

Development Kit Neighborhood Settings Guide

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1 Overview

Scope of This Document

This document explains how to use host tools to configure the settings of the Development Kit (DevKit) from development host computers after completing DevKit set up. Detailed descriptions are also provided for each setting item. To configure setting from the development host computer, use Neighborhood for PlayStation®Vita (Neighborhood), which incorporates this settings feature (Neighborhood Settings).

Purpose and Features

The Neighborhood Settings are features for setting the DevKit from the development host computers incorporated in Neighborhood. These features are implemented through a window that is exclusively provided for the settings and that is started up and created from Neighborhood (Neighborhood Settings window, or Settings window). Developers will be able to configure the DevKit through these features.

Related Documents

Refer to the following document concerning the installation of Neighborhood and other matters related to the set-up of the development environment.

- DevKit/TestKit Setup Guide

Concerning Neighborhood, also see the following document. This document is stored in the directory where Neighborhood has been installed.

- Neighborhood and Utilities User's Guide (Neighborhood_and_Uilities-Users_Guide_e.pdf)

Refer to the following release notes, issued every time Neighborhood is released, for information on updates for Neighborhood. These release notes are stored in the directory where Neighborhood has been installed.

- Neighborhood for PlayStation®Vita v (version number) (Neighborhood_Release_Notes-e.htm)

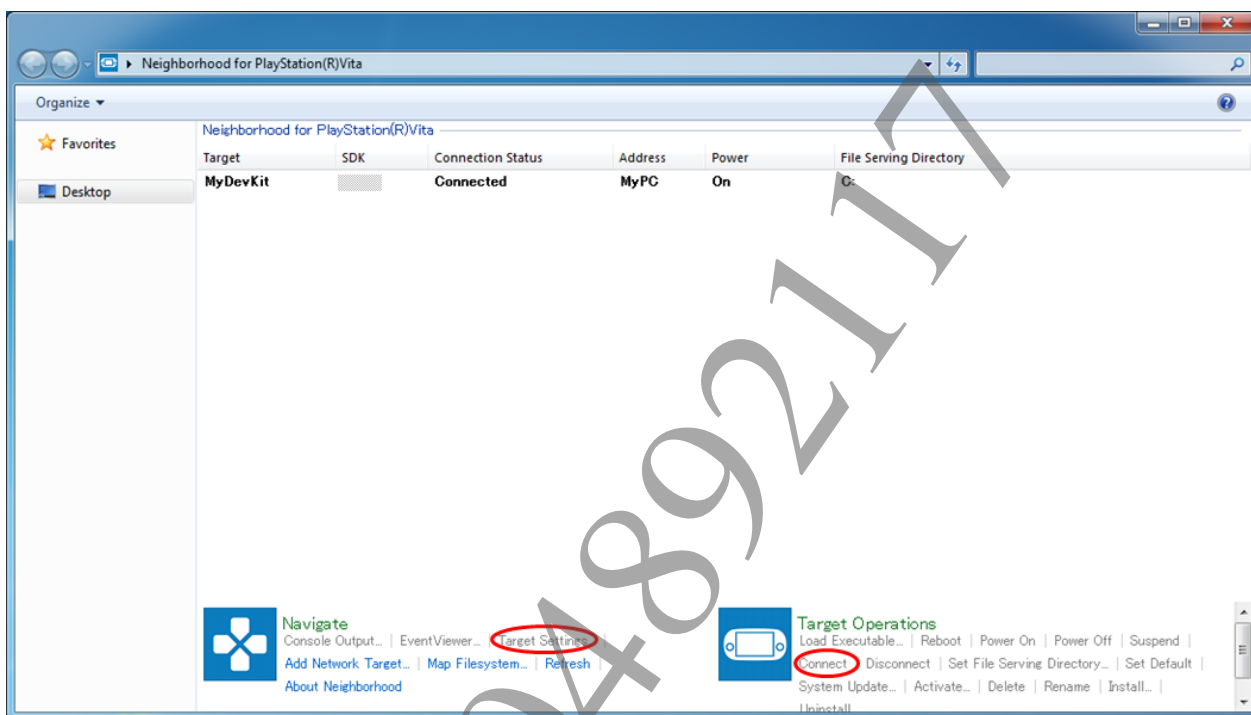
Refer to the following document for details on the Settings application of the system software.

- System Software Overview

2 Operation Method

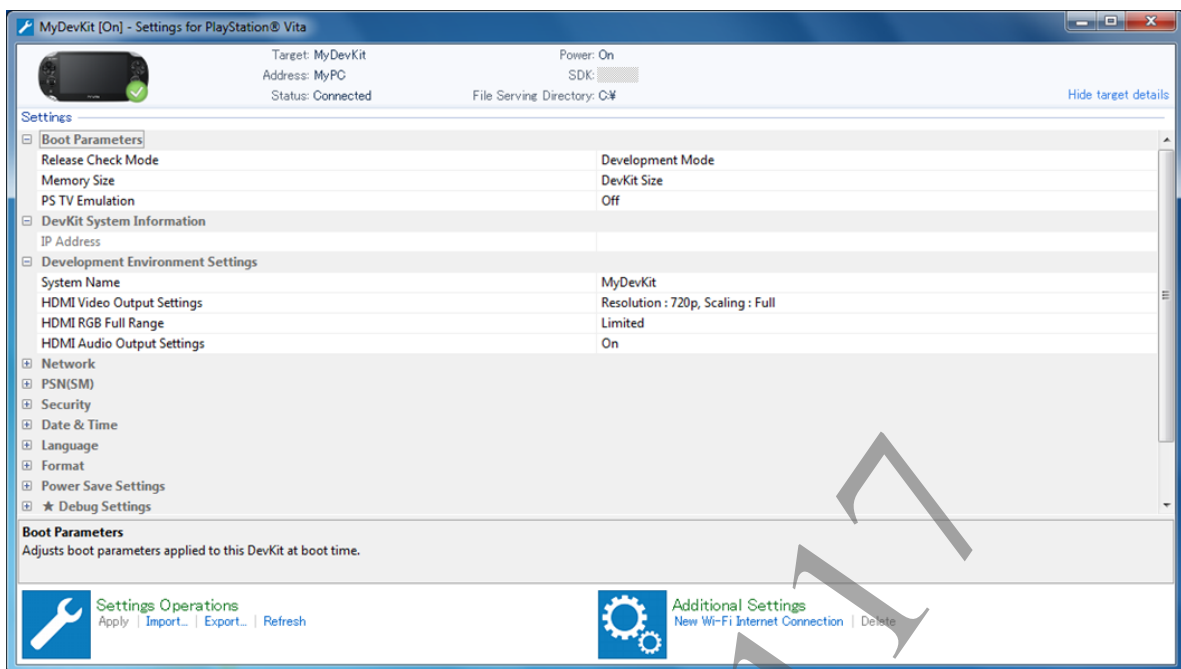
Starting Up the Neighborhood Settings (Settings Window Display)

In order to start up Neighborhood, either double-click the "Neighborhood for PlayStation(R)Vita" shortcut on the desktop, or open Windows Explorer and click the "Neighborhood for PlayStation(R)Vita" node in the folder pane. A screenshot of the screen that is displayed immediately after Neighborhood is started up is shown below.



Immediately after Neighborhood starts up, first connect the DevKit to be debugged. Select the DevKit to be used for debugging from the list of DevKits, and click **Connect** in the **Target Operations** category. This connects the selected DevKit.

Next, to start up the Neighborhood Settings, click **Target Settings** in the **Navigate** category. After the Neighborhood Settings starts up, the setting values are automatically acquired from DevKit and then the current setting values are displayed. If **Target Settings** is clicked while the DevKit power is off, the DevKit is automatically powered on and the setting values are acquired. A screenshot of the screen (settings window) displayed immediately after the setting values are acquired is shown below.



