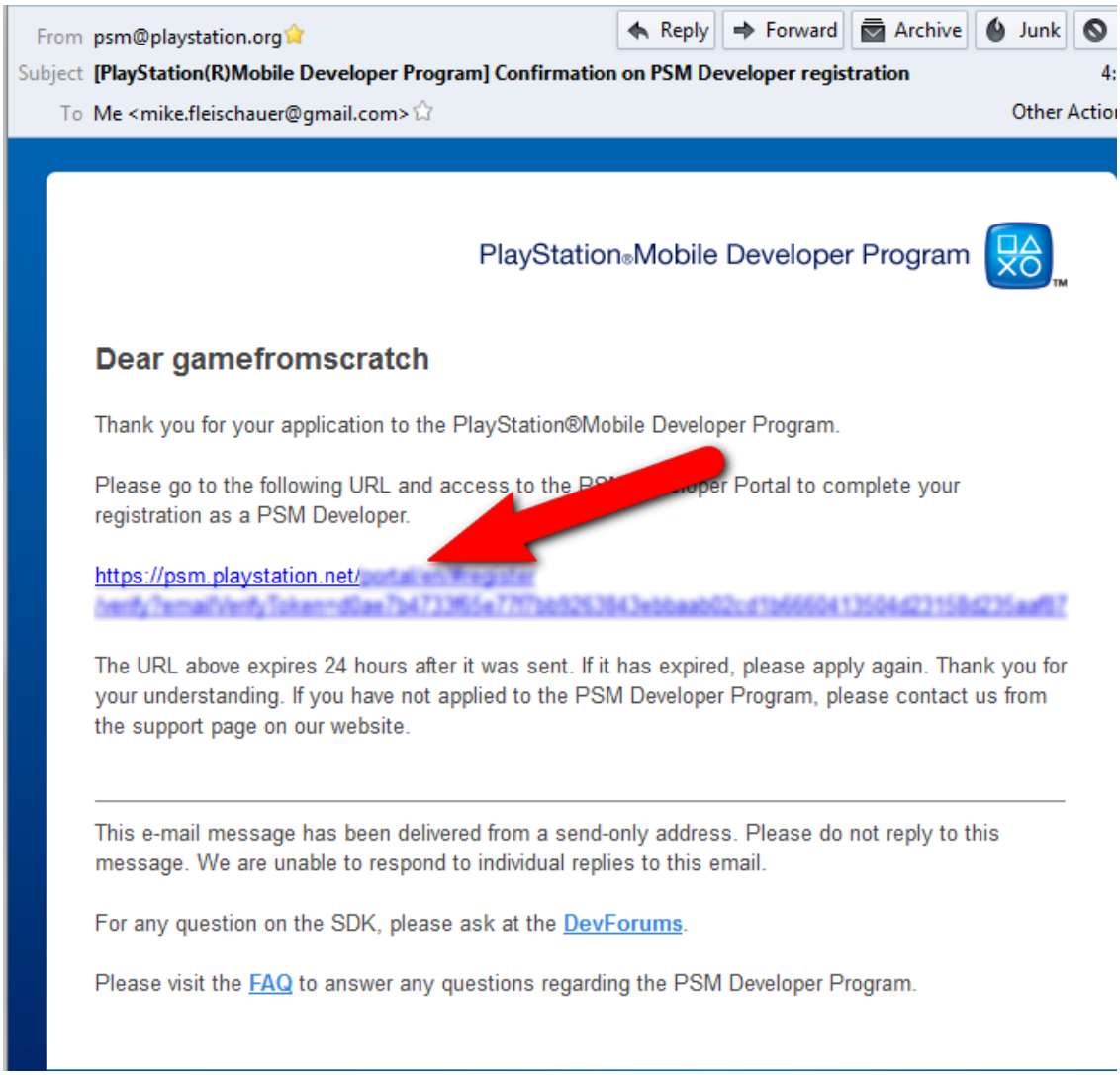
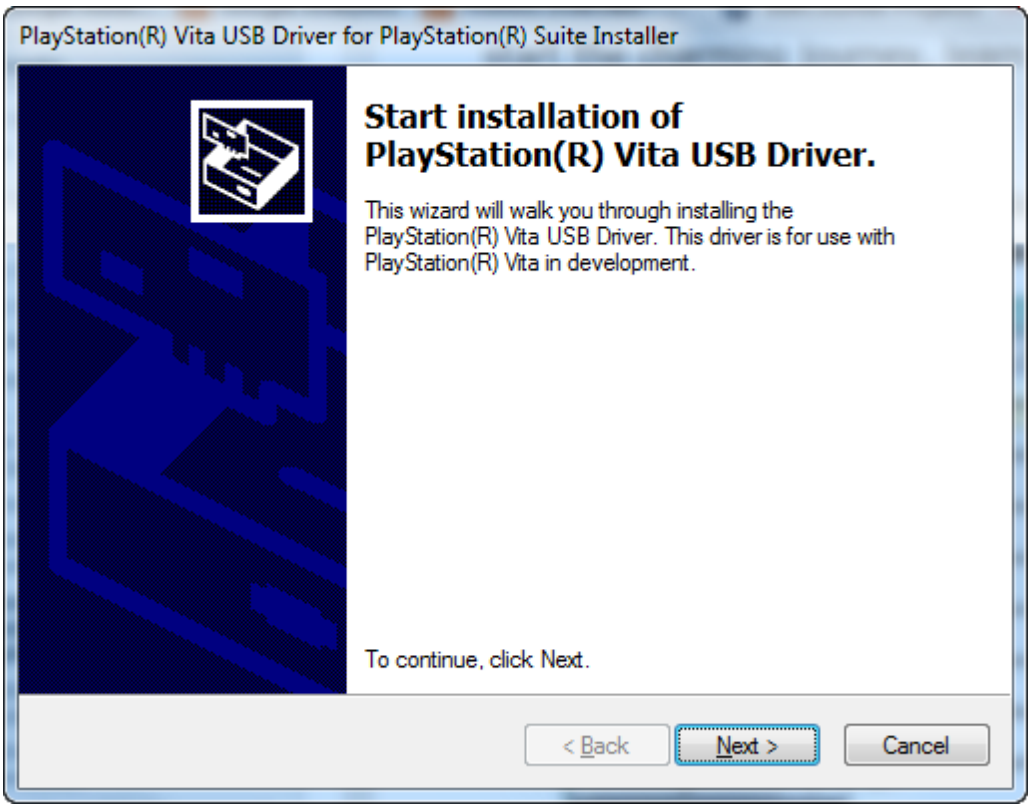
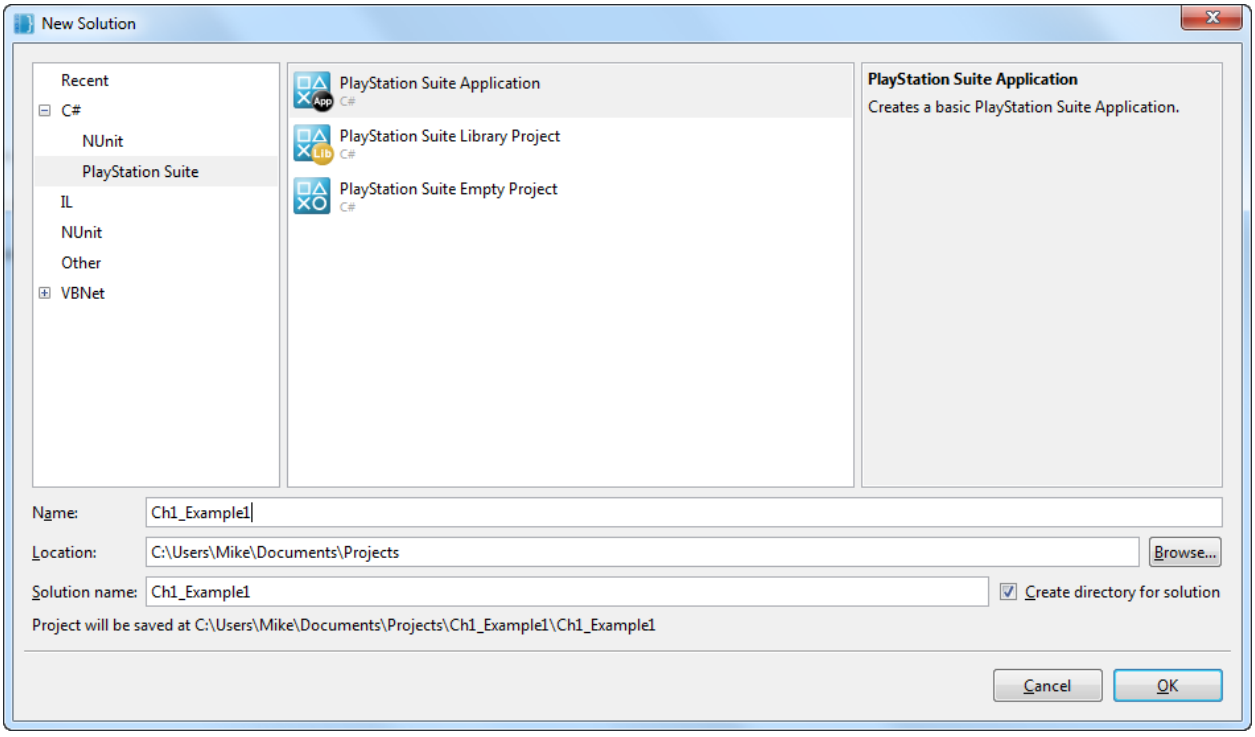
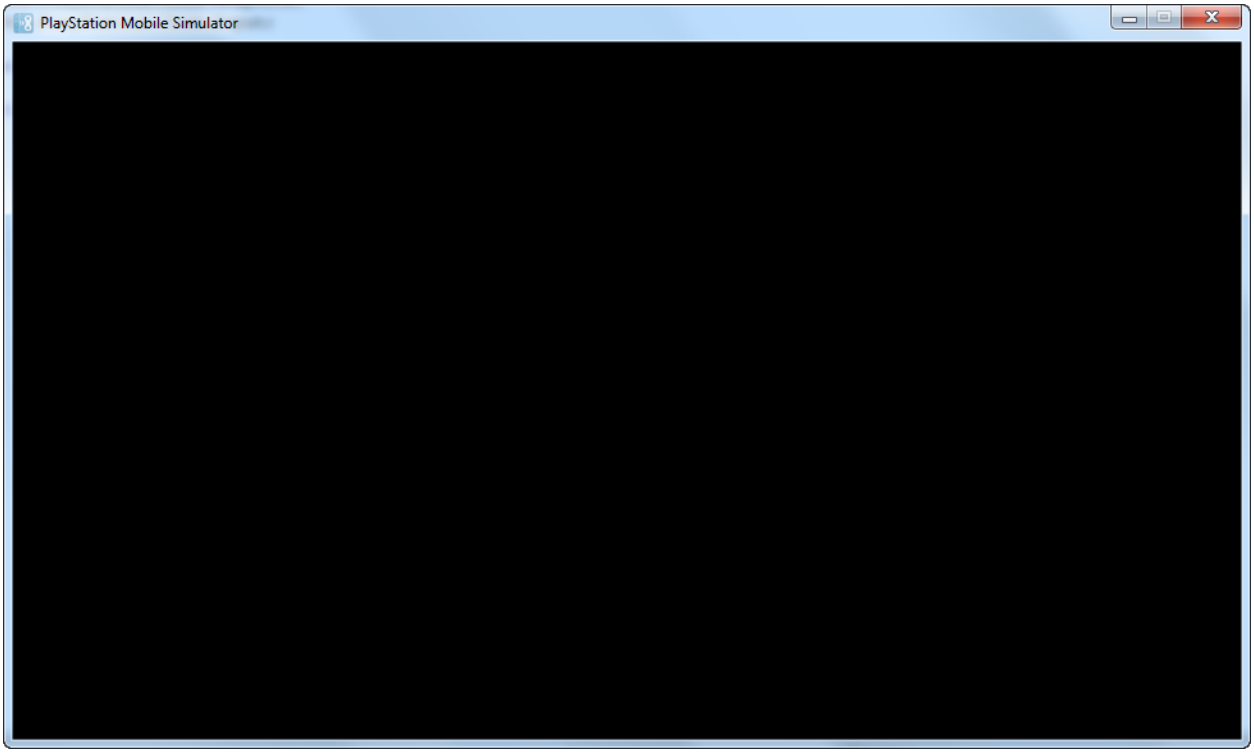
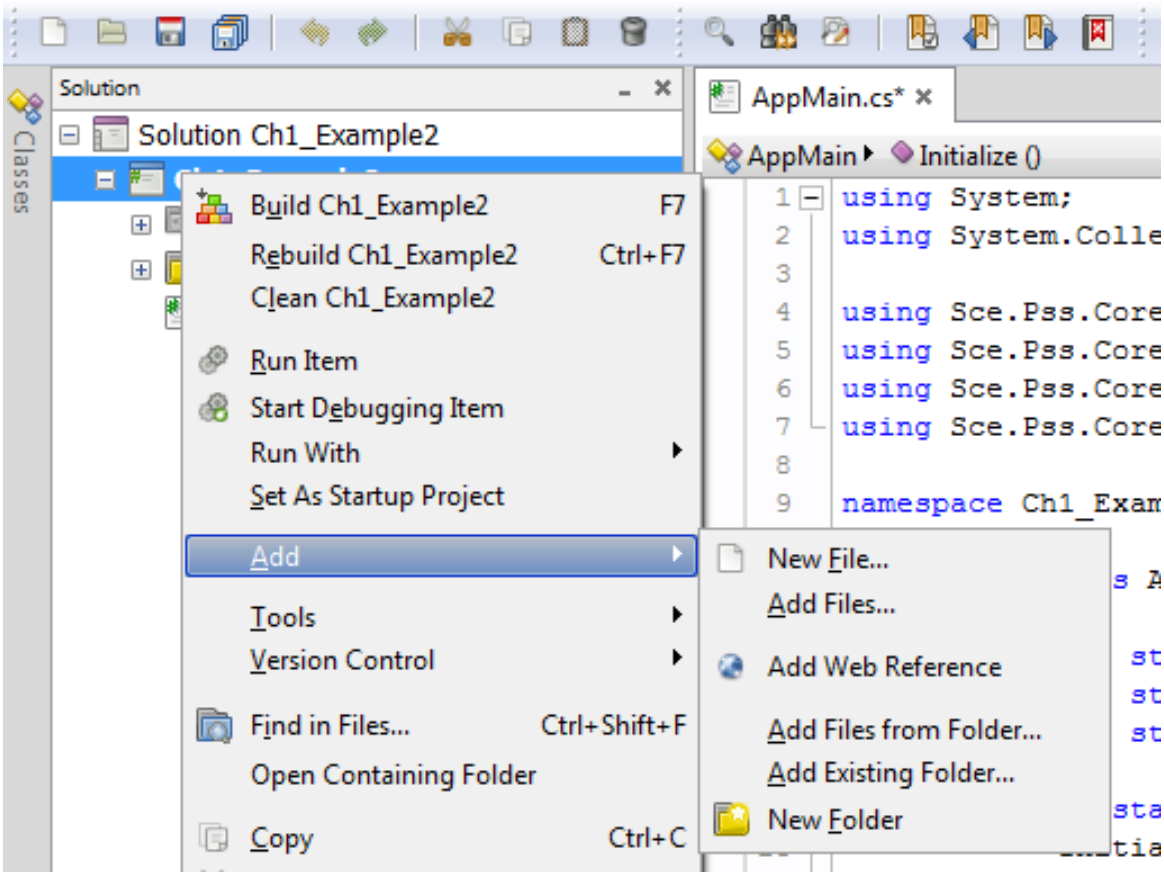
Chapter 1, Getting Started


From psm@playstation.org
Reply
Forward
Archive
Junk
Subject [PlayStation(R)Mobile Developer Program] Confirmation on PSM Developer registration
To Me <mike.fleischauer@gmail.com>
Other Actio
PlayStation®Mobile Developer Program
Dear gamefromscratch
Thank you for your application to the PlayStation®Mobile Developer Program.
Please go to the following URL and access to the PS oper Portal to complete your registration as a PSM Developer.
https://psm.playstation.net/
The URL above expires 24 hours after it was sent. If it has expired, please apply again. Thank you for your understanding. If you have not applied to the PSM Developer Program, please contact us from the support page on our website.
This e-mail message has been delivered from a send-only address. Please do not reply to this message. We are unable to respond to individual replies to this email.
For any question on the SDK, please ask at the DevForums.
Please visit the FAQ to answer any questions regarding the PSM Developer Program.


