports reliable data transmission (RUDP) on the UDP. For details, refer to the following documents.

- librudp Overview
- librudp Reference

Server Storage

PSNSM provides server storage where an application can store arbitrary data and reference it. An area is allocated to each title, and an area is allocated to each user of a title. The area allocated to a title can be used to implement features – such as, to dynamically change the regulations of an online session, calculate the average score or total score of all players worldwide, etc. The area allocated to each user can, for example, be used as online save data.

NP Title Small Storage Library

The Title Small Storage service is a service that supports the delivery of limited events and of data one wishes to change after the launch of the title, such as game balance adjustments and notifications.

By using this service, it is possible to decrease the load on server operation (server monitoring, domain name maintenance, renewal of SSL certification, etc.) compared to setting up a title-exclusive server. For details, refer to the following documents.

- NP TSS Library Overview
- NP TSS Library Reference

NP Title User Storage Library

The NP Title User Storage service is a service for using storage by user and by title prepared on the server of PSNSM.

It can be used to save parameters and release them to other users, to count the total number of times a stage is beaten by users worldwide, and, up to a certain size, to store save data online.

Also, it can be used to perform inter-platform data linkage. For details, refer to the following documents.

- NP TUS Library Overview
- NP TUS Library Reference

Activity System

Activity system is a service for sharing user activities. A user can post application progress, history of purchases made in a store, etc., as a status to the server and to disclose it to other users. Comments and "Like" can be attached to each status, enabling communication among users. Status is displayed on the system software such as the Communication Zone of LiveAreaTM.

NP Activity Library

The NP Activity library is a library for posting PSNSM Activity service Status.

It is possible to set Status information and to post that Status on the Activity server. For details, refer to the following documents.

- Activity System Overview
- NP Activity Library Overview
- NP Activity Library Reference

Party

Party is a system-level voice chat feature that runs independently of the application. The Party application can be started up before the application that will use party features is started, and users can group together for online play. Each member in a party can act independently and play in different applications both in offline and online mode. The party is game and application agnostic; different games or applications may be played by different party members.

NP Party Library

In coordination with the Party application, this library obtains party member information and receives party information update events. It is used for matches and cooperative play among party members in online games. For details, refer to the following documents.

- NP Party Library Overview
- NP Party Library Reference

LiveAreaTM

LiveAreaTM is an application's top screen that is prepared for each application. An application can be started from LiveAreaTM; it is also possible to read a software manual and to terminate the application from LiveAreaTM. Moreover, LiveAreaTM provides an interactive communication method; for example, an application's latest information can be obtained via a network and displayed in LiveAreaTM and gameplay progress of other users using the same application can be exchanged through activity feeds in LiveAreaTM. LiveAreaTM is an area provided for each game which enables the enjoyment of a game to be shared among users, thereby facilitating more active communication.

LiveArea™ Authoring Tool

LiveArea™ Authoring Tool is a development support tool that allows you to create and check the screen configuration of Contents Information Zone of LiveArea™ by using a GUI. For details, refer to the following documents.

- LiveArea™ Specifications
- LiveArea™ Authoring Tool User's Guide

libLiveArea

libLiveArea is a library used for updating LiveArea™. By using libLiveArea, an application can update Content Information Zone of LiveArea™. For details, refer to the following documents.

- libLiveArea Overview
- libLiveArea Reference

Commerce

PlayStation®Store can sell downloadable application or additional contents to PSN™ users (excluding certain countries/regions). It is also possible to sell privilege-type products, such as, the right to access an application server.

In addition to making a purchase via PlayStation®Store of the system software, users can also make purchases by accessing the website provided by SCE with a web browser.

Moreover, it is also possible to implement features in an application whereby users can purchase additional contents from within the application. There are two methods to make this possible. The purchase feature provided by the system software (Store Checkout Dialog library) with a GUI can be used; or a catalog of products can be obtained using an SDK API, a unique GUI can be used to allow the user to make a selection, and another SDK API can be used to process the sale.

NP IN-GAME Commerce 2 Library

This library provides a feature for browsing and purchasing the products on display at PlayStation®Store (Title Store). By using the NP IN-GAME Commerce 2 library, it is possible to incorporate a feature to access the Title Store in the application, and to sell data such as additional items and scenarios, access rights to application servers, etc. For details, refer to the following documents.