It takes about 15 to 20 seconds for the setting values to be displayed to the Neighborhood Settings window when starting with the DevKit in the non-powered state.

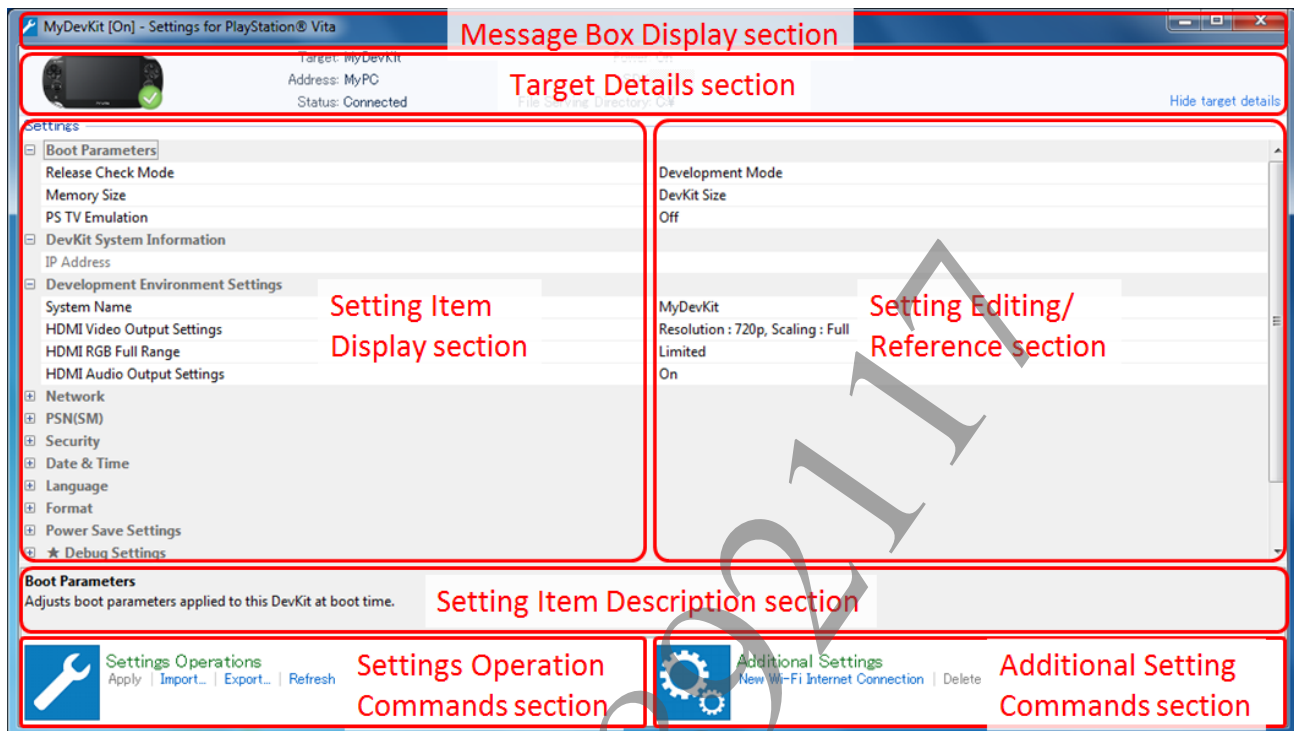
The first time the DevKit is started after installing Neighborhood, the Setting Item tree in the Settings window will be displayed in a collapsed state. When the tree is expanded, the expanded state will be maintained for the next time the DevKit is started.

Note

Depending on the Windows OS version and the Windows environment settings, the actual appearance of the screens may differ from that of the screenshots in this document, but the operations and the features are the same.

Neighborhood Settings Window Screen Composition

The Neighborhood Settings window screen is composed of multiple screen sections, as shown in the screenshot below.



The features of each screen section are as follows.

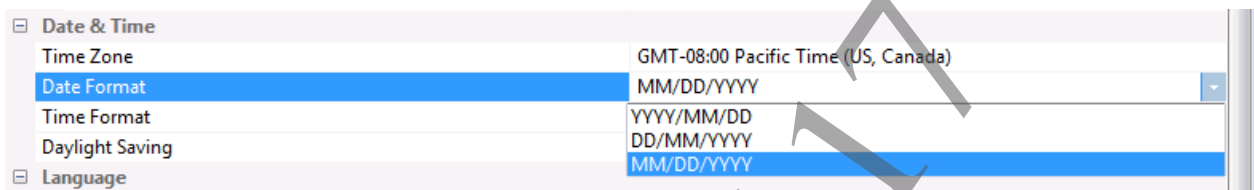
Section Name	Description
Setting Item Display section	The section where the setting items that can be edited/browsed are displayed.
Setting Editing/Reference section	The section where settings are displayed and edited.
Setting Item Description section	Here is displayed a description of the highlighted setting item.
Target Details section	The section where the target's detailed information is displayed.
Message Box Display section	Here are displayed the Message Box that stores the messages from the Neighborhood Settings.
Settings Operation Commands section	Here are located commands to apply and refresh settings.
Additional Setting Commands section	The section where the command to add/delete Setting Items is located, such operations as creating multiple settings in Wi-Fi Internet Connection , etc. is possible.

Editing Settings

The editing method is the same for all settings. Settings can be edited with the following procedure.

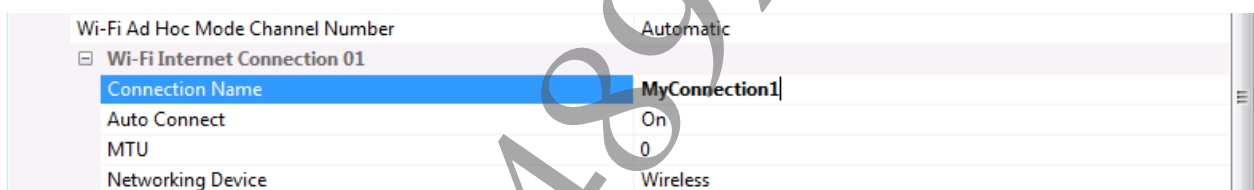
- (1) In the Setting Editing/Reference section, place the mouse cursor on the setting item you wish to edit.
- (2) By clicking, you will enter an editing mode in accordance with setting type (list selection, string, integer value).
- (3) Set a value in accordance with setting type. See below for an explanation on how to perform settings in accordance with setting type.

[List selection] Example: Date Format



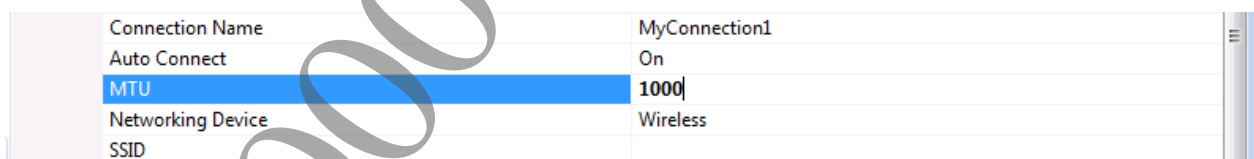
By turning a list selection-type setting item to editing mode, a list of options will be displayed (in the above example, the format that can be selected as Date Format are listed). Select the desired setting by clicking on it with the mouse.

[String input] Example: Connection Name of Wi-Fi Internet Connection



By turning a string-type setting item to editing mode, the cursor for performing string input will flash, enabling you to perform direct input. Input the desired string with the keyboard.