PlayStation(R) Vita USB Driver for PlayStation(R) Suite Installer
Start installation of PlayStation(R) Vita USB Driver.
This wizard will walk you through installing the PlayStation(R) Vita USB Driver. This driver is for use with PlayStation(R) Vita in development.
To continue, click Next.
< Back
Next >
Cancel

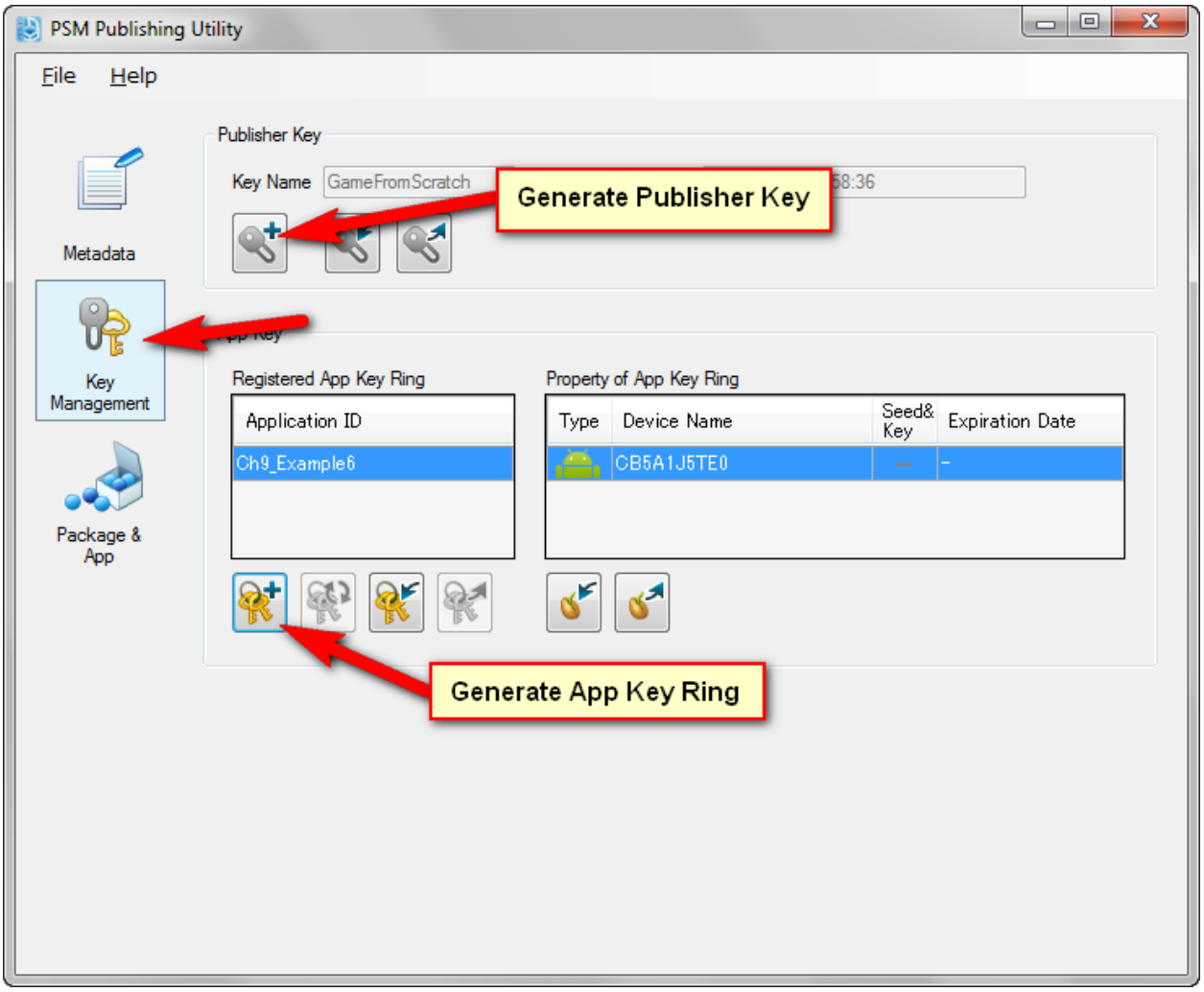

New Solution
Recent
C#
NUnit
PlayStation Suite
IL
NUnit
Other
VBNet
PlayStation Suite Application
PlayStation Suite Library Project
PlayStation Suite Empty Project
PlayStation Suite Application
Creates a basic PlayStation Suite Application.
Name: Ch1_Example1
Location: C:\Users\Mike\Documents\Projects
Browse...
Solution name: Ch1_Example1
Create directory for solution
Project will be saved at C:\Users\Mike\Documents\Projects\Ch1_Example1\Ch1_Example1
Cancel
OK

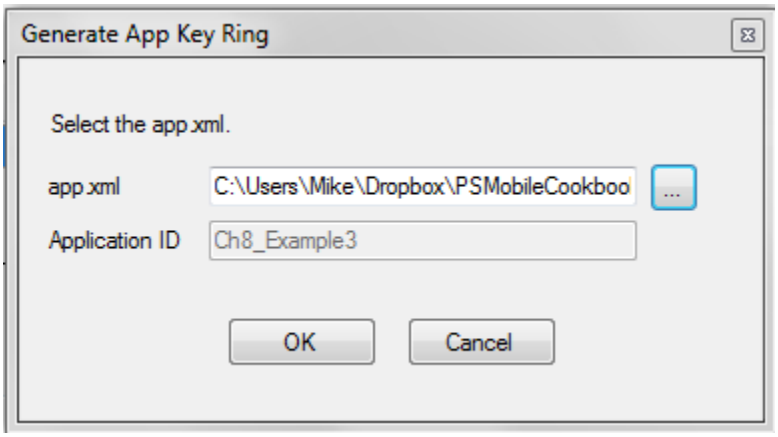

PlayStation Mobile Simulator

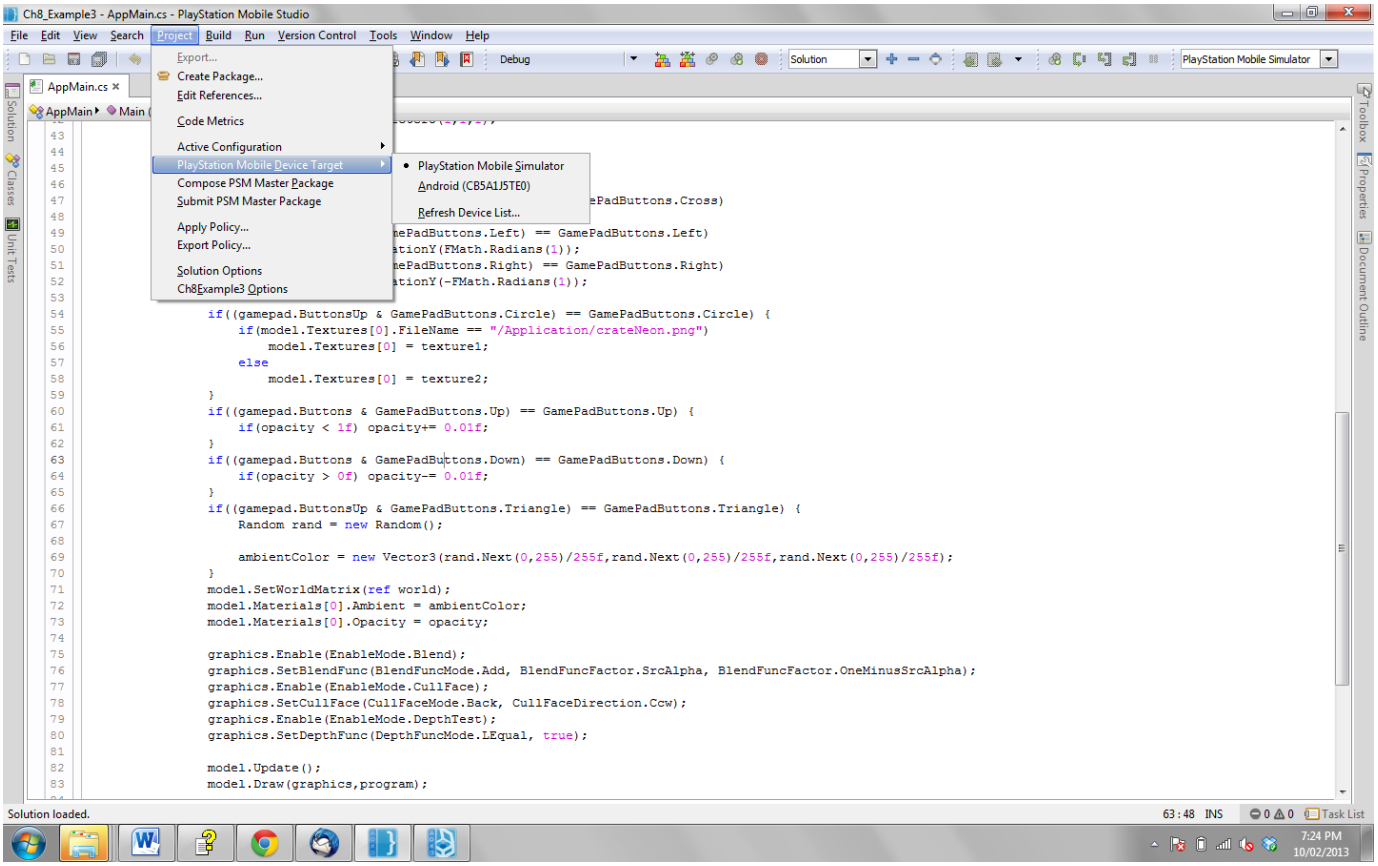

Solution
Solution Ch1_Example2
AppMain.cs*
AppMain
Initialize ()
Classes
Build Ch1_Example2 F7
Rebuild Ch1_Example2 Ctrl+F7
Clean Ch1_Example2
Run Item
Start Debugging Item
Run With
Set As Startup Project
Add
Tools
Version Control
Find in Files... Ctrl+Shift+F
Open Containing Folder
Copy Ctrl+C
New File...
Add Files...
Add Web Reference
Add Files from Folder...
Add Existing Folder...
New Folder
using System;
using System.Colle
using Sce.Pss.Core
using Sce.Pss.Core
using Sce.Pss.Core
using Sce.Pss.Core
namespace Ch1_Exam

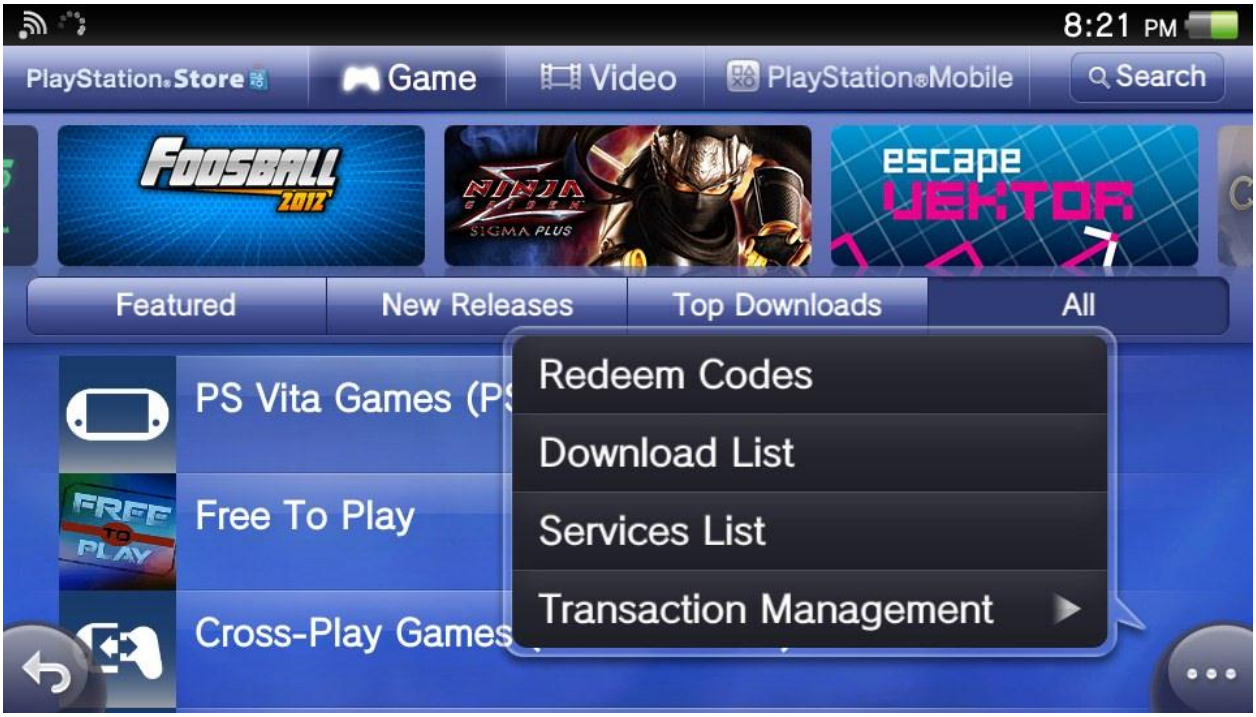
PlayStation Suite Simulator

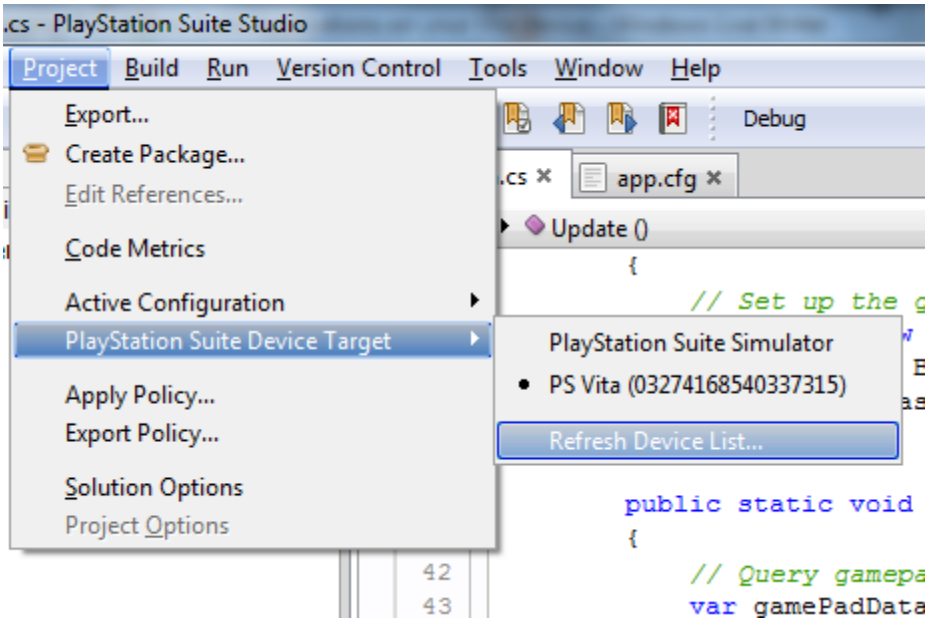
PlayStation Suite Simulator
Hello World


PSM Publishing Utility
File
Help
Publisher Key
Key Name
GameFromScratch
Generate Publisher Key
Metadata
Key Management
Package & App
Registered App Key Ring
Application ID
Ch9_Example6
Property of App Key Ring
Type
Device Name
Seed& Key
Expiration Date
CB5A1J5TE0
Generate App Key Ring