- PSN™ Commerce Service Overview
- PSN™ Commerce Programming Guide
- NP IN-GAME Commerce 2 Overview
- NP IN-GAME Commerce 2 Reference

Store Checkout Dialog Library

The Store Checkout Dialog library provides features for purchasing and downloading (including installing) products from PlayStation®Store (Title Store). By passing the product information (obtained from the product catalog which is obtained through the NP IN-GAME Commerce 2 library) to the Store Checkout Dialog library, purchase and download processing is performed for these products. For details, refer to the following documents.

- Store Checkout Dialog Overview
- Store Checkout Dialog Reference

Others (Utility Libraries, etc.)**NpWebApi Library**

This library is for accessing PSNSM Web APIs. It also provides an interface for receiving Push events. For details, refer to the following documents.

- NpWebApi Library Overview
- NpWebApi Library Reference

NP BandwidthTest Library

The NP BandwidthTest library provides a feature for measuring communication bandwidth between the client and the PSNSM server. For details, refer to the following documents.

- NP BandwidthTest Library Overview
- NP BandwidthTest Library Reference

NP WordFilter Library

The NP WordFilter library provides a feature to check the presence of inappropriate comments. For details, refer to the following documents.

- NP WordFilter Library Overview
- NP WordFilter Library Reference

NP SNS Facebook Library

The NP SNS Facebook library supports applications accessing Facebook APIs. For details, refer to the following documents.

- Facebook® Coordination System Overview
- NP SNS Facebook Library Overview
- NP SNS Facebook Library Reference

NP Toolkit Library

NP Toolkit library provides an interface to easily implement main features of PSNSM. For details, refer to the following documents.

- NP Toolkit Library Overview
- NP Toolkit Library Reference

Development Resources Provided by PSNSM

The following development resources are provided to develop applications that use PSNSM.

PlayStation®Vita Programmer Tool Runtime Library SDK

Libraries for using PSNSM by an application for PlayStation®Vita are included in the standard SDK. The SDK is composed of the system software's update data, the SDK body, and its documents.

In addition, the following packages are provided.

- NP TCM (Ticket Checker Module)
NP TCM is a module running on the server for performing ticket authentication on a unique server.
- NP S2S (Server to Server) Services
This package includes S2S API specifications for using S2S services.

Server Management Tools (SMT)

SMT is a group of web interface tools for setting and managing servers in terms of PSN™ trophies, ranking, matching, server storages, and LiveArea™. Access privileges to the SMT are set per title according to requests made to the PlayStation®Vita Developer Network (<https://psvita.scedev.net/>).

Network Platform Management Tool (NPMT) and devadmin

NPMT is a web interface tool for managing products and the catalog of products sold via PlayStation®Store. devadmin is a web interface tool for referencing/editing purchase information of an account created for development purposes. Access privileges to the NPMT and devadmin are set per title according to requests made to the PlayStation®Vita Developer Network.

System Software

PSN™ configuration features and features related to debugging are provided via the system software's application. For details, refer to the following document.

- System Software Overview
 - Descriptions of PSN™ configuration features are provided in "Network" and "PSN™" sections of the "Setting Functions" chapter.
 - Descriptions of features useful for development are provided in "Network - *" and "PSN™ - *" sections of the "★Debug Settings Functions" chapter.

Technical Requirements Checklist (TRC)

TRC is a document that must be submitted together with the master disc. This document describes the requirements that must be fulfilled by every title. Requirements regarding the use of PSN™ are also described – make sure to check them.

Technical Notes

Bug reports, notes/restrictions and announcements of specification modifications to be made regarding the use of libraries, which must be notified in between SDK releases, will be posted as "Technical Notes" on the PlayStation®Vita Developer Network. Refer to them together with the SDK documents.

2 Beginning Development

Setting Up the Development Environment

Network Environment of the Development Kit and Testing Kit

To use PSNSM, the Development Kit and Testing Kit (DevKit/TestKit) must be connected to a network that can connect to the Internet.