[Numerical value input] Example: MTU

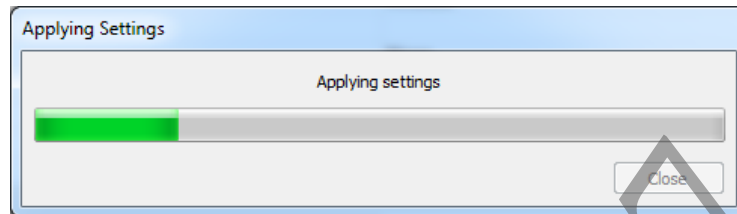


By turning a numerical value-type setting item to editing mode, the cursor for inputting numerical values will flash, enabling you to perform direct input. Input the desired numerical value with the keyboard.

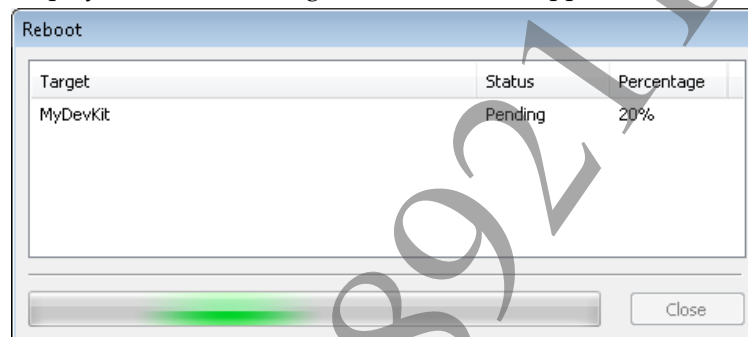
Applying Settings

Basically, the system is made so that all settings that have been edited or updated are all applied to the DevKit at the same time. Click **Apply** in the Settings Operation Commands section after having edited or updated multiple setting items.

A dialog box such as the following showing the application progress is displayed while the settings are being applied.



If some of the settings require a DevKit reboot, a dialog box such as the following showing the DevKit reboot progress is displayed after the setting values have been applied.



Note

Never power off the DevKit while settings are being applied.

Note

Some of the setting items require the DevKit to be rebooted (for details, refer to "Items Requiring DevKit Reboot/Items Switched by PS TV Emulation Setting"). If one or more of the setting items to be applied requires DevKit reboot, the DevKit will be rebooted automatically after the setting values have been applied. If DevKit reboot is not required, the above DevKit reboot screen will not be displayed.

Note

Do not run any programs on the DevKit while applying settings. The system may not function correctly depending on the timing in which settings are actually applied to the DevKit. Also, since with some settings the DevKit will be rebooted, running programs and data may be affected.

Refreshing Settings

When wishing to refresh settings on the UI, click on **Refresh** in the Settings Operation Commands section. Use this feature when wishing to reset the changes or updates made to multiple setting items (however, this has to be done before clicking on **Apply**).

Note

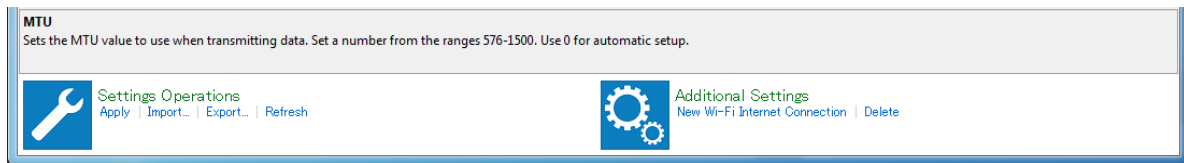
If the setting values are updated from other than the settings window (that is, from a different settings window or the DevKit), the information displayed on the settings window will also be refreshed automatically.

Note

The Wi-Fi Internet connection setting deleted by clicking **Delete** in the Additional Settings Commands section will not be restored.

Description of Setting Items

The Setting Item Description section contains simple explanations of the setting items and the scope of their application. For example, when the MTU setting item is highlighted, the following text will be displayed in the Setting Item Description section.



Note

No description is displayed for setting items whose name is self-explanatory. Also, no description is provided for ★**Debug Settings**.

Adding/Deleting Wi-Fi Internet Connection

Adding New Wi-Fi Internet Connection

Follow the procedure below to add a new Wi-Fi Internet connection.

- (1) Click **New Wi-Fi Internet Connection** in the Additional Settings Commands section, and add the Wi-Fi Internet connection item.
- (2) Perform the appropriate settings for the Wi-Fi Internet connection item that has been added.
- (3) Click **Apply** in the Settings Operation Commands section to apply on the DevKit.

Note

It is possible to add up to 30 Wi-Fi Internet connections.

Deleting an Existing Wi-Fi Internet Connection

Follow the procedure below to delete an existing Wi-Fi Internet connection.

- (1) Select the setting item to be deleted from the Wi-Fi Internet connection items.
- (2) Click **Delete** in the Additional Settings Commands section and delete the selected Wi-Fi Internet connection item.

Note

It is not necessary to click **Apply** to delete the Wi-Fi Internet connection. The changes are reflected to the DevKit the moment **Delete** is clicked in the Additional Settings Commands section. Therefore, the deleted Wi-Fi Internet connection setting values cannot be restored.

Items Requiring DevKit Reboot/Items Switched by PS TV Emulation Setting

Many setting items require the DevKit to be rebooted in order for the settings from the development host computer to be properly applied to every module functioning within the DevKit. When settings are updated for those setting items which require the DevKit to be rebooted, the DevKit will be rebooted automatically.

The following table shows whether or not each setting item requires the DevKit to be rebooted.

Moreover, items that can be set change by whether the **PS TV Emulation** setting is **On** or **Off**. The following table shows which items can be set when the **PS TV Emulation** is **On** and which items can be set when the **PS TV Emulation** is **Off**. Regarding the switching of the **PS TV Emulation** setting, refer to the "PS TV Emulation" item of Chapter 3 "Overview of Setting Items".

Setting Item	DevKit Reboot	PS TV Emulation	
		Off	On
Boot Parameters	N/A	N/A	N/A
Release Check Mode	Yes	Yes	Yes
Release Mode Console	Yes	Yes	Yes
Memory Size	Yes	Yes	Yes
PS TV Emulation	Yes	Yes	Yes
DevKit System Information	N/A	N/A	N/A
IP Address	N/A	N/A	N/A
Development Environment Settings	N/A	N/A	N/A
System Name	No	Yes	Yes
HDMI Video Output Settings	No	Yes	No
HDMI RGB Full Range	No	Yes	No
HDMI Audio Output Settings	Yes	Yes	No
Network	N/A	N/A	N/A
Flight Mode	Yes	Yes	No
Connect to the Internet	Yes	No	Yes
Ethernet Settings	N/A	N/A	N/A
MTU	Yes	No	Yes
IP Address Setting	Yes	No	Yes
DHCP Host Name	Yes	No	Yes
PPPoE User Name	Yes	No	Yes
PPPoE Password	Yes	No	Yes
IP Address	Yes	No	Yes
Subnet Mask	Yes	No	Yes
Default Router	Yes	No	Yes
DNS Setting	Yes	No	Yes
Primary DNS	Yes	No	Yes
Secondary DNS	Yes	No	Yes
Proxy Server	Yes	No	Yes
Proxy Server Address	Yes	No	Yes
Proxy Server Port Number	Yes	No	Yes
Wi-Fi Settings	N/A	N/A	N/A
Wi-Fi	Yes	Yes	No
Show Imposed Scan List	Yes	Yes	Yes
Wi-Fi Ad Hoc Mode Channel Number	Yes	Yes	Yes
Wi-Fi Internet Connection 01 (- 30)	Yes (When newly added)	Yes	Yes
Connection Name	Yes	Yes	Yes