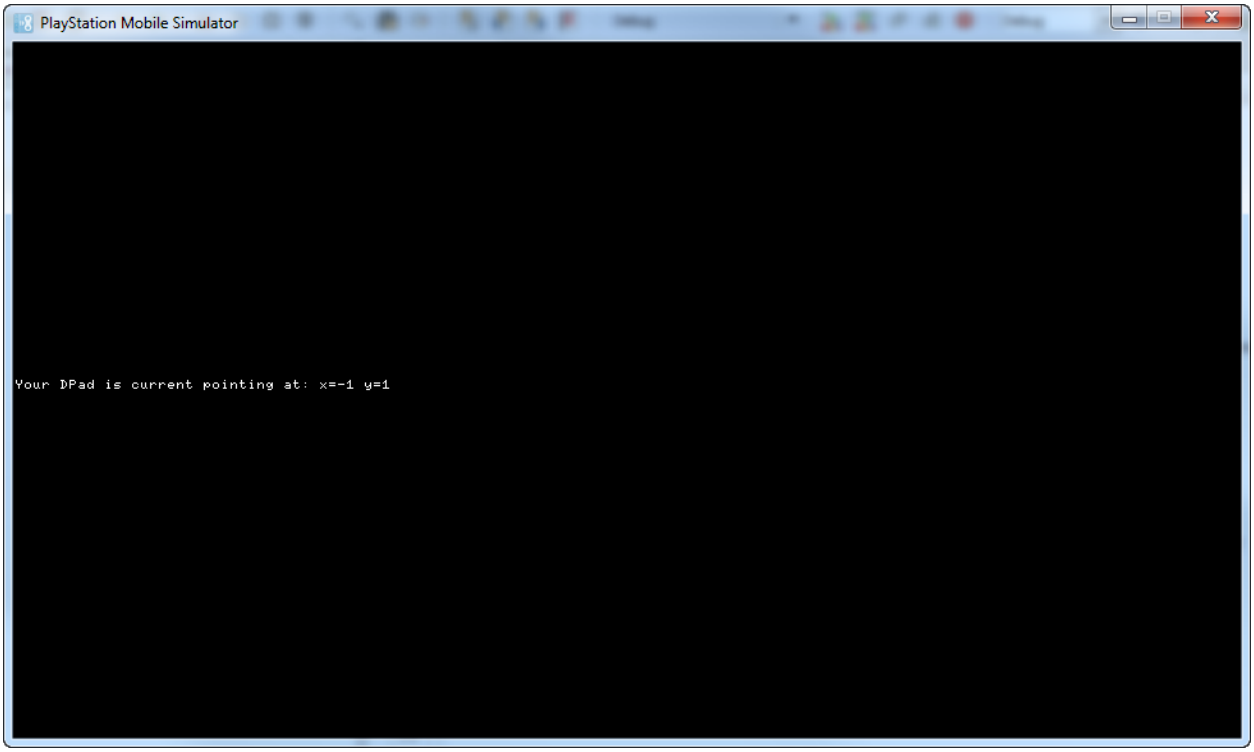

Generate App Key Ring
Select the app.xml.
app.xml
C:\Users\Mike\Dropbox\PSMobileCookboo
...
Application ID
Ch8_Example3
OK
Cancel

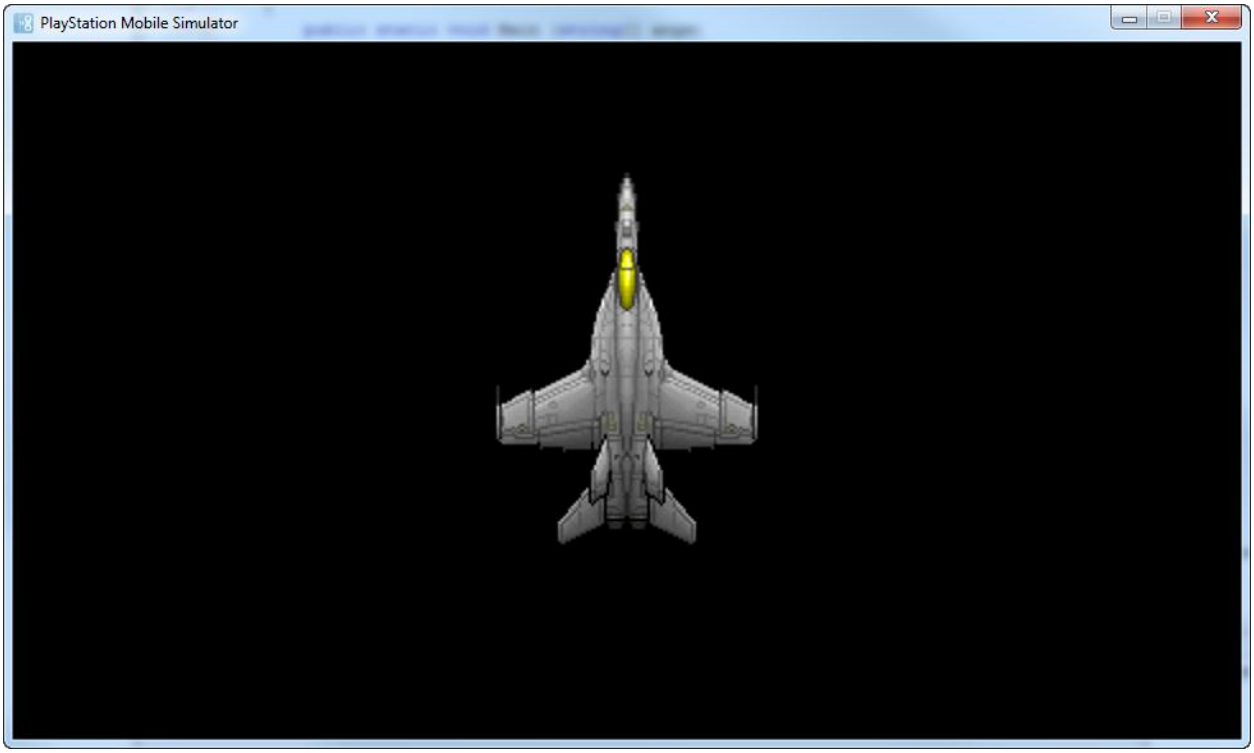

Ch8_Example3 - AppMain.cs - PlayStation Mobile Studio
File Edit View Search Project Build Run Version Control Tools Window Help
Export...
Create Package...
Edit References...
Code Metrics
Active Configuration
PlayStation Mobile Device Target
Compose PSM Master Package
Submit PSM Master Package
Apply Policy...
Export Policy...
Solution Options
Ch8Example3 Options
PlayStation Mobile Simulator
Android (CB5A1J5TE0)
Refresh Device List...
AppMain.cs
Debug
Solution
PlayStation Mobile Simulator
Solution loaded.
63 : 48 INS
Task List
7:24 PM
10/02/2013

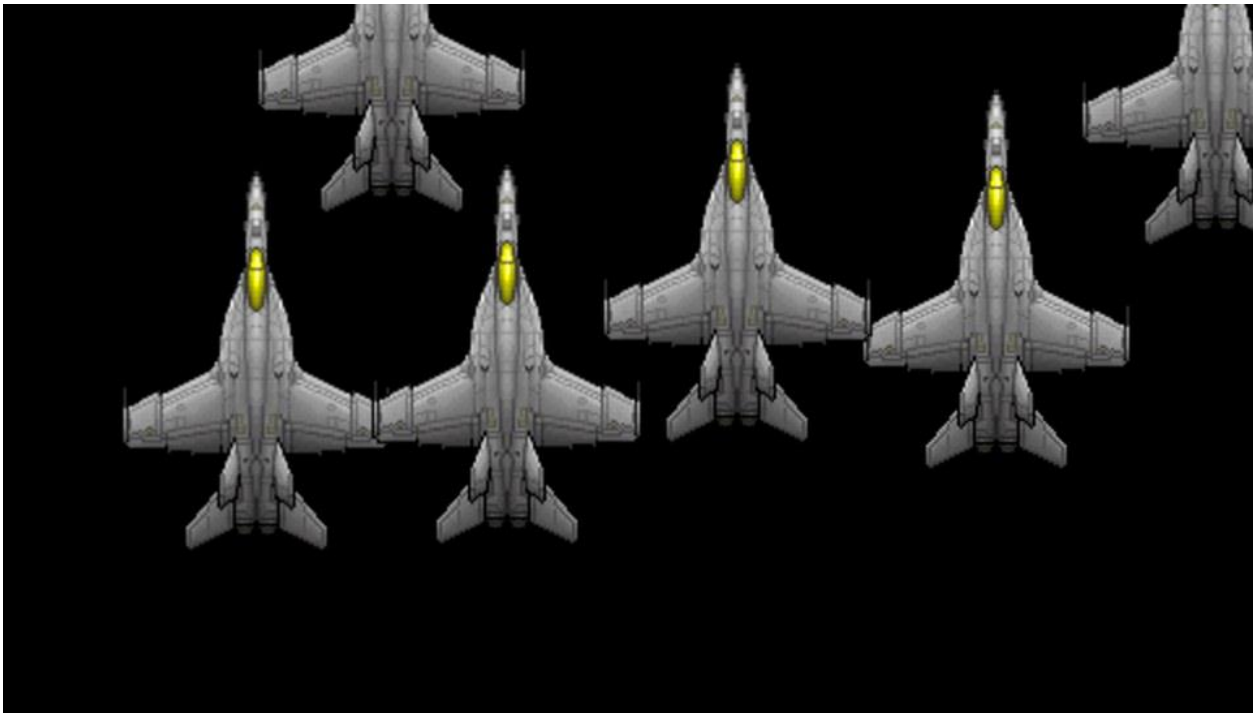

8:21 PM
PlayStation Store
Game
Video
PlayStation Mobile
Search
FOOSBALL 2012
NINJA GAIDEN SIGMA PLUS
escape VEKTOR
Featured
New Releases
Top Downloads
All
PS Vita Games (PS
Free To Play
Cross-Play Games
Redeem Codes
Download List
Services List
Transaction Management

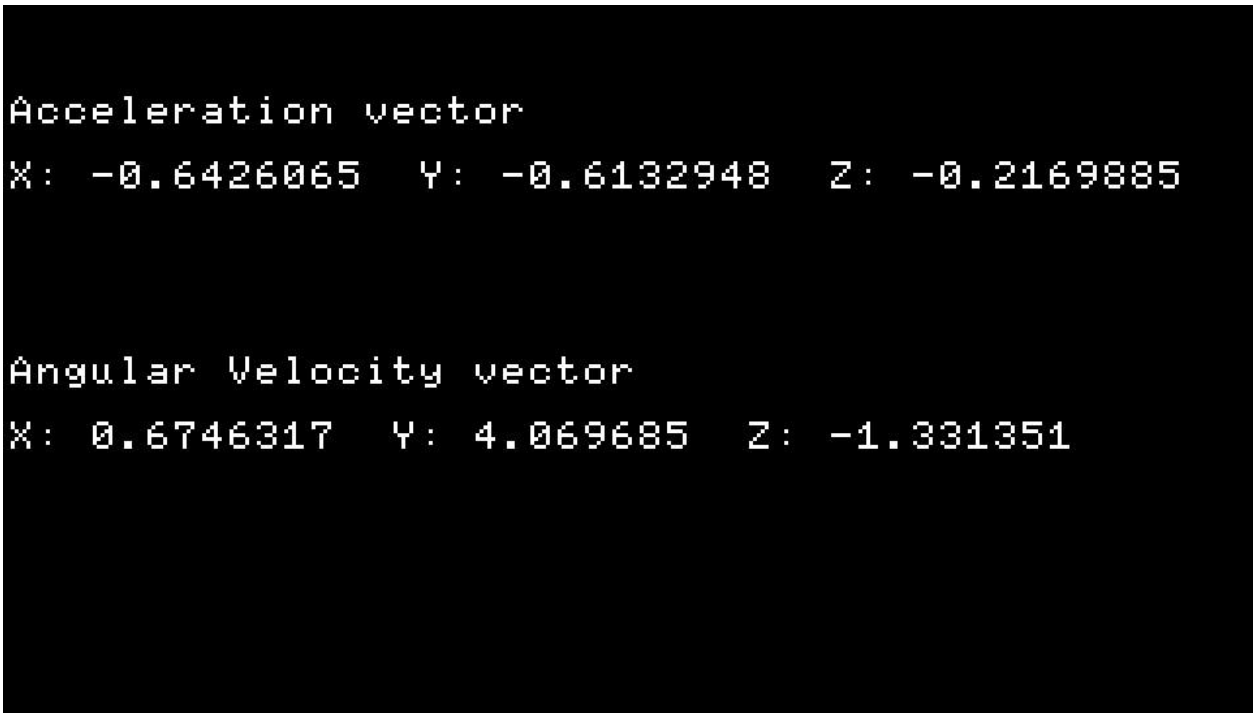

.cs - PlayStation Suite Studio
Project
Build
Run
Version Control
Tools
Window
Help
Export...
Create Package...
Edit References...
Code Metrics
Active Configuration
PlayStation Suite Device Target
Apply Policy...
Export Policy...
Solution Options
Project Options
PlayStation Suite Simulator
PS Vita (03274168540337315)
Refresh Device List...
Debug
.cs
app.cfg
Update ()
{
// Set up the g
public static void
{
// Query gamepa
var gamePadData
42
43