Network Settings

To connect the DevKit/TestKit to the Internet, it is necessary to have network settings set in advance. For instructions on this procedure, refer to the "Network" section of the "Setting Functions" chapter in the "System Software Overview" document.

IP Address

There is no need for the DevKit/TestKit to directly hold a global IP address. The Internet can be accessed via a commercially-available NAT router. It is also possible to have multiple DevKits/TestKits connected to 1 NAT router.

Note

Depending on the combination of the router and NAT characteristics of the communication target, there may be problems in P2P communication.

Used IP Addresses and Port Numbers

For the information on the IP addresses and port numbers of the PSNSM servers, refer to Technical Notes "IP address of servers used by PSNSM services" (<https://psvita.scedev.net/technotes/view/132>).

Note that if the IP addresses and port numbers of the PSNSM servers are filtered by the firewall (for example), correct operation will not be possible.

Furthermore, when performing P2P communication in an online session, an arbitrary UDP port will be used per session or per communication party. There will be problems in P2P communication if only certain ports are made usable because of firewall settings.

Creating an Account for Development

To develop an application that uses PSNSM, a Sony Entertainment Network account for development must be created (sign-up) by accessing the PSNSM development environment. An account is required for each DevKit/TestKit accessing PSNSM at the same time. An account is not categorized by the platform on which it is created; thus, an account used to develop an application for PlayStation®3 or PlayStation®4 can be used.

Below is an explanation of the creation of new accounts.

An account can be created using one of the following methods:

- System software
- PC web browser

Items Set upon Account Creation

Be careful of the following points when inputting information for each item to create an account.

Sign-in ID and Password

Any sign-in ID (e-mail address) and password can be set. However, note that when using a PC web browser to create an account, an e-mail will be sent to the registered address for confirmation; therefore, the e-mail address must be a valid one. E-mails may be sent to the sign-in ID address for other purposes as well; avoid using another person's e-mail address. In addition, make sure to remember this e-mail address as it will be necessary to connect to (sign in to) PSN™.

Online ID

An Online ID is an arbitrary ID that can be set by the user upon creating an account. 3 to 16 alphanumeric characters (A-Z, a-z, 0-9), hyphens (-), and underscores (_) can be used. Because PSN™ guarantees each Online ID to be unique, the same Online ID as an already-existing one cannot be set.

Billing Information

When creating an account for development, there is no need to enter billing information.

Resident Registration Number (for Accounts for Korea only)

To create an account for Korea, it is necessary to enter the resident registration number (RRN). When creating an account for Korea for a development environment targeted towards application developers, enter an arbitrary 7 digit numeric value for this (the value can be one that is unrealistic as an RRN).

Account Creation Procedure with System Software

Launch **Settings** from the home screen of the system software, and select **PSN™ - Sign Up** or **★Quick Sign Up**.

When **Sign Up** is selected, the application for registration (sign-up) will be launched; follow the application's instructions and complete sign-up.

Quick Sign Up

It is possible to create a new account with fewer input items and sign up by selecting **★Quick Sign Up**.

Note

It is possible to create sub accounts at the same time with **★Quick Sign Up**.
The applicable age for sub accounts varies by country/region, such as countries where sub accounts cannot be created unless at least 5 years of age. Because of this, it will only be possible to select a date of birth that is applicable to the "Date of Birth" fields specified when creating a sub account. Select only a date of birth within the selectable range when creating a sub account.
If you wish to create a sub account with a date of birth that cannot be created with **★Quick Sign Up**, create a sub account by signing up from **PSN™** in **Settings**.

Account Creation Procedure on a PC Web Browser (Master Account)

- (1) Access the account creation page of the development environment (URL indicated below).
<https://account.sp-int.ac.playstation.net/>

Note

For the browser, use the latest version of Internet Explorer, Firefox, Safari, or Chrome

- (2) Enter the user ID and password as follows.
 - User ID: beta2
 - Password: x7F8V9eb
- (3) When the start page is displayed, click on the **Create a New Account** link.

- (4) Enter the information for the new account (e-mail address, birth date and year, password, etc.) and click the button, **I Agree. Create My Account.**

Note

When sub accounts are created with this master account, an e-mail will be sent to the Sign-In ID (e-mail address) of the master account. Use an existing e-mail address as the Sign-In ID.