Setting Item			DevKit Reboot	PS TV Emulation	
				Off	On
		Auto Connect	Yes	Yes	Yes
		MTU	Yes	Yes	Yes
		Networking Device	Yes	Yes	Yes
		SSID	Yes	Yes	Yes
		Wi-Fi Security	Yes	Yes	Yes
		WEP Key	Yes	Yes	Yes
		WPA Key	Yes	Yes	Yes
		IP Address Setting	Yes	Yes	Yes
		DHCP Host Name	Yes	Yes	Yes
		DNS Setting	Yes	Yes	Yes
		Primary DNS	Yes	Yes	Yes
		Secondary DNS	Yes	Yes	Yes
		Proxy Server	Yes	Yes	Yes
		Proxy Server Address	Yes	Yes	Yes
		Proxy Server Port Number	Yes	Yes	Yes
		IP Address	Yes	Yes	Yes
		Subnet Mask	Yes	Yes	Yes
		Default Router	Yes	Yes	Yes
		PPPoE User Name	Yes	Yes	Yes
		PPPoE Password	Yes	Yes	Yes
		PSN(SM)	N/A	N/A	N/A
		Sign-In ID (E-mail Address)	No	Yes	Yes
		Facebook	N/A	N/A	N/A
		Account (E-mail Address)	N/A	N/A	N/A
		Publish Trophy Stories	No	Yes	Yes
		Publish Purchase Stories	No	Yes	Yes
		Publish Rating Stories	No	Yes	Yes
		Allow Access from Applications	No	Yes	Yes
		Sound & Display	N/A	N/A	N/A
		Display Area Settings	Yes	No	Yes
		Security	N/A	N/A	N/A
		Parental Controls	N/A	N/A	N/A
		Content	No	Yes	Yes
		Browser	No	Yes	Yes
		Location Data	No	Yes	No
		Change Passcode	No	Yes	Yes
		Screen Lock	N/A	N/A	N/A
		Change Passcode	No	Yes	No
		Date & Time	N/A	N/A	N/A
		Date & Time Settings	N/A	N/A	N/A
		Set Automatically	No	Yes	Yes
		Time Zone	Yes	Yes	Yes
		Adjust Daylight Saving Automatically	Yes	Yes	Yes
		Date Format	Yes	Yes	Yes
		Time Format	Yes	Yes	Yes
		Language	N/A	N/A	N/A
		System Language	Yes	Yes	Yes
		Input Languages	N/A	N/A	N/A
		Auto Capitalization	Yes	Yes	Yes

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Setting Item	DevKit Reboot	PS TV Emulation	
		Off	On
Accessibility	N/A	N/A	N/A
Zoom	No	Yes	Yes
Invert Colors	No	Yes	Yes
Larger Text	Yes	Yes	Yes
Bold Text	Yes	Yes	Yes
High Contrast	Yes	Yes	Yes
Closed Captions	N/A	N/A	N/A
Display Closed Captions	No	Yes	Yes
Display Closed Captions as Specified by Content	No	Yes	Yes
Font	No	Yes	Yes
Size	No	Yes	Yes
Color	No	Yes	Yes
Edges	No	Yes	Yes
Edge Color	No	Yes	Yes
Opacity	No	Yes	Yes
Background Color	No	Yes	Yes
Background Opacity	No	Yes	Yes
Window Color	No	Yes	Yes
Window Opacity	No	Yes	Yes
Add to Quick Menu	No	Yes	Yes
System	N/A	N/A	N/A
Enable Turning On This System from Network	No	No	Yes
Format	N/A	N/A	N/A
Restore Settings	Yes	Yes	Yes
Power Save Settings	N/A	N/A	N/A
Auto Stand-by	Yes	Yes	Yes
Use Wi-Fi in Power Save Mode	Yes	Yes	Yes
★ Debug Settings	N/A	N/A	N/A
System Update	N/A	N/A	N/A
Update Server URL	No	Yes	Yes
Show PUP List	No	Yes	Yes
Enable Host0	No	Yes	Yes
Network	N/A	N/A	N/A
Network Emulation	N/A	N/A	N/A
Type	Yes	Yes	Yes
Interface	Yes	Yes	Yes
Intermittent Connection	Yes	Yes	Yes
Fake 3G Interface	Yes	Yes	Yes
PSP Adhoc SSID prefix	No	Yes	Yes
PSN(SM)	N/A	N/A	N/A
NP Environment	Yes	Yes	Yes
NP Debug	No	Yes	Yes
Fake Plus	No	Yes	Yes
In-Game Commerce Debug	No	Yes	Yes
Service ID	No	Yes	Yes
Patch Test	No	Yes	Yes
TPPS Proxy	No	Yes	Yes
Web API Rate Limit Threshold	No	Yes	Yes
Ignore NpTitleId set by API in Development Mode	No	Yes	Yes
Location Data	N/A	N/A	N/A
Emulate Permission	No	Yes	No

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Setting Item		DevKit Reboot	PS TV Emulation	
			Off	On
	Permission Status	No	Yes	No
	Make AP Invisible	No	Yes	No
	System	N/A	N/A	N/A
	○ Button Behavior	Yes	Yes	Yes
	Slow Card Mode	Yes	Yes	Yes
	TRC Check Notifications	No	Yes	Yes
	GPI Switch	No	Yes	Yes
	PRX Debug	No	Yes	Yes
	Use Default PRX Runtime Library	No	Yes	Yes
	Region Settings	Yes	Yes	Yes
	Restore Debug Settings	Yes	Yes	Yes
	Core Dump	N/A	N/A	N/A
	Dump Level	No	Yes	Yes
	Host Path	No	Yes	Yes
	Forced Dump on Devmode	No	Yes	Yes
	Uploader	No	Yes	Yes
	Graphics Library (libgxm)	N/A	N/A	N/A
	Use Debug Version of libgxm for Game	Yes	Yes	Yes

3 Overview of Setting Items

Boot Parameters

These are settings related to the boot parameters of the DevKit. The DevKit is configured at boot time based on these settings.

Release Check Mode

If the release check mode is **Release Mode**, programs will run in the same environment as the retail unit. Access to the host file system and use of the debug features, which cannot be realized in the retail unit environment, are not possible. The memory size is also the same as that of the retail unit. During normal development, specify **Development Mode**. This setting is performed exclusively from the other setting items (it is applied on its own). Note therefore that if other setting items were edited before applying this setting, these edits will be disabled.

Note

If **Release Check Mode** is **Release Mode**, settings other than **Release Mode Console** cannot be changed. To change settings other than **Release Mode Console**, set **Development Mode**.

Note

When DevKit settings are necessary in **Release Mode**, set them from the Settings application of the DevKit. The Settings application also allows performing a part of debug settings.

Release Mode Console

Output to the console may be required for debugging purpose even when **Release Check Mode** is **Release Mode**. If **Release Mode Console** is set to **Enable**, standard output and standard error output are output to the console of the development host computer. When performing the final operation check of applications, however, set **Release Mode Console** to **Disable**. This setting item can be set only when **Release Check Mode** is **Release Mode**.

Note

If a large volume of data is output to a console with **Release Mode Console** feature, system performance may decrease, causing sound skip or other problems.

Memory Size

If Memory Size is set to **Console Size**, programs will be run with the same memory size as that of the retail unit. Unless the size is changed to the retail unit size, host file system access and the debug features are enabled similarly to when Release Check Mode is **Development Mode**. If **Release Check Mode** is **Release Mode**, the memory size is limited to the retail unit size regardless of this memory size setting.

PS TV Emulation

This setting is related to boot parameters of DevKit. When this setting is **On**, DevKit operation will be the same as PlayStation®TV. When this setting is **Off**, DevKit operation will be the same as PlayStation®Vita. This setting can only be made when the **Release Check Mode** is **Development Mode**.

Note

Every time the setting is changed, settings with region-dependent default values will be initialized.

DevKit System Information

Display various information of the DevKit. This includes only the setting item **IP Address**.