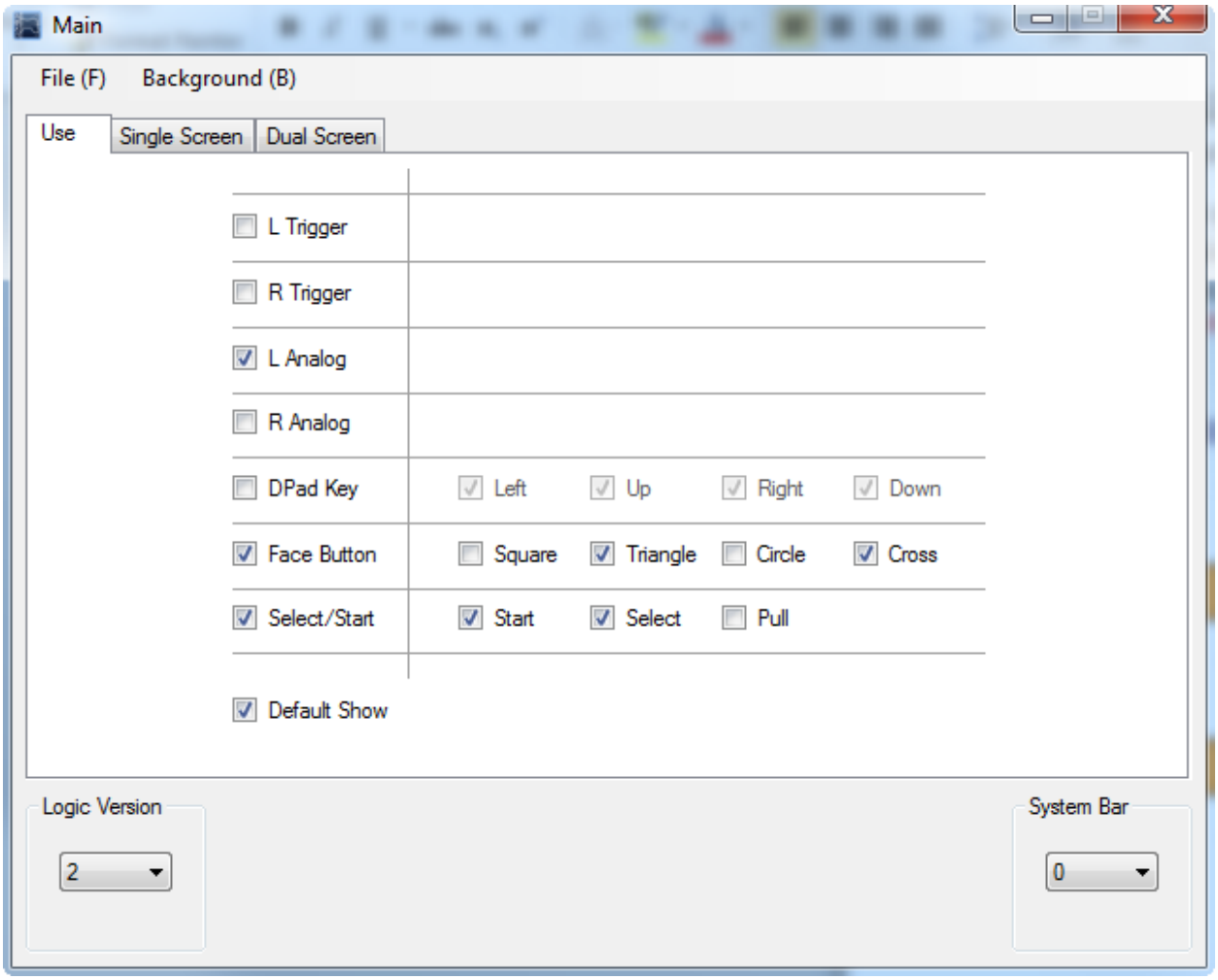
Chapter 2, Controlling Your PlayStation Mobile Device

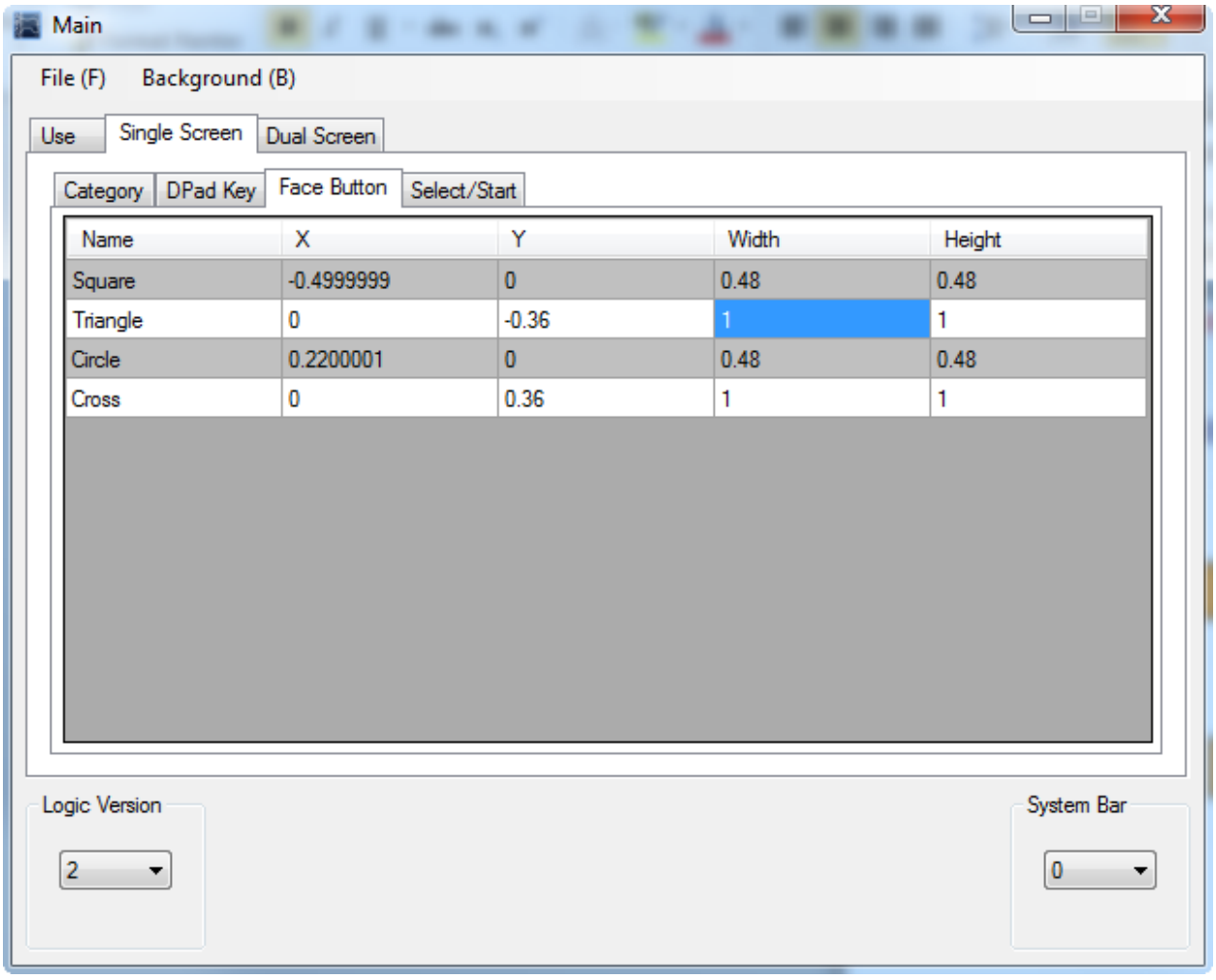


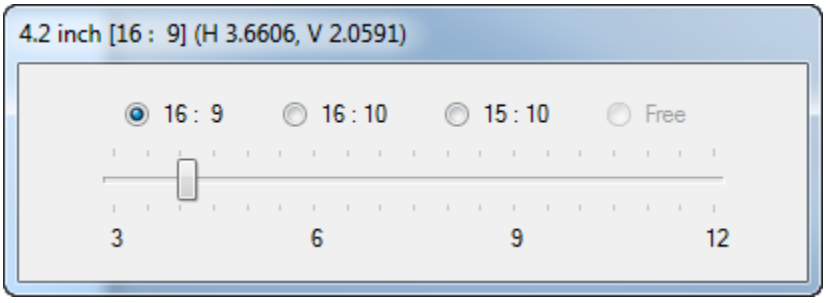

PlayStation Mobile Simulator

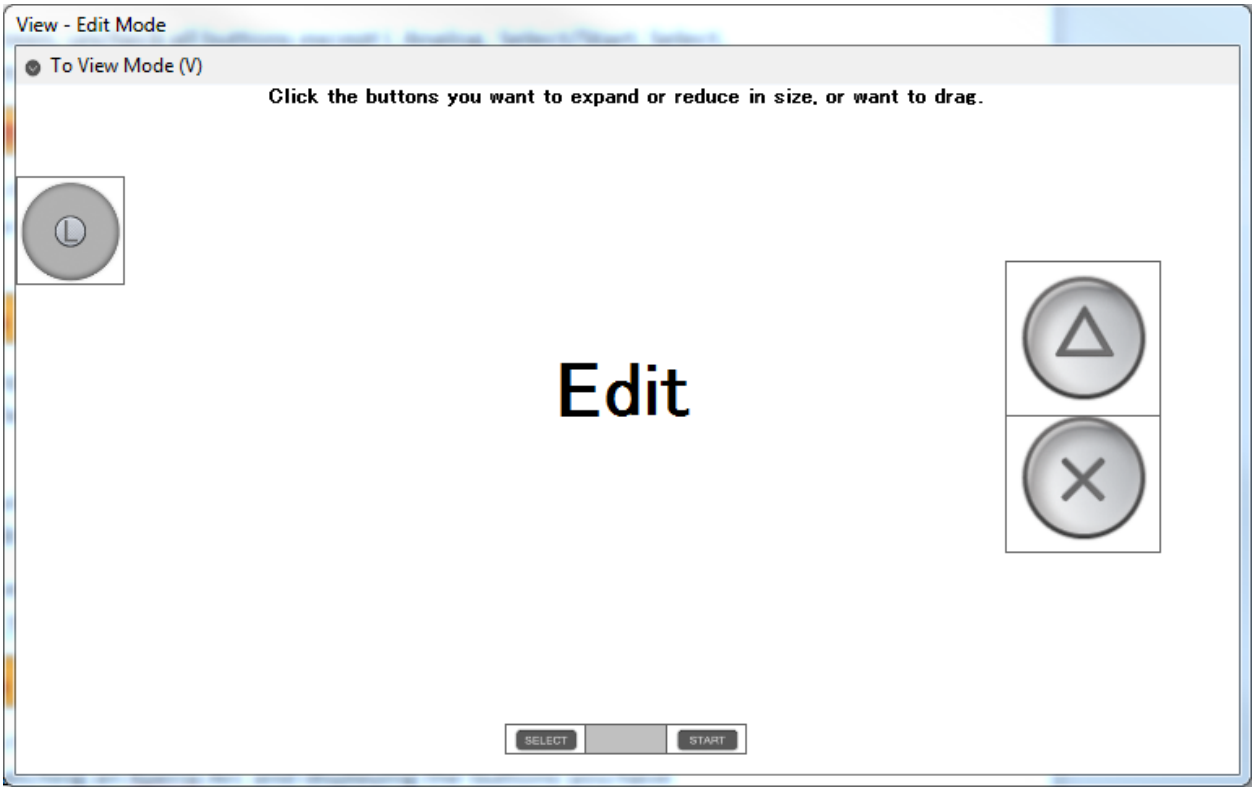


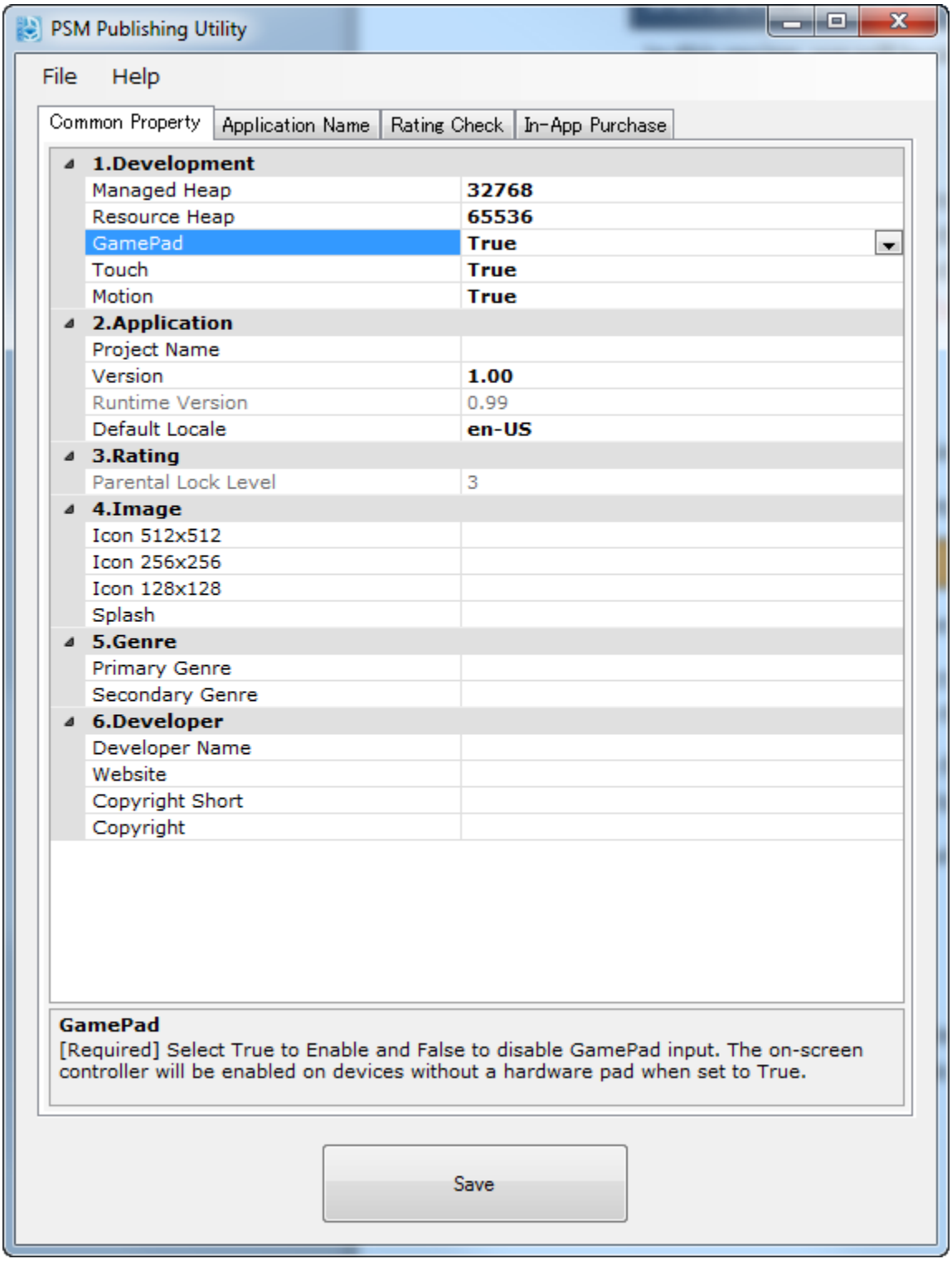

Acceleration vector
X: -0.6426065 Y: -0.6132948 Z: -0.2169885
Angular Velocity vector
X: 0.6746317 Y: 4.069685 Z: -1.331351