- (5) Update the created account to PSN™. The page for updating the account will be displayed. Click the **Devices** tab and **PlayStation® Systems** and follow the instructions on the screen to enter the account information (name, address, etc.). Once all the information is entered, it will become possible to sign-in to PSN™ with the created account.
- (6) When input of all information is completed following the instructions on the screen, the account will become usable.

Signup with a PC Browser (Sub Account)

Create a sub account after creating the master account. Procedure is as follows.

- (1) Access the start page and sign in with the master account.
- (2) Click on the **Account** tab and click on **Sub Accounts**. Click the **Create Sub Account** button.
- (3) Enter the sub account information (e-mail address, birth date and year, password, etc.) and click the **I Agree. Continue.** button.
- (4) A confirmation e-mail will be sent to the master account's e-mail address. Click on the URL in the confirmation e-mail. From the displayed screen, edit the Parental Controls settings (whether to allow chats, etc.) and click the **Continue** button.
- (5) Update the created sub account to PSN™. From the start page again, sign in using the created sub account.
- (6) Click on the **Devices** tab and click on **PlayStation® Systems**. Click on the **Update Account** button.
- (7) The page for updating account will be displayed. Follow the instructions on the screen and enter the account information (name, address, etc.).
- (8) Finally, enter the Sign-In ID (e-mail address) and password for the master account. When this information is entered, it will become possible to sign in to PSN™ with the created sub account.

Account Settings on the DevKit/TestKit

The method for setting the created account on the DevKit/TestKit is the same as the method for creating an account on the system software. By selecting **Sign Up** in **Settings - PSN™** in the system software, an application will be started to process registration (sign-up); follow instructions of the application to complete sign-up processing.

Switching Accounts

With the DevKit/TestKit, it is possible to use and switch among multiple accounts. For details, refer to the "PSN™ - Account Selection" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

3 Reference Information

NP IDs

This section describes the various IDs that are used with PSN™.

IDs Used in Applications

NP Communication ID

The NP Communication ID is used to identify titles when PSN™ communication services (such as matching and ranking) are used. It is in the format XXXXYYYYY_ZZ (with letters for XXXX and numbers for YYYYY and ZZ). The NP Communication ID is assigned by SCE.

When developing an application that uses services of PSN™, register your application's title and products; also request for services via the PlayStation®Vita Developer Network. For details regarding this procedure, refer to <https://psvita.scedev.net/psn/>.

When requesting a service that requires an NP Communication ID, the NP Communication ID will be issued.

NP Title ID

The NP Title ID represents a single title. It is in the format XXXXYYYYY_00 (with letters for XXXX and numbers for YYYYY), where "XXXXYYYYY" is the same value as the product code for titles. The NP Title IDs are assigned by SCE.

A unique NP Title ID will also be assigned to an application server, website, or companion application that uses features of the PSN™.

NP Title Secret

This is the secret information that is paired with an NP Title ID. It is used to prove ownership of the NP Title ID. Take sufficient precautions so that they are not leaked to third parties.

Entitlement ID

The Entitlement ID is mainly used to manage service entitlements.

The Entitlement ID of a service entitlement is a combination of the Service ID and a 6-character label, separated by a hyphen. The label is assigned by the content provider, not SCE. The only characters allowed for the label are upper-case alphabetic characters and numerals (A-Z, 0-9).

Enter the Entitlement ID value into the system via the Network Platform Management Tool (NPMT). Because the NPMT checks for duplicate values, IDs with the same value cannot be registered.

The application uses the Entitlement ID with an NP Auth library API to confirm the information of a service entitlement.

Example: IV0002-NPXS00004_00-SVC001 (where "SVC001" is the label)

For DRM content (package file) as well, the Content ID of the package file will be directly handled as the Entitlement ID upon management by the server and it will be used to manage entitlement (rights) information of DRM content. Because confirmation of entitlement (rights) information for DRM content is carried out by the system, the application will not handle the Entitlement ID of DRM content.