IP Address

Display the IP address currently set for the DevKit. If not connected to the Internet, a blank space will be displayed. Can only be referred to from the Neighborhood settings.

Development Environment Settings

These are settings related to the development environment as a whole. It includes **System Name**, **HDMI Video Output Settings**, **HDMI RGB Full Range**, and **HDMI Audio Output Settings**. All of these settings can only be configured from the development host computer (they cannot be configured from the DevKit's Settings application).

System Name

Set the name of the DevKit system. This is used to distinguish multiple DevKits in the network. Set the name consisting of a character string between 0 and 31 characters in UTF-8 format. This setting is the same as psp2ctrl name.

HDMI Video Output Settings

The DevKit can output images from an HDMI video output port by using an HDMI cable.

In this section, it is possible to configure resolution, enlargement and reduction of the HDMI video output of the DevKit.

- Resolution: 480p, scaling: full (full screen scaling)
- Resolution: 720p, scaling: full (full screen scaling)
- Resolution: 720p, scaling: real (display with the size of an integral multiple of the frame buffer and enlarging to the maximum consented by the image output resolution)
- Resolution: 720p, scaling: 960 x 544 (display scaled to 960 x 544 pixels)

HDMI RGB Full Range

Refer to the "System - HDMI RGB Full Range" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

HDMI Audio Output Settings

Refer to the "System - HDMI Audio Output" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Network

These are settings related to the network. It includes settings related to **Flight Mode**, **Connect to the Internet** and **Ethernet Settings/Wi-Fi Settings**. In addition to these settings, other settings related to the network, namely **Network Emulation**, **Intermittent Connection**, **Fake 3G Interface** and **PSP Adhoc SSID prefix** settings are included in the ★Debug Settings for debugging purposes.

Flight Mode

Refer to the "Flight Mode" section in the "Setting Functions" chapter of the "System Software Overview" document. This setting excludes other setting items when executed (it is applied independently). For this reason, note that any change made to other setting items before applying this feature will be disabled.

Connect to the Internet

Set whether or not to enable Internet connection. Choose between **On** and **Off**.

Ethernet Settings/Wi-Fi Settings

The following setting items are included for both **Ethernet Settings** and **Wi-Fi Settings**. However, some items are only available for **Wi-Fi Settings**. Refer also to the "Network" section in the "Setting Functions" chapter of the "System Software Overview" document. The settings can be adjusted with much finer granularity if using the Neighborhood Settings. Also, It is possible to add up to 30 Wi-Fi Internet connections with **Wi-Fi Settings**.

Wi-Fi (Wi-Fi Settings only)

Set whether to enable the Wi-Fi feature. Choose between **On** and **Off**. This setting cannot be changed when **Flight Mode** is set to **On**.

Show Imposed Scan List (Wi-Fi Settings only)

Set whether to display the scan list with impose. Choose between **On** and **Off**.

Wi-Fi Ad Hoc Mode Channel Number (Wi-Fi Settings only)

Set the channel to be used in Ad Hoc mode. Choose among **Automatic**, **1ch**, **6ch**, and **11ch**. When set to **Automatic**, PlayStation®Vita will select the channel automatically.

Wi-Fi Internet Connection 01 (- 30)

- **Connection Name (Wi-Fi Settings only)**
Set the name of an Internet connection. Set the name to a character string between 1 and 16 characters in UTF-8 format.
- **Auto Connect (Wi-Fi Settings only)**
Set whether to automatically perform connection if this connection is detected. Choose between **On** and **Off**.
- **MTU**
Set the MTU value used when transmitting data. This value can be set to a numerical value between 576 and 1500. Input 0 for automatic setting.
- **Networking Device (Wi-Fi Settings only)**
Select the device used for connecting to the Internet. You can choose between **Wireless** and **Wired Connection**.
- **SSID (Wi-Fi Settings only)**
Set the SSID of the access point. Set as a character string of 1 to 32 characters in ASCII format.
- **Wi-Fi Security (Wi-Fi Settings only)**
Set the access point's security type. Choose among **None**, **WEP** and **WPA-PSK/WPA2-PSK**. If **WEP** is selected, the **WEP Key** setting item will follow this setting. If **WPA-PSK/WPA2-PSK** is selected, the **WPA Key** setting item will follow this setting.
- **WEP Key (Wi-Fi Settings only)**
Set the WEP encryption key. Input either in hex digits (10 or 26 characters, without a 0x at the start) or in ASCII characters (5 or 13 characters). This setting item will be displayed if **WEP** is selected under **Wi-Fi Security**.
- **WPA Key (Wi-Fi Settings only)**
Set the WPA encryption key. Input either in hex digits (64 characters without a 0x at the start) or in ASCII characters (from 8 to 63 characters). This setting item will be displayed if **WPA-PSK/WPA2-PSK** is selected under **Wi-Fi Security**.

- **IP Address Setting**

Select the setting method for the IP address. Choose from **Automatic**, **Manual** and **PPPoE**. Based on this selection, the setting items displayed after these setting items in the Wi-Fi settings change as follows.

When **Automatic** is selected:

DHCP Host Name
DNS Setting
Proxy Server

When **Manual** is selected:

IP Address
Subnet Mask
Default Router
Primary DNS
Secondary DNS

When **PPPoE** is selected:

Proxy Server
PPPoE User Name
PPPoE Password
DNS Setting
Proxy Server

- **DHCP Host Name**

Set the DHCP host name. This setting item is displayed if you choose **Automatic** in the **IP Address Setting**. Normally, this does not need to be set. If setting is required, set to a character string between 0 and 255 characters in ASCII format.

- **DNS Setting**

Select the setting method of the DNS server. This setting item is displayed if either **Automatic** or **PPPoE** are selected in **IP Address Setting**. You can choose between **Automatic** and **Manual**. If you select **Manual**, a further setting item for specifying **Primary DNS** and **Secondary DNS** will be displayed.

- **Primary / Secondary DNS**

Set the address of the primary or secondary DNS. This setting item is displayed if you have chosen **Manual** in **IP Address Setting**, or have chosen **Automatic** or **PPPoE** in **IP Address Setting** and **Manual** in **DNS Setting**. Set as a character string in the xxx.xxx.xxx.xxx format.

- **Proxy Server**

Choose whether to use a proxy server. You can choose between **Do Not Use** and **Use**. If you select **Use**, a further setting item will be displayed, enabling you to specify **Proxy Server Address** and **Proxy Server Port Number**.

- **Proxy Server Address**

Set the proxy server. This setting item is displayed if you have chosen **Use** under **Proxy Server**. Set as a character string between 1 and 255 characters in ASCII format.

- **Proxy Server Port Number**

Set the proxy server port number. This setting item is displayed if you have chosen **Use** under **Proxy Server**. Specify a numerical value between 1 and 65535.

- **IP Address**

Set the IP address. This setting item is displayed if you have chosen **Manual** under **IP Address Setting**. Set as a character string in the xxx.xxx.xxx.xxx format.

- **Subnet Mask**

Set the subnet mask. This setting item is displayed if you have chosen **Manual** under **IP Address Setting**. Set as a character string in the xxx.xxx.xxx.xxx format.

- **Default Router**

Set the address of the default router. This setting item is displayed if you have chosen **Manual** under **IP Address Setting**. Set as a character string in the xxx.xxx.xxx.xxx format.

- **PPPoE User Name**

Set the user ID of the PPPoE protocol. This setting item is displayed if you have chosen **PPPoE** under **IP Address Setting**. Set to a character string of between 1 and 127 characters in ASCII format.

- **PPPoE Password**

Set the password of the PPPoE protocol. This setting item is displayed if you have chosen **PPPoE** under **IP Address Setting**. Set to a character string of between 1 and 127 characters in ASCII format. The password will be displayed with asterisks (*) so that it cannot be read clearly, but note that it will be transmitted to the network in plain text.