Main
File (F)
Background (B)
Use
Single Screen
Dual Screen
L Trigger
R Trigger
L Analog
R Analog
DPad Key
Left
Up
Right
Down
Face Button
Square
Triangle
Circle
Cross
Select/Start
Start
Select
Pull
Default Show
Logic Version
2
System Bar
0

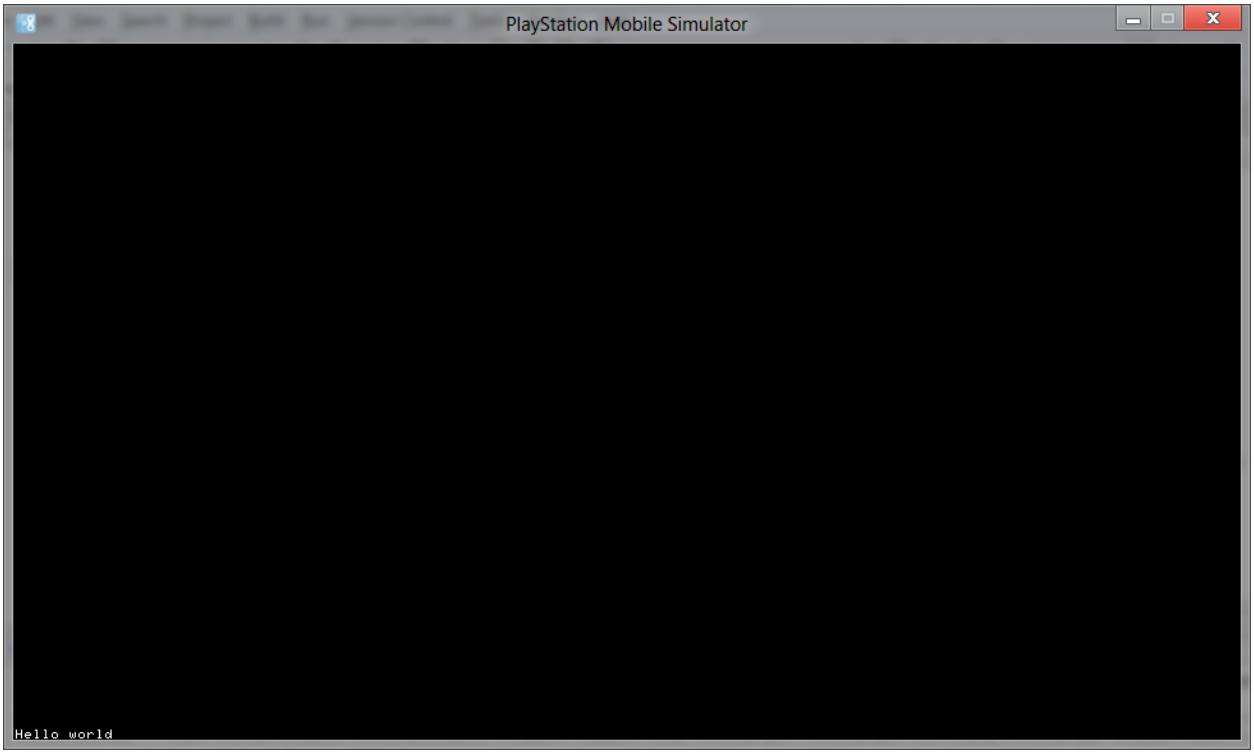

Main
File (F)
Background (B)
Use
Single Screen
Dual Screen
Category
DPad Key
Face Button
Select/Start
Name
X
Y
Width
Height
Square
-0.4999999
0
0.48
0.48
Triangle
0
-0.36
1
1
Circle
0.2200001
0
0.48
0.48
Cross
0
0.36
1
1
Logic Version
2
System Bar
0

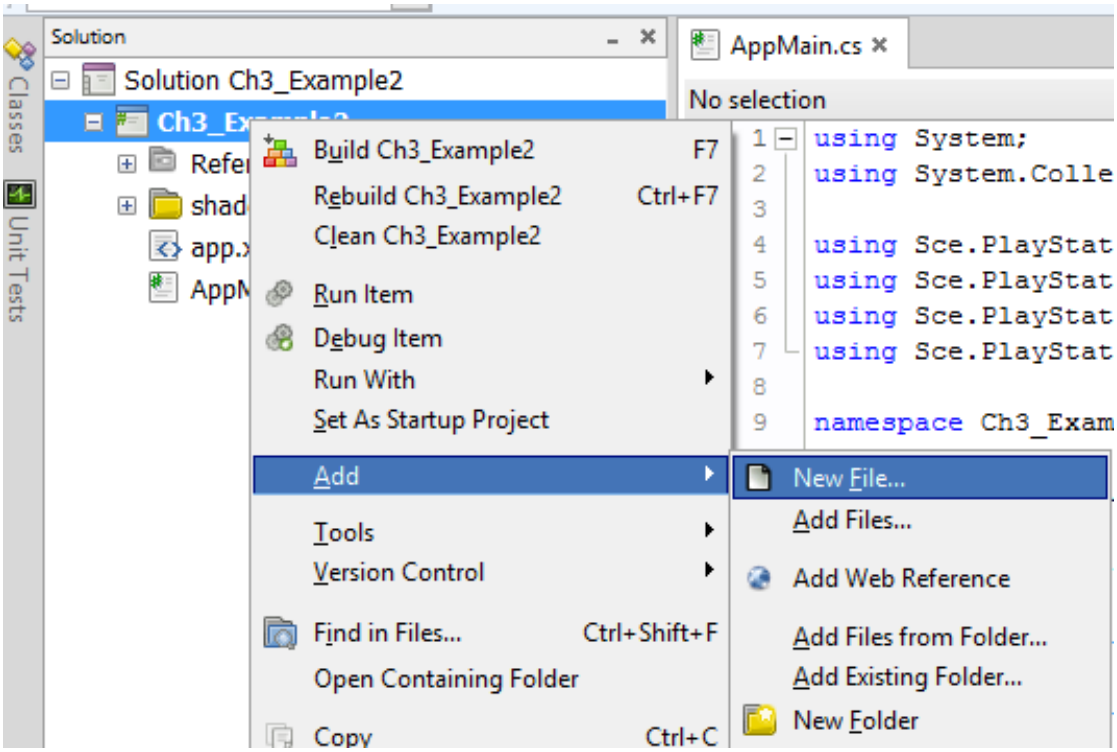

4.2 inch [16 : 9] (H 3.6606, V 2.0591)
16 : 9
16 : 10
15 : 10
Free
3
6
9
12

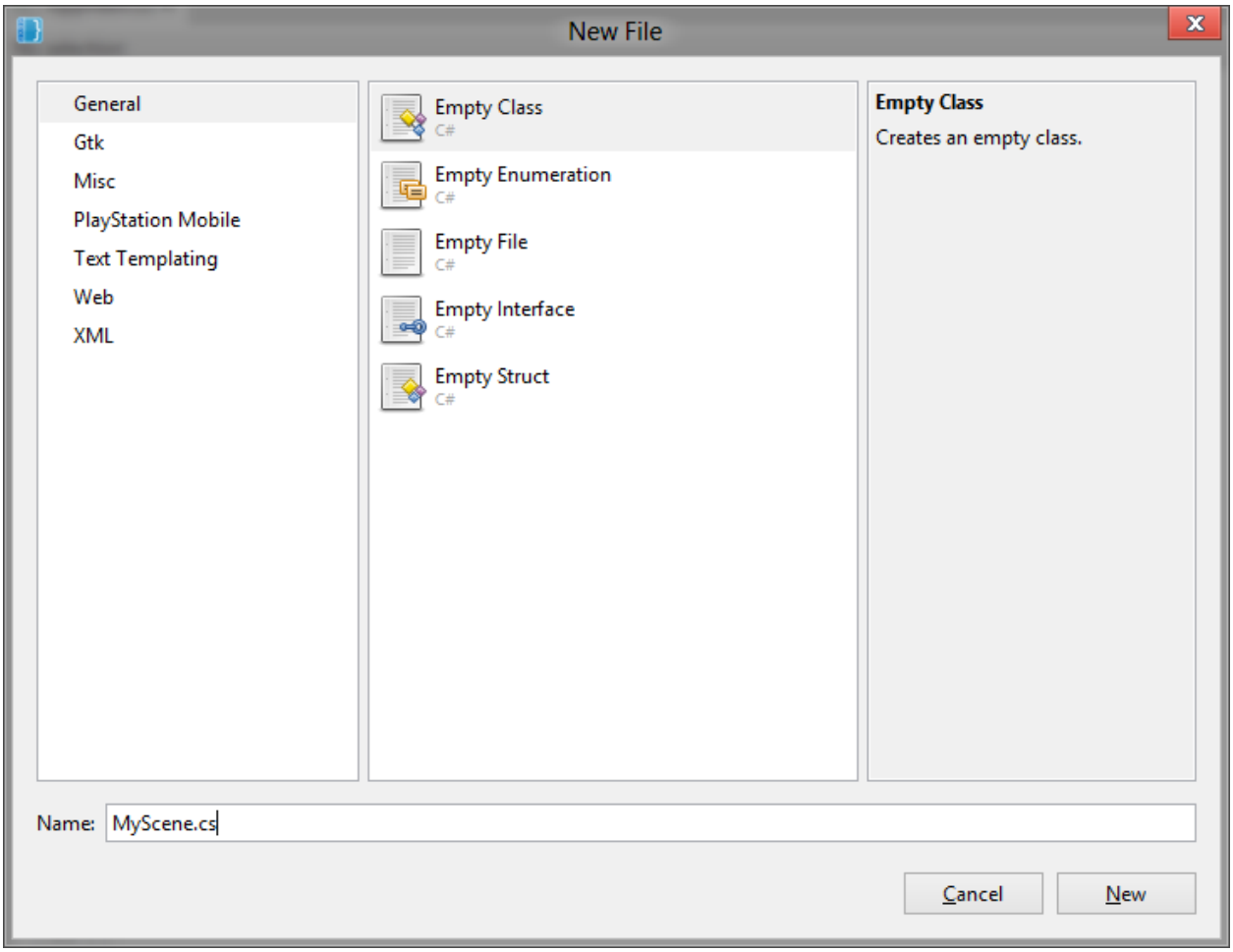

View - Edit Mode
To View Mode (V)
Click the buttons you want to expand or reduce in size, or want to drag.
Edit
SELECT
START

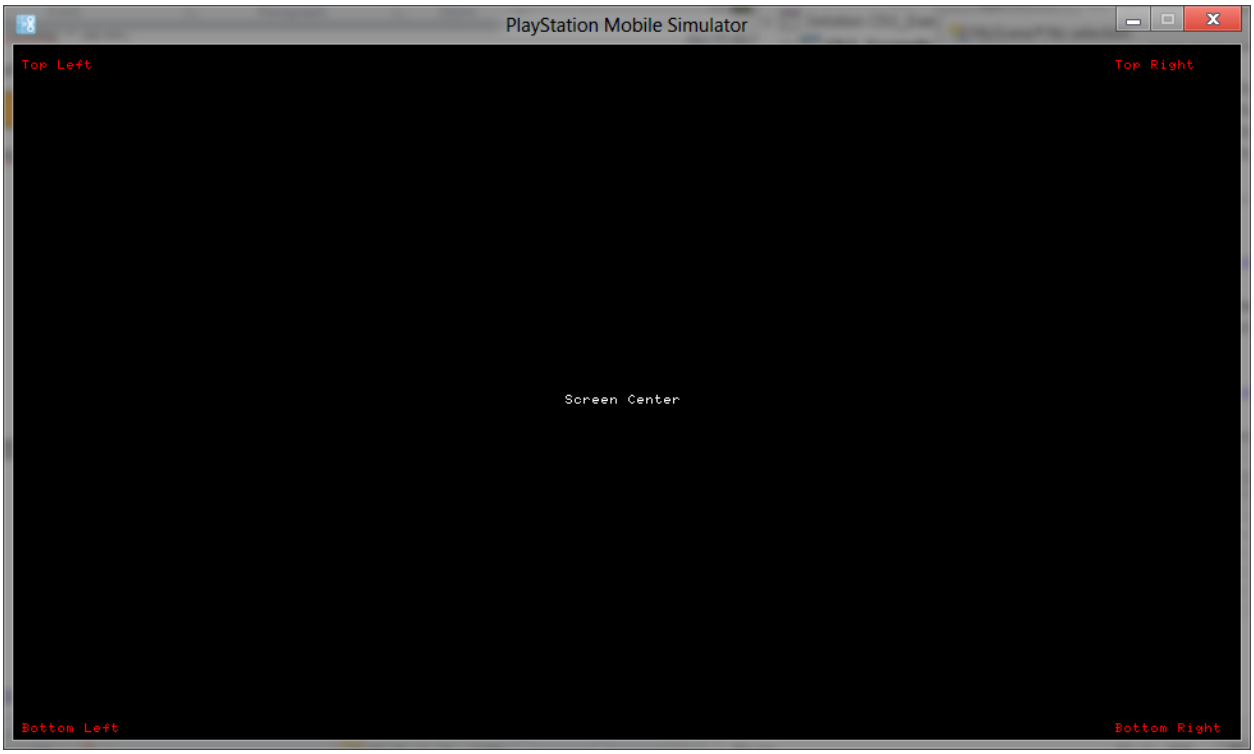

PSM Publishing Utility
File
Help
Common Property
Application Name
Rating Check
In-App Purchase
1.Development
Managed Heap
32768
Resource Heap
65536
GamePad
True
Touch
True
Motion
True
2.Application
Project Name
Version
1.00
Runtime Version
0.99
Default Locale
en-US
3.Rating
Parental Lock Level
3
4.Image
Icon 512x512
Icon 256x256
Icon 128x128
Splash
5.Genre
Primary Genre
Secondary Genre
6.Developer
Developer Name
Website
Copyright Short
Copyright
GamePad
[Required] Select True to Enable and False to disable GamePad input. The on-screen controller will be enabled on devices without a hardware pad when set to True.
Save