Example: IV0002-NPXS00004_00-ACPKG0000000001

IDs Used When Creating a Package

Service ID

The Service ID is used to identify titles when ticket services and commerce services are used.

Example: IV0002-NPXS00004_00

Products and SKUs that belong to a specific title are grouped under the title's Service ID. The Service ID is required in the following cases.

- When distributing an application or additional content from the Regional Store, or selling a service entitlement
- When distributing downloadable content from the Title Store or selling a service entitlement, using the IN-GAME commerce 2 library, Store Checkout Dialog library, or Title Store application
- When controlling accesses using the NP authentication feature on a server other than the PSNSM server (using the NP TCM library)

A Service ID can be issued and registered by submitting a registration request for the required service via the PSNSM Service Registration Form on the PlayStation®Vita Developer Network.

Content ID

The Content ID is a combination of the Service ID and a 16-character label, separated by a hyphen. The label is assigned by the content provider, not by SCE. The only characters allowed for the label are upper-case alphabetic characters and numerals (A-Z, 0-9).

Specify the Content ID value in the Publishing Tools when creating a package file.

Example: IV0002-NPXS00004_00-0000111122223333 (where "0000111122223333" is the label)

IDs Handled in PlayStation®Store

Category ID

The Category ID is used when multiple products or categories are stored in a tree structure (which is referred to as a "catalog"). A Title Store is classified based on this catalog and browsed by using screen displays or NP IN-GAME Commerce 2 library.

The Category ID is a combination of the Service ID and a 4- to 16-character label, separated by a hyphen. The Title Top Category ID, however, does not have a label and is in the same form as the Service ID. The Title Top Category ID is predefined by the system. For all other categories, the label is assigned by the content provider, not by SCE. The only characters allowed for the label are upper-case alphabetic characters and numerals (A-Z, 0-9).

Enter the Category ID value into the system via the Network Platform Management Tool (NPMT). The NPMT checks for duplicate values.

Example: IV0002-NPXS00004_00 (for the Title Top Category)

Example: IV0002-NPXS00004_00-CATG000011112222 (for any other categories; where "CATG000011112222" is the label)

Product ID

The Product represents digital data and services that belong to a given Service ID. This could include additional data or services with monthly charges, as an example.

The Product ID is a combination of the Service ID and a 16-character label, separated by a hyphen. The label is assigned by the content provider, not by SCE. The only characters allowed for the label are upper-case alphabetic characters and numerals (A-Z, 0-9).

Enter the Product ID value into the system via the Network Platform Management Tool (NPMT). The NPMT checks for duplicate values.

Example: IV0002-NPXS00004_00-0000111122223333 (where "0000111122223333" is the label)

SKU ID

The SKU is a sales unit for assigning prices per product. It is used to set the prices in a store for countries/regions located in a certain SCE region.

The SKU ID is a combination of the Product ID and a 4-character label, separated by a hyphen. This 4-character value is called the "SKU label".

Example: IV0002-NPXS00004_00-0000111122223333-J001 (where "J001" is the SKU label)

The only characters allowed for the SKU label are upper-case alphabetic characters and numerals (A-Z, 0-9). The first character of the SKU label is reserved by SCE and is fixed per SCE region as follows.

Region	First Character of the Label
SCEA	U
SCEJ	J
SCEE	E
SCE Asia	H (K used for Korea)

The format for the other three characters is also fixed per SCE region. For details, refer to the "PlayStation®Store Submission Guideline" document.

Enter the SKU ID value into the system via the Network Platform Management Tool (NPMT). The NPMT checks for duplicate values.

The application obtains the SKU IDs for additional contents using the NP IN-GAME Commerce 2 library and uses them for purchase processing. Note that programming must be carried out to use the obtained value and not to assume that the SKU ID is a fixed value.

IDs Handled on Websites and in Companion Applications**Client ID**

The Client ID is used to identify a unique application server or website, or a companion application on a smart phone or tablet, that uses PSN™ Web APIs. The Client ID is assigned by SCE. The Client ID is used by these clients upon obtaining access tokens using the OAuth2.0 protocol.

Client Secret

This is the secret information that is paired with a Client ID. It is used to prove ownership of the Client ID. Take sufficient precautions so that they are not leaked to third parties.