PSN(SM)

These are settings related to PSNSM. It includes the setting items **Sign-In ID (E-mail Address)** and **Facebook**. In addition to these items, other settings for debugging purposes related to PSNSM are **NP Environment**, **NP Debug**, **Fake Plus**, **In-Game Commerce Debug**, **Service ID**, **Patch Test** and **TPPS Proxy** under ★Debug Settings.

Sign-In ID (E-mail Address)

Set the sign-in ID (e-mail address). Set to a character string between 0 and 64 characters in ASCII format.

Facebook

These are settings related to the coordination feature between PSNSM and Facebook®. The following settings are provided.

- **Account (E-mail Address)**
Sets the E-mail address to be used to log into Facebook. From the Neighborhood Settings, reference of the E-mail address is only allowed.
- **Publish Trophy Stories**
Sets whether to publish the acquired trophy stories on Facebook. Select **On** to publish the stories on Facebook.
- **Publish Purchase Stories**
Sets whether to publish the information of products purchased at PlayStation®Store on Facebook. Select **On** to publish the stories on Facebook.
- **Publish Rating Stories**
Sets whether to publish the information of products rated at PlayStation®Store on Facebook. If this setting is set to **On**, it is possible to choose whether to publish the information of products for each rating. Select **Off** if you do not wish to publish the information at all times.
- **Allow Access from Applications**
Sets whether to allow an application that supports Facebook to access the basic profile information of Facebook. Select **Allow** to allow an application to access the basic profile information of Facebook.

Sound & Display

This is setting related to audio and video. It contains the item **Display Area Settings**.

Display Area Settings

The display area can be set within the range of 80 % to 120 % according to the display screen.

Security

These are settings related to security. It includes settings related to **Parental Controls** and **Screen Lock**.

Parental Controls

These are settings related to viewer age restriction. They include the **Content**, **Browser**, **Location Data**, and **Change Passcode** setting items. Changing the settings related to viewer age restriction from the Settings application of the system software requires the input of a passcode, but if settings are made from the development host computer, the settings can be updated without passcode entry.

Content

Set the application's start restriction level. If the parental controls level described in param.sfo of the application is higher than the level set here, that application will not start up. When **Off** is set, parental controls does not function.

Browser

Set whether to authorize Internet Browser application start-up. If **Do Not Allow** is set, the Internet Browser application cannot be started up. To allow the Internet Browser application to start up, set **Allow**.

Location Data

Set whether to authorize the use of location data. If **Do Not Allow** is set, location data cannot be used. To allow use of location data, set **Allow**.

Change Passcode

Set the passcode required for changing the **Content**, **Browser**, and **Location Data** settings. The passcode is a 4-digit decimal number. Leave this item blank if you do not wish to set a passcode. Characters other than numerals (0 to 9) can be input, but be sure to set only numerals. The passcode is displayed as asterisks for security purposes.

Note

The passcode set here is not fully protected. Therefore, do not set information you do not wish others to know (personal passcode, etc.) without due consideration.

Screen Lock

These are settings related to screen lock. It includes the **Confirm passcode when unlocking** and **Change Passcode** settings.

Change Passcode

Set the passcode required for canceling screen lock. The passcode is a 4-digit decimal number. Leave this item blank if you wish to disable the screen lock feature. The **Confirm passcode when unlocking** setting item is provided in the Settings application of the system software, but it is not supported for setting from the development host computer. An equivalent feature is realized by setting a 4-digit number. Characters other than numerals (0 to 9) can be input, but be sure to set only numerals. The passcode is displayed as asterisks for security purposes.

Note

The passcode set here is not fully protected. Therefore, do not set information you do not wish others to know (personal passcode, etc.) without due consideration.

Date & Time

These are settings related to date and time. It includes the setting items **Date & Time Settings**, **Time Zone**, **Adjust Daylight Saving Automatically**, **Date Format** and **Time Format**. The actual setting of date and time from the development host computer is not supported. Set date and time from the Settings application of the DevKit.

Date & Time Settings

These are settings related to date and time setting. This includes only the setting item **Set Manually**.

Set Automatically

Set whether to automatically perform the date and time setting. Choose between **On** and **Off**. If the automatic setting is chosen, the setting is performed upon connecting to PSNSM.

Time Zone

Select the time zone. Choose from the pre-defined time zones of the major cities of the world.

Adjust Daylight Saving Automatically

Set whether to automatically enable daylight saving time adjustment. Choose between **On** and **Off**.

Date Format

Select the date display format. Choose from **MM/DD/YYYY**, **DD/MM/YYYY** and **YYYY/MM/DD**.

Time Format

Select the time display format. Choose between **12-Hour Clock** and **24-Hour Clock**.

Language

These are settings related to language. It includes the setting items **System Language** and **Input Languages**.

System Language

Select the language to be displayed in the DevKit system software. Choose among 20 languages.

Input Languages

This is a setting related to the input language. It includes the setting item **Auto Capitalization**.

Auto Capitalization

Set whether to automatically capitalize the first letter of words. Capitalization features for specific words and under specific conditions. Choose between **On** and **Off**.

Accessibility

These are settings related to accessibility. It includes the setting items **Zoom**, **Invert Colors**, **Larger Text**, **Bold Text**, **High Contrast**, **Closed Captions**, and **Add to Quick Menu**.

Zoom

Set whether to enable the zoom feature or not. Choose between **On** and **Off**.

Invert Colors

Set whether to enable inversed colors on the screen or not. Choose between **On** and **Off**.

Larger Text

Set whether to enable display of larger text or not. Choose between **On** and **Off**.

Bold Text

Set whether to enable display of bold text or not. Choose between **On** and **Off**.

High Contrast

Set whether to enable high contrast or not. Choose between **On** and **Off**.

Closed Captions

These are settings related to closed captions. It includes the setting items **Display Closed Captions**, **Display Closed Captions as Specified by Content**, **Font**, **Size**, **Color**, **Edges**, **Edge Color**, **Opacity**, **Background Color**, **Background Opacity**, **Window Color**, and **Window Opacity**.

Display Closed Captions

Set whether to enable display of closed captions during video playback or not. Choose between **On** and **Off**. When **On** is selected, the setting for specifying **Display Closed Captions as Specified by Content** will also be displayed.

Display Closed Captions as Specified by Content

Set whether to enable display of closed captions as specified by content or not. This setting item is displayed when **On** is selected in **Display Closed Captions**. Choose between **On** and **Off**. When **Off** is selected, the settings for specifying **Font**, **Size**, **Color**, **Edges**, **Edge Color**, **Opacity**, **Background Color**, **Background Opacity**, **Window Color**, and **Window Opacity** will also be displayed.

Font

Select the font for closed captions. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **Font 1** to **Font 7**.

Size

Select the size of the text in closed captions. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **200%**, **100%**, and **50%**.

Color

Select the text color for closed captions. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **White**, **Black**, **Red**, **Green**, **Blue**, **Yellow**, **Magenta**, and **Cyan**.

Edges

Select the text edges for closed captions. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **None**, **Raised**, **Depressed**, **Uniform**, and **Drop Shadowed**.

Edge Color

Select the text edge color for closed captions. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **White**, **Black**, **Red**, **Green**, **Blue**, **Yellow**, **Magenta**, and **Cyan**.

Opacity

Select the opacity of the text in closed captions. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **100%**, **75%**, **50%**, **25%**, and **0%**.

Background Color

Select the background color for closed captions. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **White**, **Black**, **Red**, **Green**, **Blue**, **Yellow**, **Magenta**, and **Cyan**.

Background Opacity

Select the opacity for closed caption backgrounds. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **100%**, **75%**, **50%**, **25%**, and **0%**.