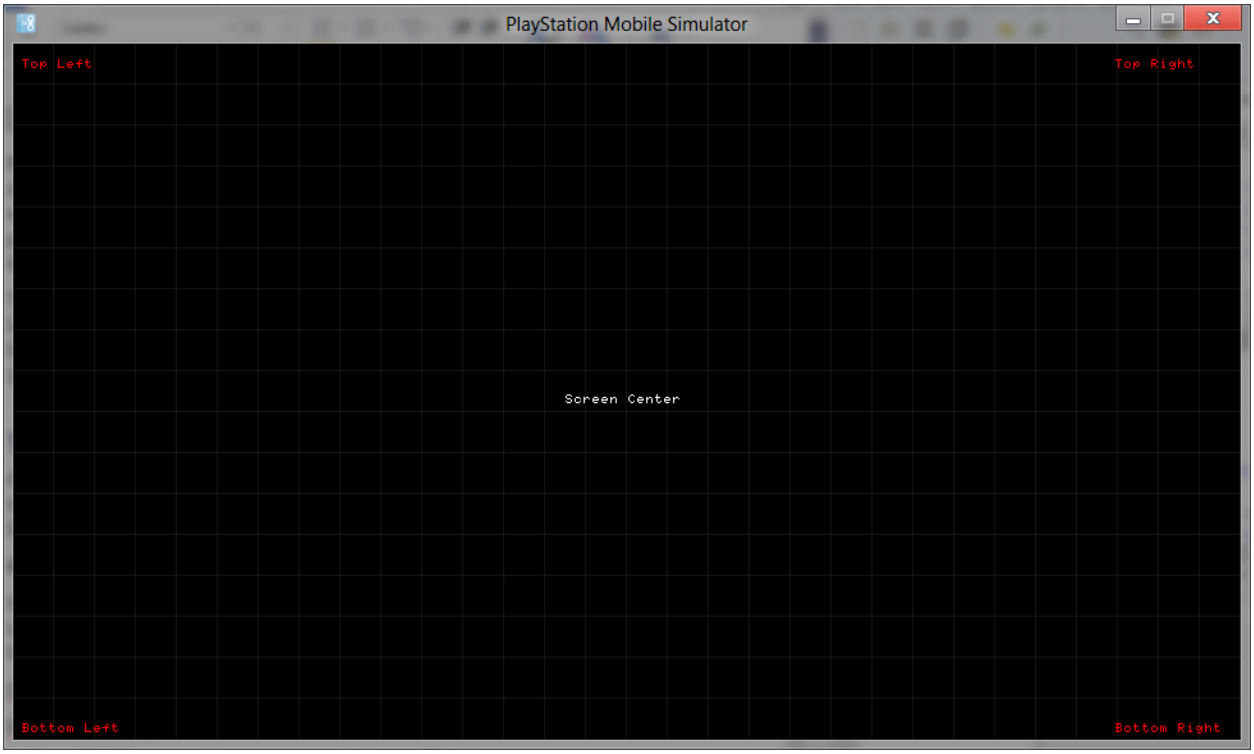
Chapter 3, Graphics with GameEngine2D

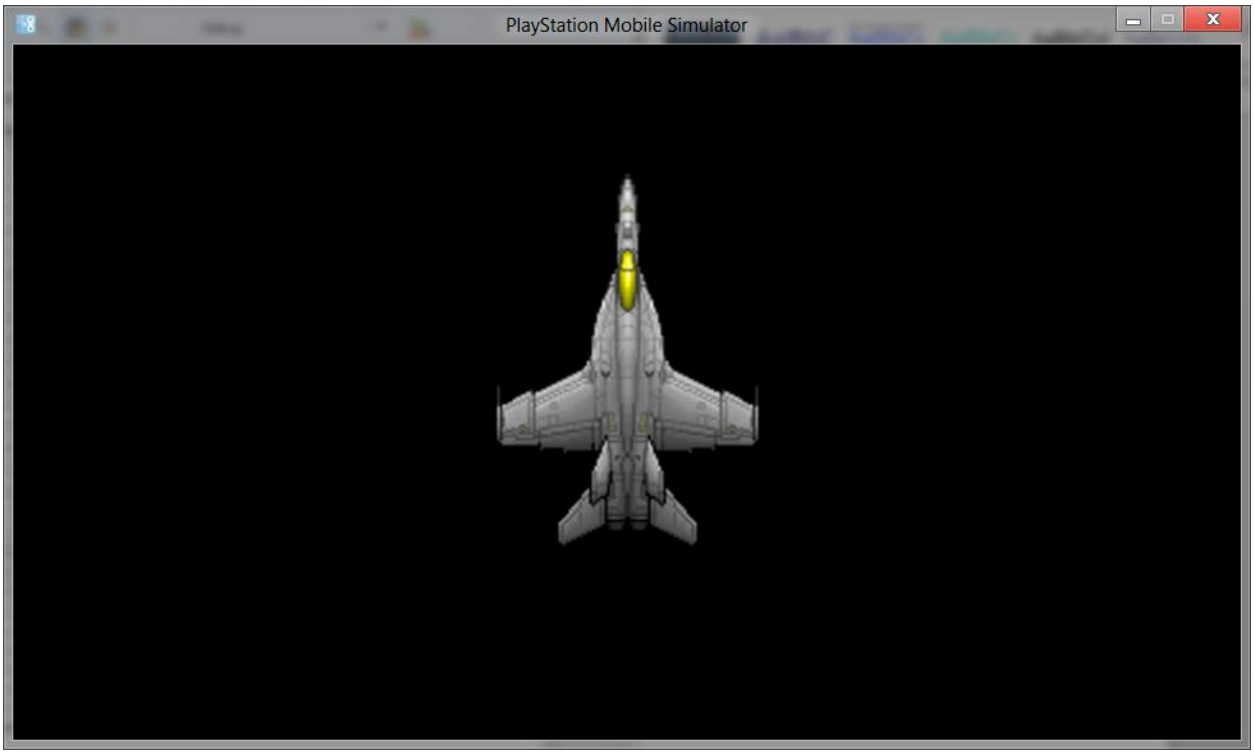


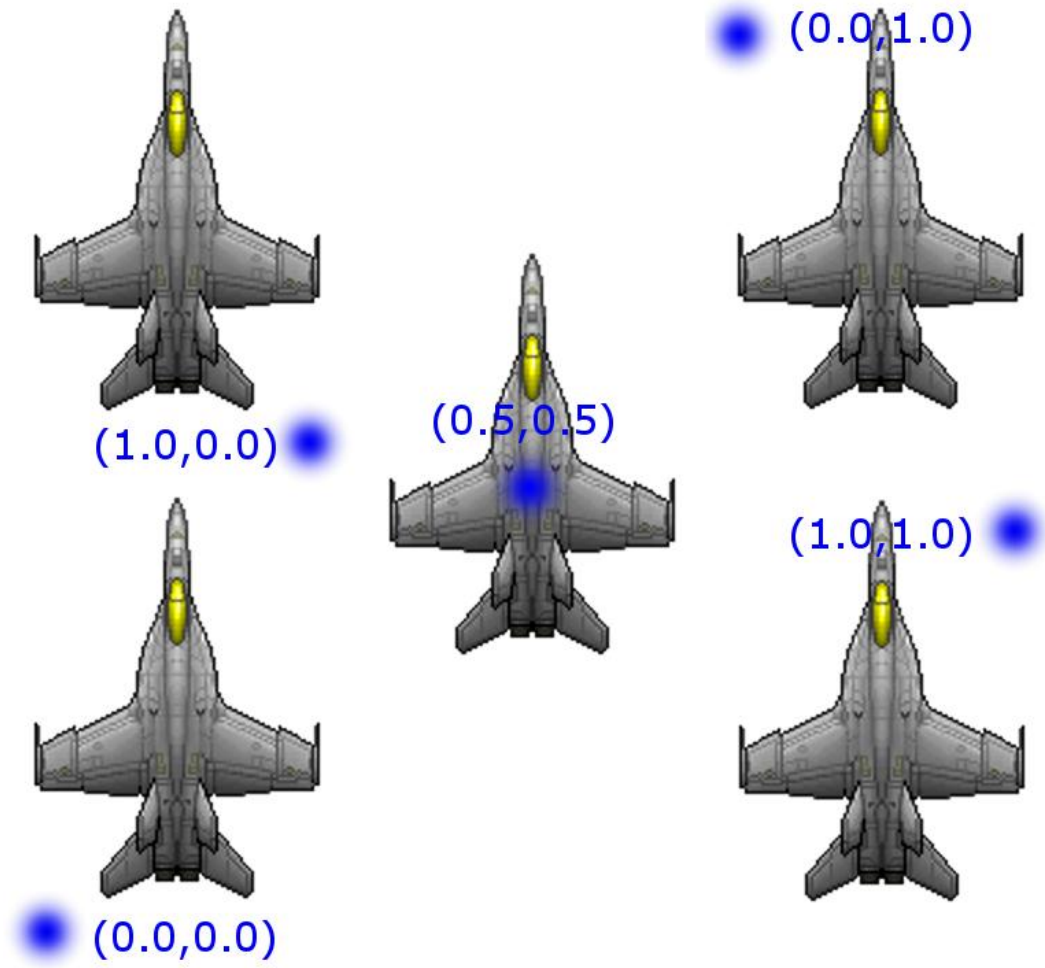

Solution
Solution Ch3_Example2
Ch3_Example2
Refer
shad
app.x
AppM
Classes
Unit Tests
AppMain.cs
No selection
1 using System;
2 using System.Colle
3
4 using Sce.PlayStat
5 using Sce.PlayStat
6 using Sce.PlayStat
7 using Sce.PlayStat
8
9 namespace Ch3_Exam
Build Ch3_Example2 F7
Rebuild Ch3_Example2 Ctrl+F7
Clean Ch3_Example2
Run Item
Debug Item
Run With
Set As Startup Project
Add
Tools
Version Control
Find in Files... Ctrl+Shift+F
Open Containing Folder
Copy Ctrl+C
New File...
Add Files...
Add Web Reference
Add Files from Folder...
Add Existing Folder...
New Folder

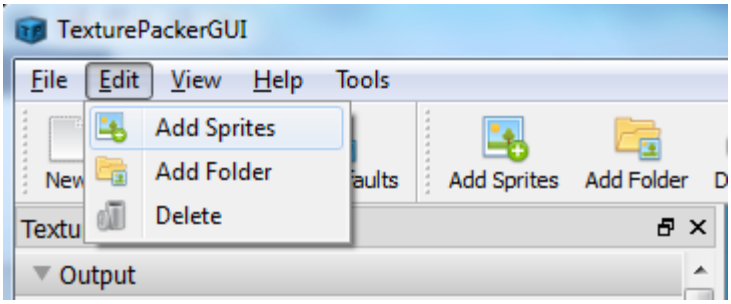

New File
General
Gtk
Misc
PlayStation Mobile
Text Templating
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
MyScene.cs
Cancel
New

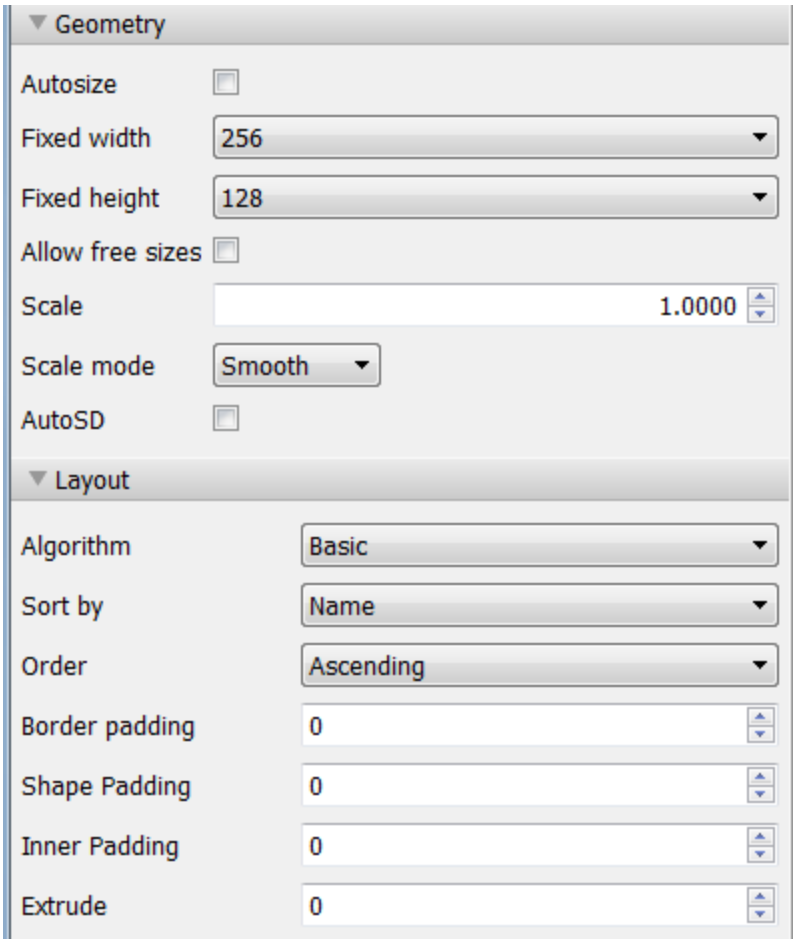

PlayStation Mobile Simulator
Top Left
Top Right
Screen Center
Bottom Left
Bottom Right

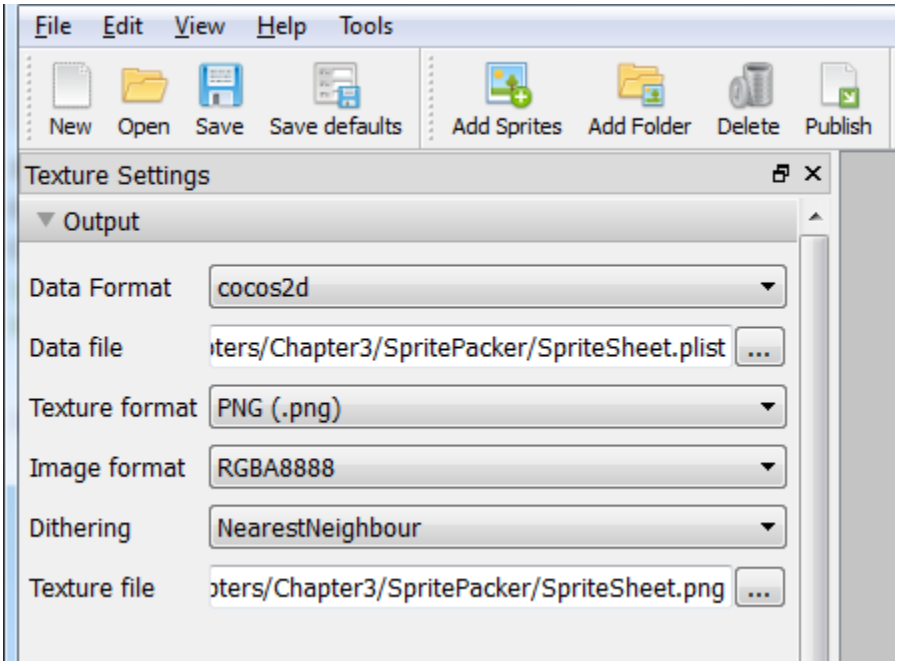

PlayStation Mobile Simulator
Top Left
Top Right
Screen Center
Bottom Left
Bottom Right

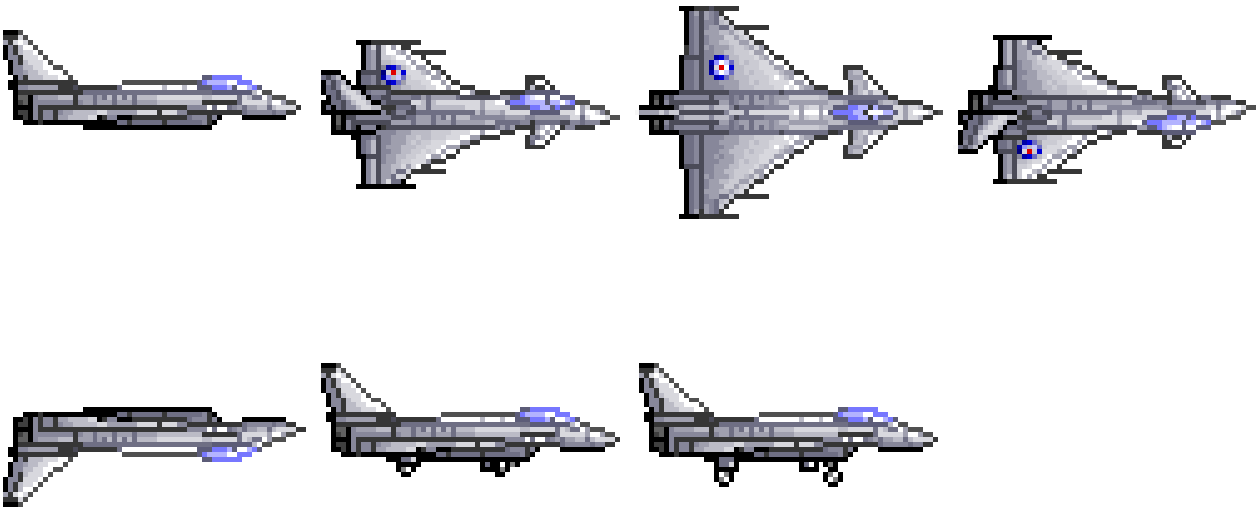

PlayStation Mobile Simulator

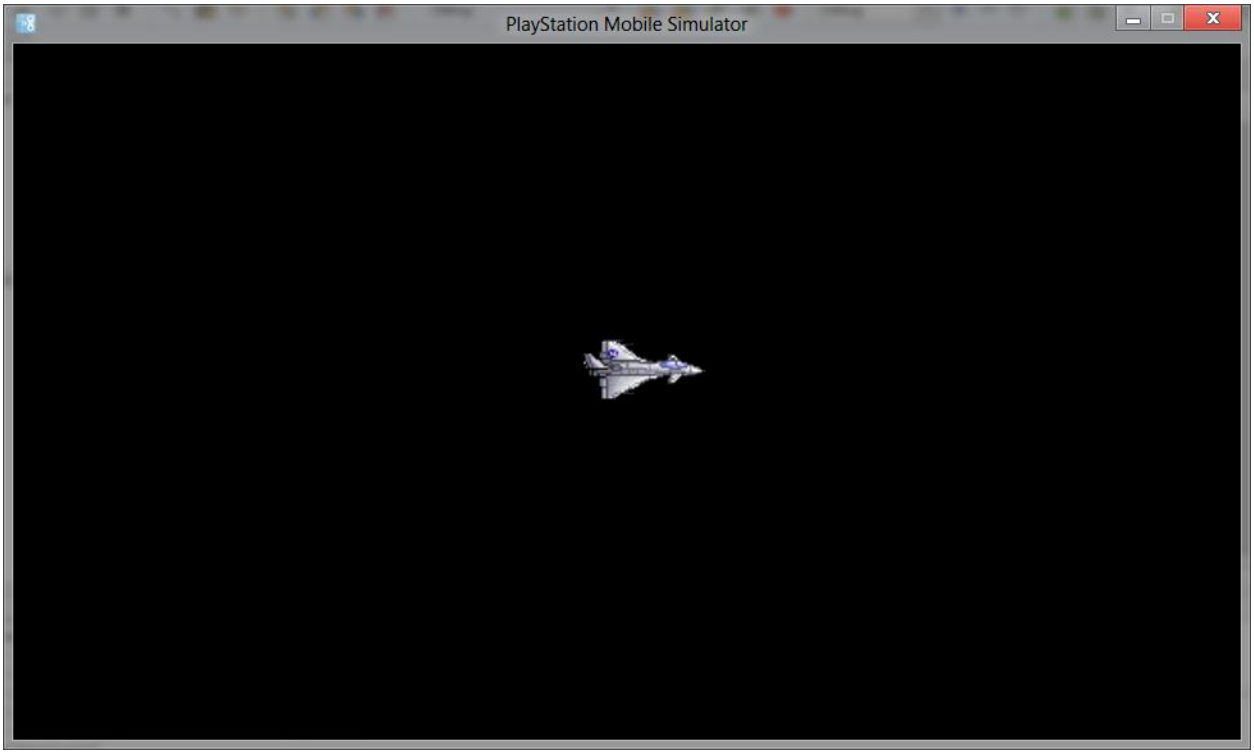

(0.0,1.0)
(1.0,0.0)
(0.5,0.5)
(1.0,1.0)
(0.0,0.0)

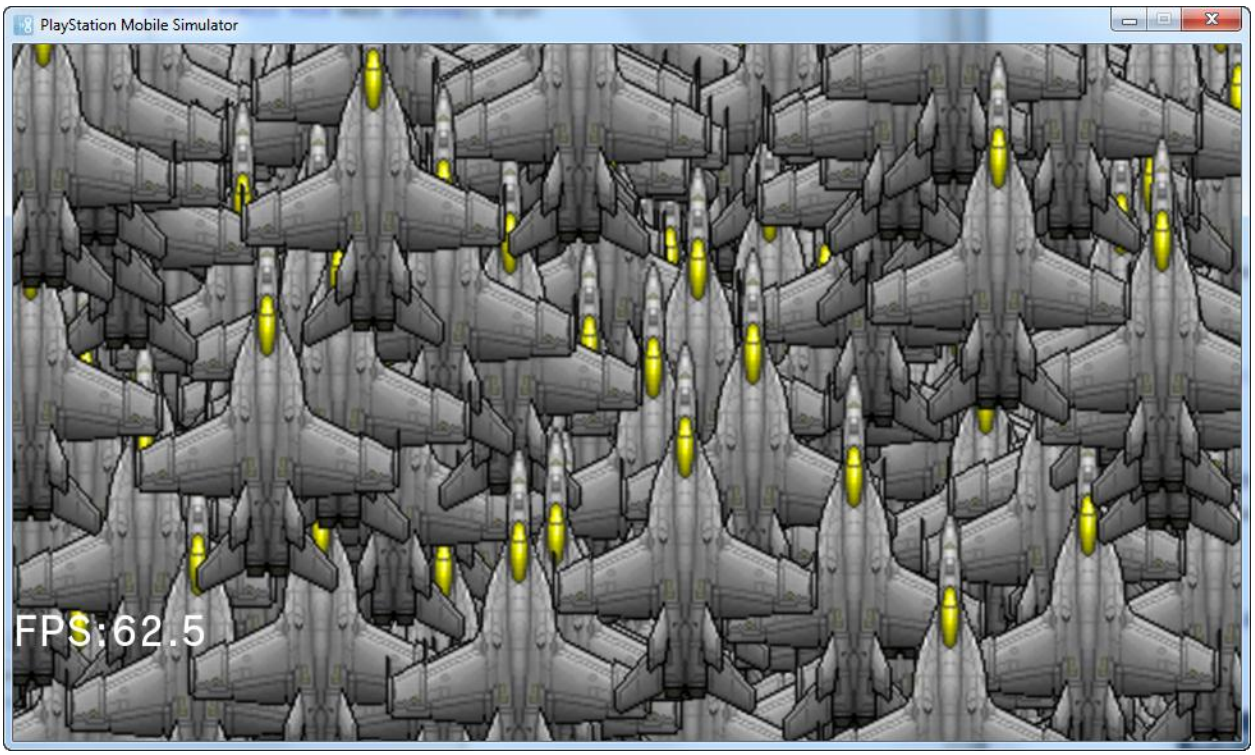

TexturePackerGUI
File
Edit
View
Help
Tools
Add Sprites
Add Folder
Delete
Add Sprites
Add Folder
Output

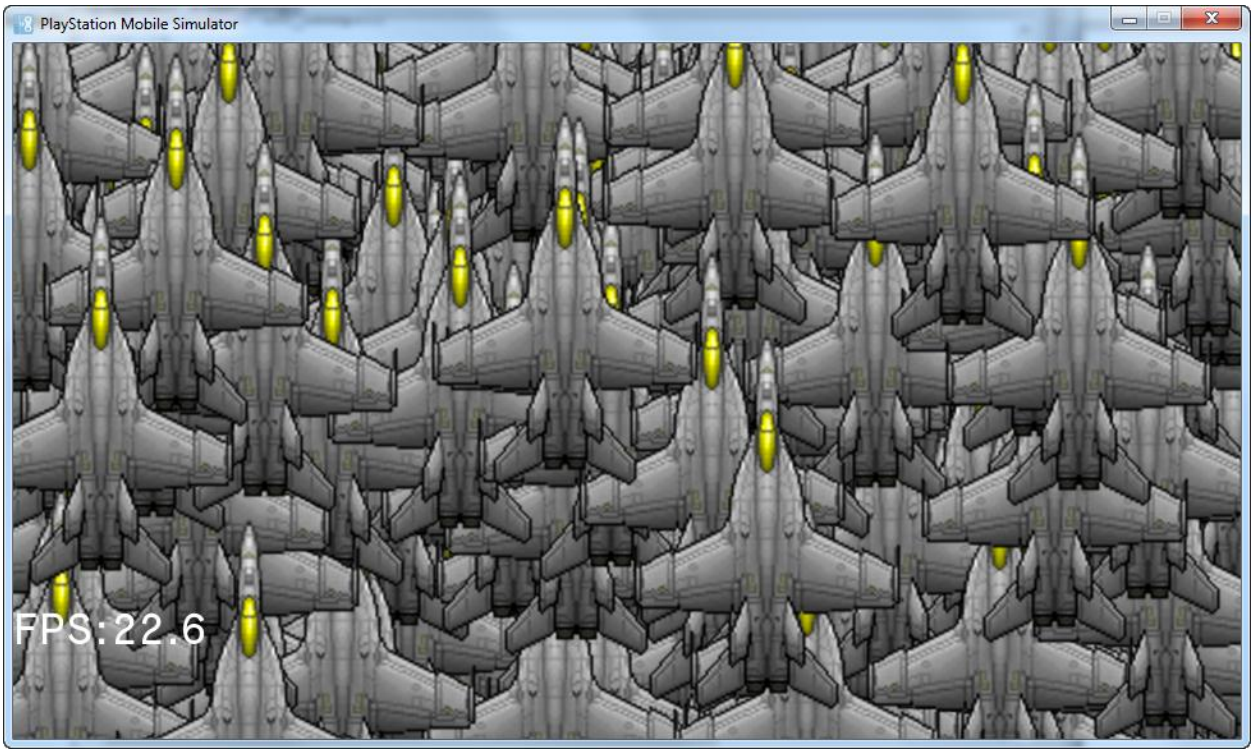

Geometry
Autosize
Fixed width
256
Fixed height
128
Allow free sizes
Scale
1.0000
Scale mode
Smooth
AutoSD
Layout
Algorithm
Basic
Sort by
Name
Order
Ascending
Border padding
0
Shape Padding
0
Inner Padding
0
Extrude
0

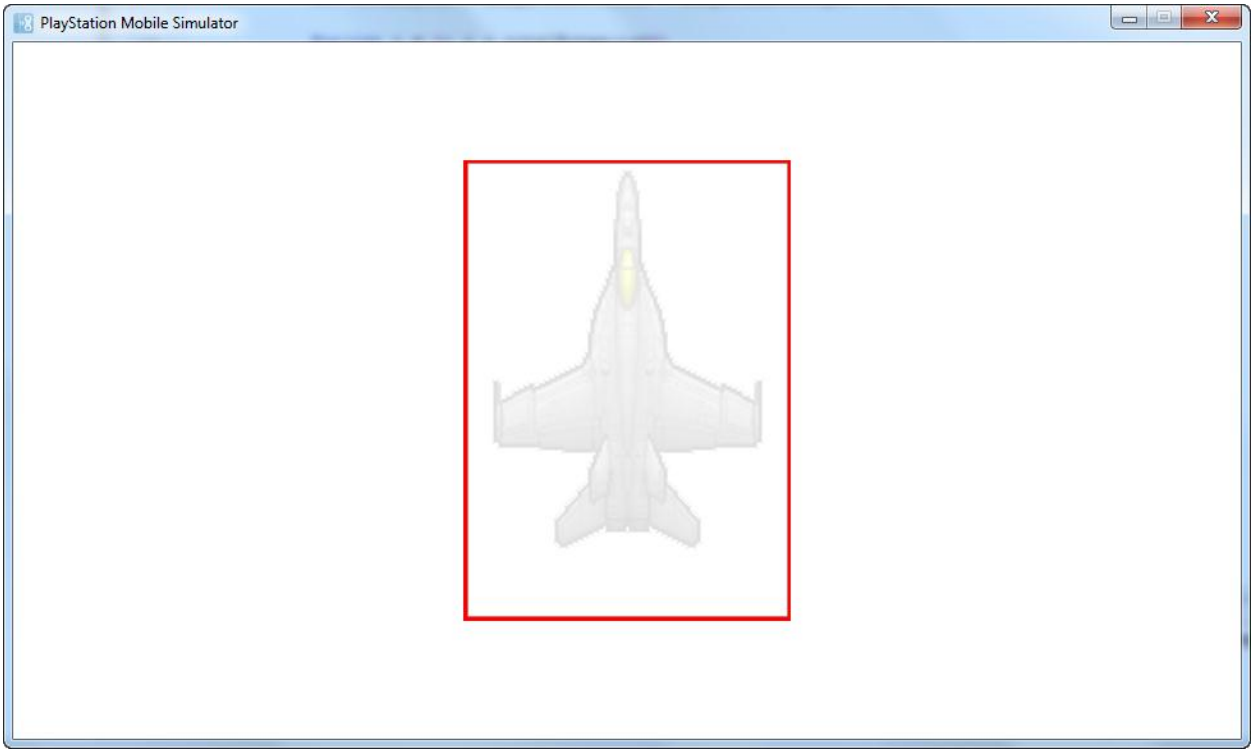

File
Edit
View
Help
Tools
New
Open
Save
Save defaults
Add Sprites
Add Folder
Delete
Publish
Texture Settings
Output
Data Format
cocos2d
Data file
ters/Chapter3/SpritePacker/SpriteSheet.plist
Texture format
PNG (.png)
Image format
RGBA8888
Dithering
NearestNeighbour
Texture file
ters/Chapter3/SpritePacker/SpriteSheet.png