Window Color

Select the color for closed caption windows. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **White, Black, Red, Green, Blue, Yellow, Magenta, and Cyan**.

Window Opacity

Select the opacity for closed caption windows. This setting item is displayed when **Off** is selected in **Display Closed Captions as Specified by Content**. Choose from **100%, 75%, 50%, 25%, and 0%**.

Add to Quick Menu

Set whether to add **Invert Colors** and **Enable Custom Button Assignments** to the quick menu or not. Choose between **On** and **Off**.

System

This is a setting related to the system. It contains the item **Enable Turning On This System from Network**.

Enable Turning On This System from Network

Set whether or not to enable the feature to turn on the DevKit system via a network.

Format

This is a setting related to formatting. It contains the item **Restore Settings**.

Restore Settings

This feature returns the settings related to system software to default values. Choose **Yes** to return to default values. This feature excludes other setting items when executed (it is applied independently). For this reason, please note that any change made to other setting items before applying this feature will be disabled.

Power Save Settings

These are settings related to power saving. They include the setting items **Auto Stand-by** and **Use Wi-Fi in Power Save Mode**.

Auto Stand-by

Set the time from the idle state to automatic return to the standby state. The display is dimmed 15 seconds before the set time according to this setting value.

Choose from the following when **PS TV Emulation** is **Off**.

- ★ Off
- After 1 Minute
- After 3 Minutes
- After 5 Minutes
- After 10 Minutes
- After 30 Minutes
- ★ After 60 Minutes

Choose from the following when **PS TV Emulation** is **On**.

- After 1 Hour

- **After 2 Hours**
- **After 3 Hours**
- **After 4 Hours**
- **Off**

If ★ **Off** or **Off** is set, **Auto Stand-by** does not function. ★ **After 60 Minutes** and ★ **Off** are debug features.

Use Wi-Fi in Power Save Mode

Specify whether or not to use Wi-Fi in the power save mode. Choose between **On** and **Off**.

★Debug Settings

These are settings for debugging purposes to support development. It includes items related to **System Update**, **Network**, **PSN(SM)**, **Location Data**, **System**, **Core Dump** and **Graphics Library (libgx)**.

System Update

This is a debug setting related to system updates. It includes the setting items **Update Server URL**, **Show PUP List** and **Enable Host0**. Refer to the "DevKit/TestKit Setup Guide" document for the system update procedure.

Update Server URL

Refer to the "System Update - Update Server URL" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Show PUP List

Refer to the "System Update - Show PUP List" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Enable Host0

Refer to the "System Update - Enable Host0" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Network

This is a debug setting related to Network. It includes the setting items **Network Emulation**, **Intermittent Connection**, **Fake 3G Interface** and **PSP Adhoc SSID prefix**.

Network Emulation

Refer to the "Network - Network Emulation" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Intermittent Connection

Refer to the "Network - Intermittent Connection" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Fake 3G Interface

Refer to the "Network - Fake 3G Interface" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

PSP Adhoc SSID prefix

Refer to the "Network - PSP Adhoc SSID Prefix" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

PSN(SM)

This is a debug setting related to PSNSM. It includes the setting items **NP Environment**, **NP Debug**, **Fake Plus**, **In-Game Commerce Debug**, **Service ID**, **Patch Test** and **TPPS Proxy**.

NP Environment

Refer to the "PSNSM - NP Environment" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

NP Debug

Refer to the "PSNSM - NP Debug" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Fake Plus

Refer to the "PSNSM - Fake Plus" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

In-Game Commerce Debug

Refer to the "PSNSM - In-Game Commerce Debug" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Service ID

Refer to the "PSNSM - Service ID" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Patch Test

Refer to the "PSNSM - Patch Test" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

TPPS Proxy

These settings are used to set the proxy server to be used to access TPPS (Title Patch Publishing System) for checking for patches. Select **Use** to set this proxy server. After **Use** is selected, setting items, namely **Address**, **Port**, **User Name**, and **Password**, are displayed; set the value appropriate for this proxy server in each setting item. Also refer to the "PSNSM - TPPS Proxy" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Web API Rate Limit Threshold

Refer to the "PSNSM - Web API Rate Limit Threshold" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Ignore NpTitleId set by API in Development Mode

Refer to the "PSNSM - Ignore NpTitleId set by API in Development Mode" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Location Data

This is a debug setting related to the location data. It includes the setting items **Emulate Permission**, **Permission Status**, and **Make AP Invisible**.

Emulate Permission

Refer to the "Location Data - Emulate Permission" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Permission Status

Refer to the "Location Data - Permission Status" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Make AP Invisible

Refer to the "Location Data - Make AP Invisible" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

System

This is a debug setting related to the overall system operation. It includes the setting items ○ **Button Behavior**, **Slow Card Mode**, **TRC Check Notifications**, **GPI Switch**, **PRX Debug**, **Use Default PRX Runtime Library**, **Region Settings** and **Restore Debug Settings**.

○ Button Behavior

Refer to the "System - ○ Button Behavior" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Slow Card Mode

Refer to the "System - Slow Card Mode" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

TRC Check Notifications

Refer to the "System - TRC Check Notifications" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

GPI Switch

Refer to the "System - GPI Switch [DevKit]" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

PRX Debug

Refer to the "System - PRX Debug" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Use Default PRX Runtime Library

This is a setting related to the switching of PRX Runtime library. By selecting **On**, the PRX Runtime library included in PUP is used when the PRX Runtime library for package installation does not exist in the app0:sce_module directory. The default setting is **On**.

Region Settings

Refer to the "System - Region Settings" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document. This setting excludes other setting items when executed (it is applied independently). For this reason, note that any change made to other setting items before applying this feature will be disabled.

Restore Debug Settings

Refer to the "System - Restore Debug Settings" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Core Dump

This is a debug setting related to the core dump feature. It includes the setting items **Dump Level**, **Host Path**, **Forced Dump on Devmode** and **Uploader**.

Dump Level

Refer to the "Core Dump - Dump Level" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Host Path

Set the core file output destination path on the development host computer side. Set a character string from 0 to 255 characters in UTF-8 format.

Forced Dump on Devmode

Even when **Release Check Mode** is set to **Development Mode**, only if an application that is not attached to the debugger causes an exception, the core file is automatically output through the same core dump feature as in the case where the mode is set to **Release Mode**. On the other hand, since the control is passed to the debugger, the core file is not output automatically regardless of **On/Off** of this setting when an application is attached to the debugger. The default value is **Off**.

Uploader

Set the core file uploader feature. The core file uploader feature will upload the core file (created when a debuggable process abnormally terminates) to a specified server. For details, refer to the "Core Dump - Uploader" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

Graphics Library (libgxm)

This is a debug setting related to libgxm. It includes the setting item **Use Debug Version of libgxm for Game**.

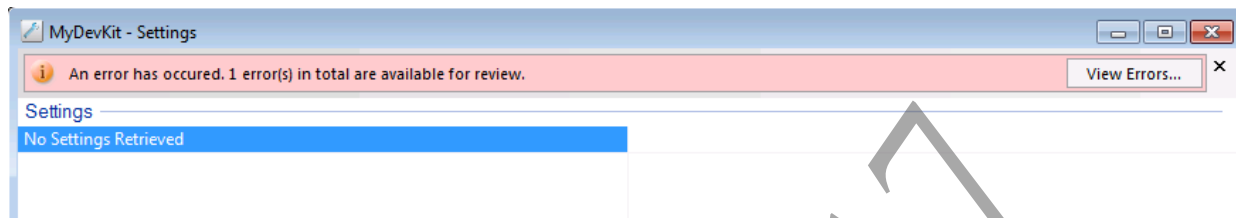
Use Debug Version of libgxm for Game

Refer to the "Graphics Library (libgxm) - Use Debug Version of libgxm for Game" section in the "★Debug Settings Functions" chapter of the "System Software Overview" document.

4 Troubleshooting

About the Message Box

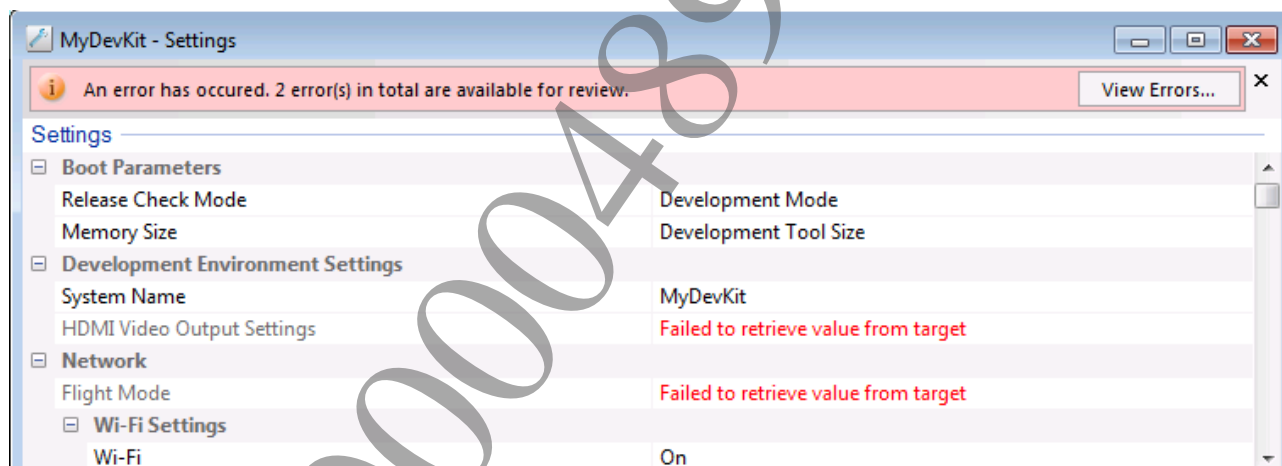
The Message Box stores error messages from the Neighborhood Settings. When an error occurs, the Message Box will be displayed at the top of the Neighborhood Settings window. The number of errors is also provided in the Message Box.



By clicking **View Errors...** shown at the top-right of the Message Box, you can check the messages in detail. As long as you do not click **View Errors...**, the stored messages will remain in the Message Box.

"Failed to retrieve value from target" Is Displayed in Setting Editing/Reference Section

If the setting values could not be obtained from the DevKit, the error message "Failed to retrieve value from target" is displayed in red in the Setting Editing/Reference section. This error occurs when communication with the DevKit failed or the setting information has become corrupted.



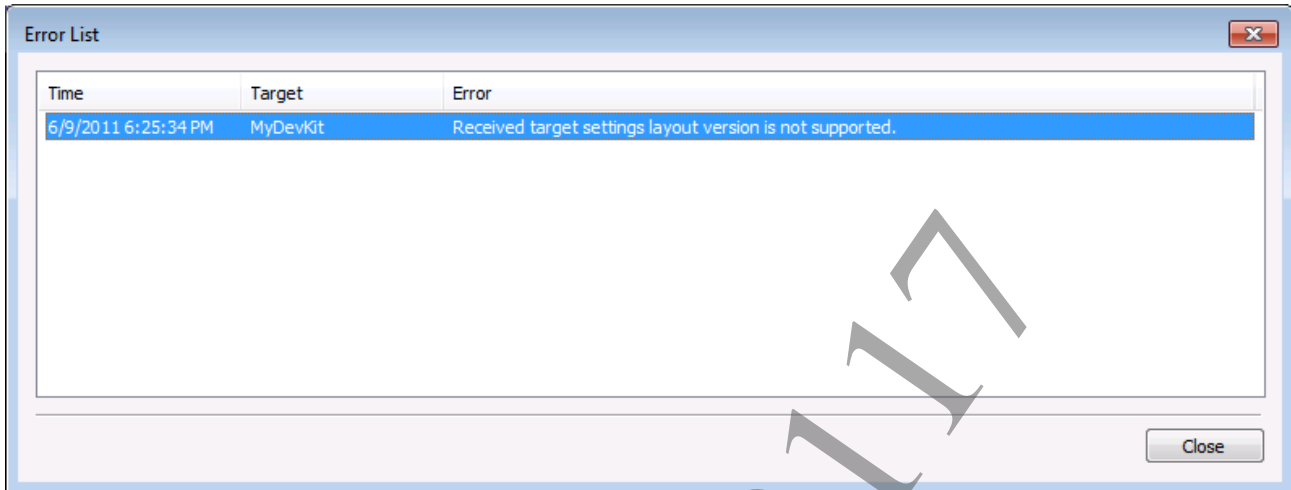
In this case, try the following procedure. Check whether setting values can be obtained correctly at each step, and proceed to the next step if there is no improvement with the previous one.

- (1) Click on **Refresh** in the Settings Operation Commands section to refresh the settings.
- (2) Execute the following commands via the command prompt by using the command utility psp2ctrl.


```
> psp2ctrl resync-settings
> psp2ctrl reboot
```
- (3) Disconnect and then reconnect the AC cable and the USB cable of the DevKit, and execute the step (2).
- (4) Referring to the "Safe Mode Features" chapter of the "System Software Overview" document, execute **Restore This System**, which is included in the Safe Mode Features.
- (5) Perform system update again.

An error stating "Received target settings layout version is not supported." Is Stored in the Message Box

If the Neighborhood version is older compared to the version of update file (PUP) loaded on the DevKit, the error message "Received target settings layout version is not supported." may be stored in the Message Box.



This error is particularly likely if the host tools are not updated following system update. In this case, update the host tools, including Neighborhood, to the latest version.

If the Setting Information Is Believed to Have Been Corrupted

If the setting information is believed to have been corrupted, repair the setting information. Setting information will be corrupted when the DevKit is powered off while setting information is being written to it. To repair the setting information, execute **Restore This System**, which is described in the "Safe Mode Features and Influence of Their Execution" section, referring to the "Safe Mode Features" Chapter in the "System Software Overview" document.

Also, if the system software of the DevKit, including the Settings application, detects that settings information has become corrupted, a system error dialog stating "A serious error has occurred in the system software. This system will restart." will be displayed, and the DevKit will be automatically started up in safe mode. Execute the repair processing available for selection from the safe mode menu. Repair is not guaranteed, but system operation may improve. If "Update System Software" is highlighted, we recommend to first select "Restart This System".

Note

When the setting information is repaired, all the setting values return to the default values.

5 Precautions

- Not all of the setting items provided in the system software Settings application can be configured from the Neighborhood Settings window. This restriction is due to limitations of the DevKit's architecture and security limitations. On the other hand, note that some items can only be configured from the Neighborhood Settings window.
- The display language of the Neighborhood Settings window is determined by the language of the Windows OS that is used. If a version of Windows other than the Japanese version is used, the display language is English, and if the Japanese version of Windows is used, the display language is Japanese. It is not possible to switch between Japanese and English.
- It is not possible to set up the target from the development host computer while in safe mode or during system updates.

Operating Precautions

Do not operate the development host computer-side settings (Neighborhood Settings) and the DevKit-side settings (Settings application of the system software) at the same time (do not simultaneously execute these settings). If settings are made both from the development host computer and from the DevKit, inconsistencies in the settings may occur, damaging system operation. It is safe to run both the setting feature on the development host computer and the DevKit's Settings application at the same time, but settings should always be performed from only one of the two. For details on the system software Settings application, refer to the "System Software Overview" document.