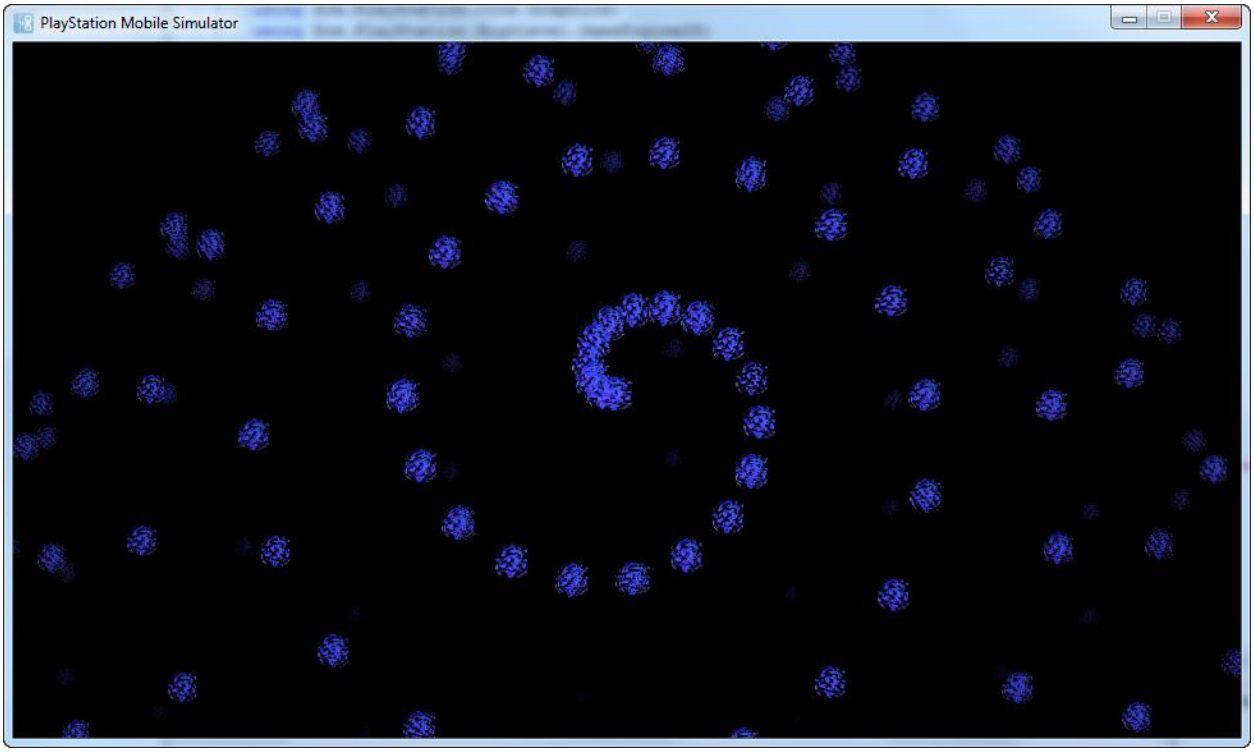



PlayStation Mobile Simulator

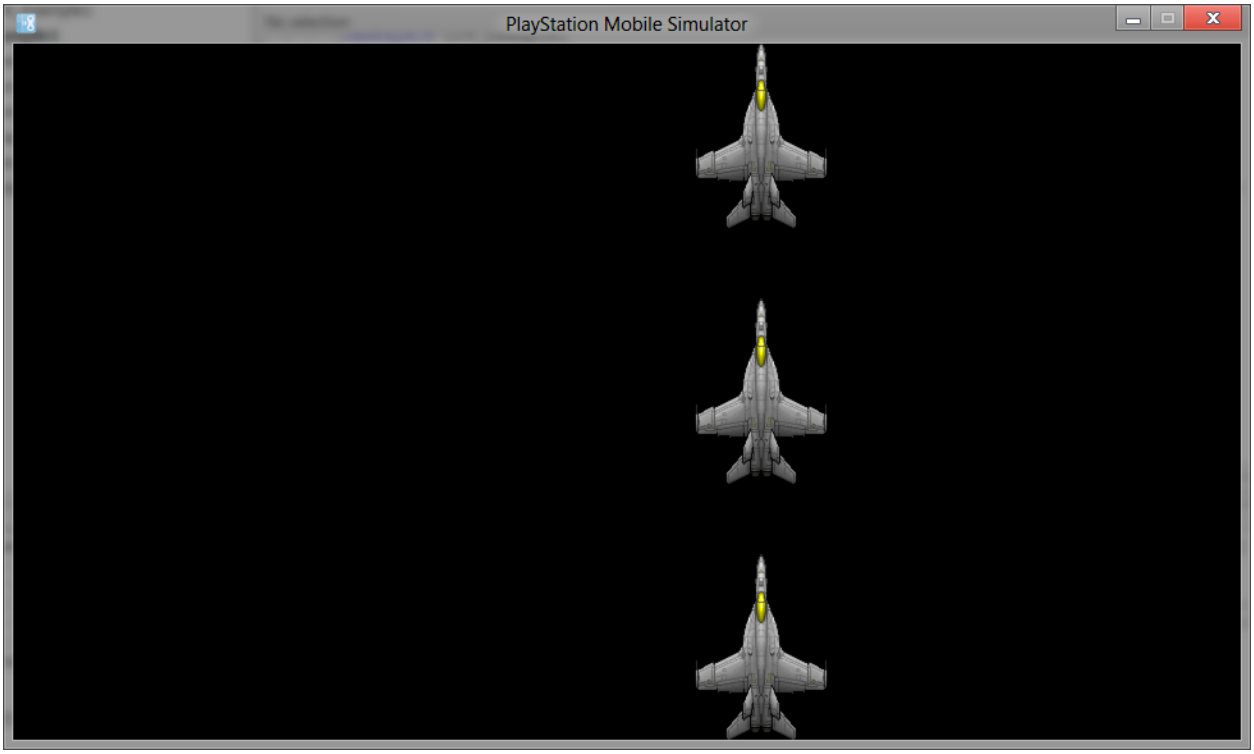

PlayStation Mobile Simulator
FPS:62.5

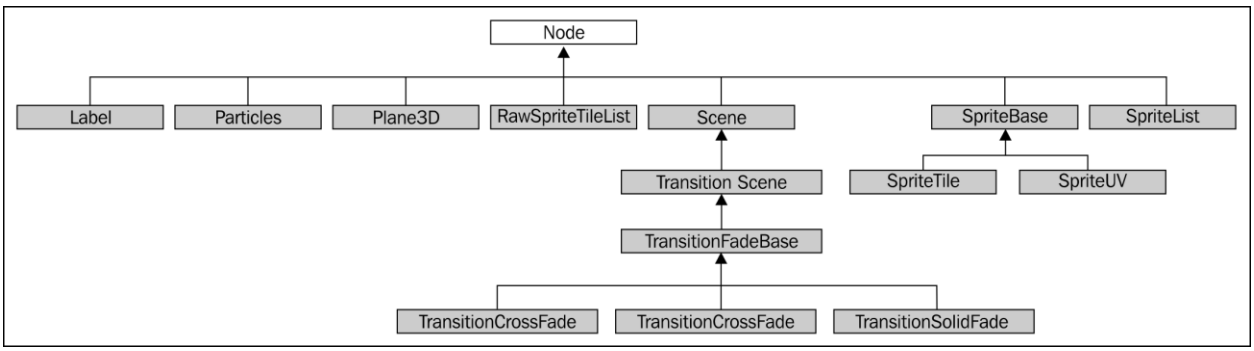

PlayStation Mobile Simulator
FPS:22.6

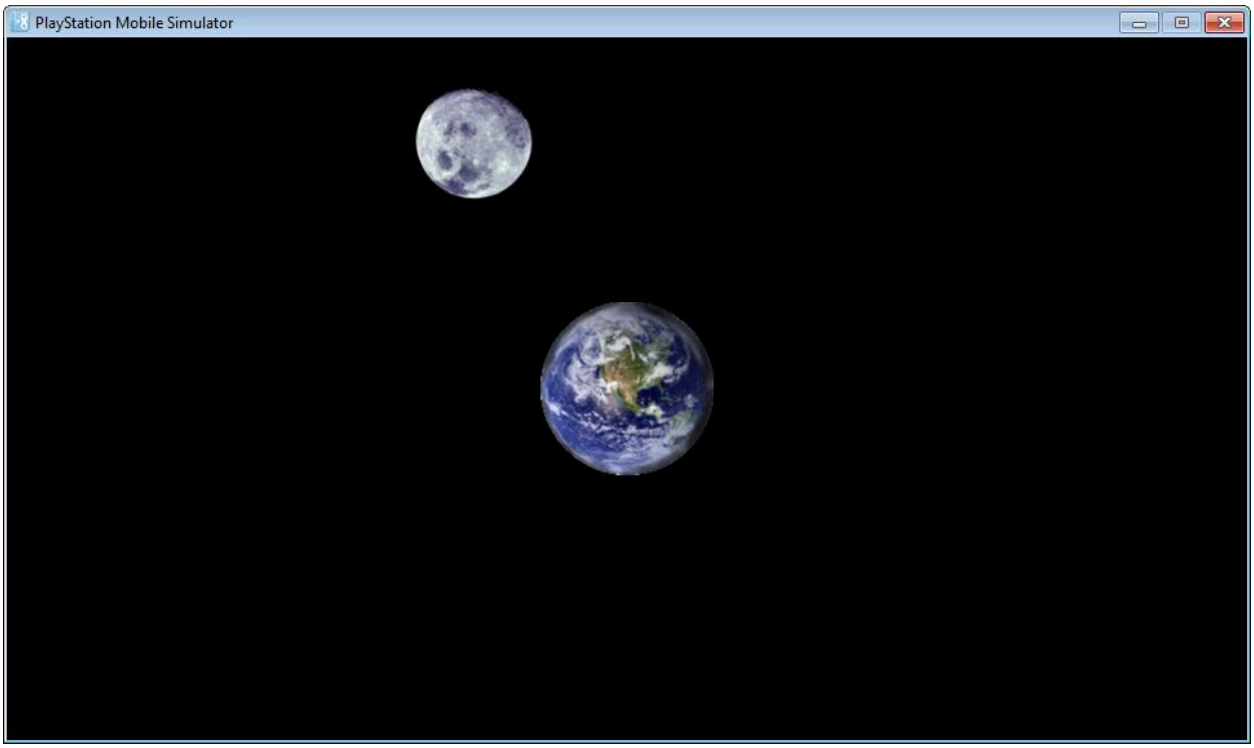

PlayStation Mobile Simulator

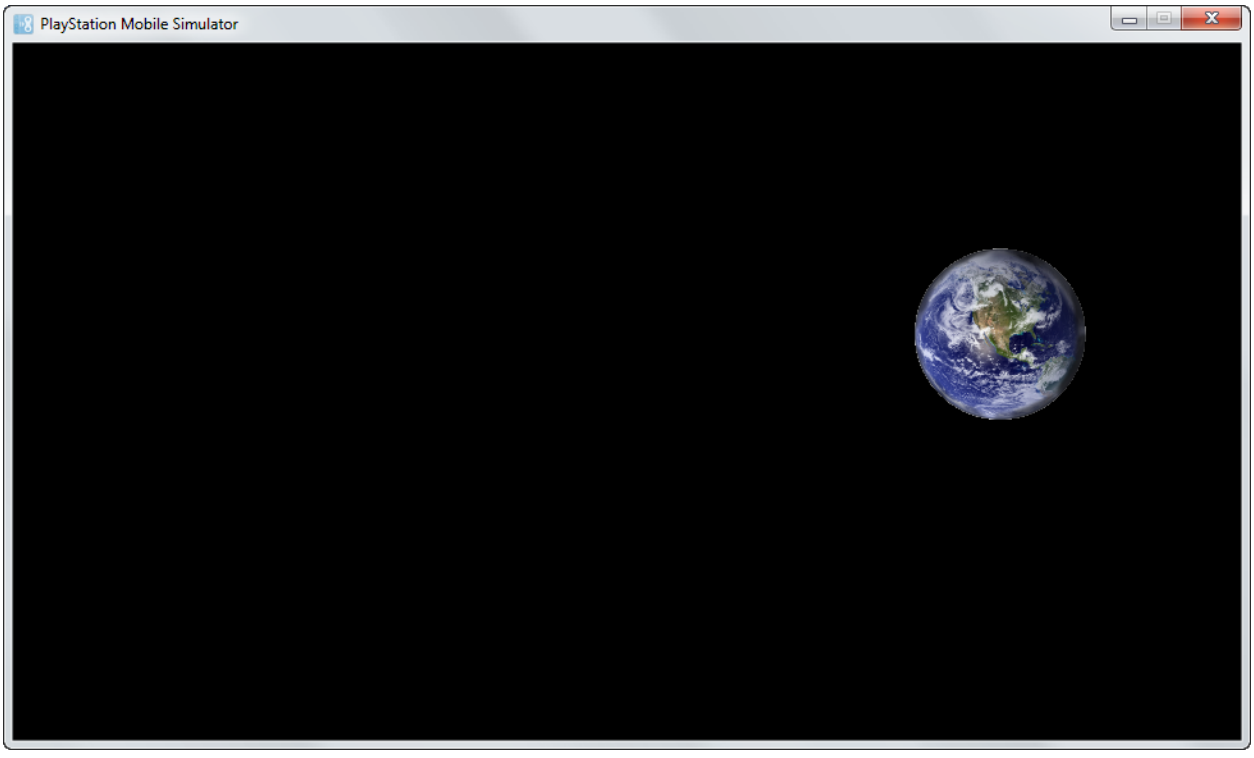

PlayStation Mobile Simulator

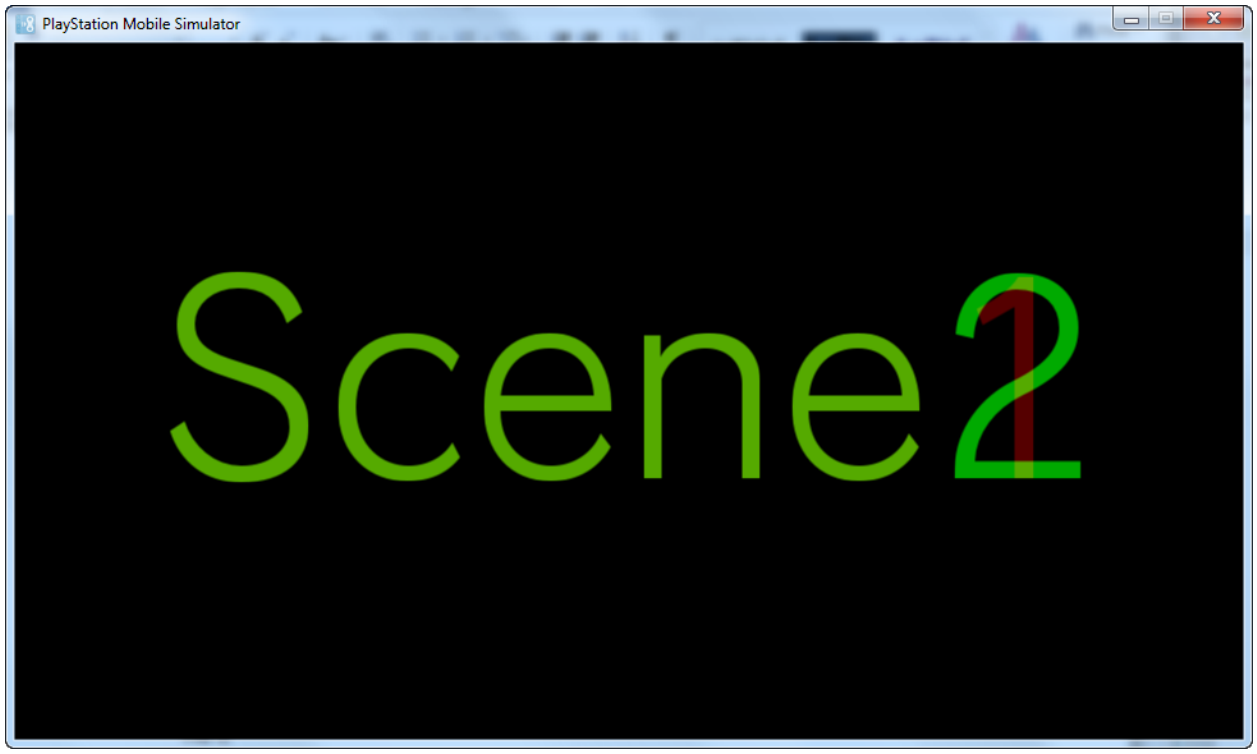
Chapter 4, Performing Actions with GameEngine2D

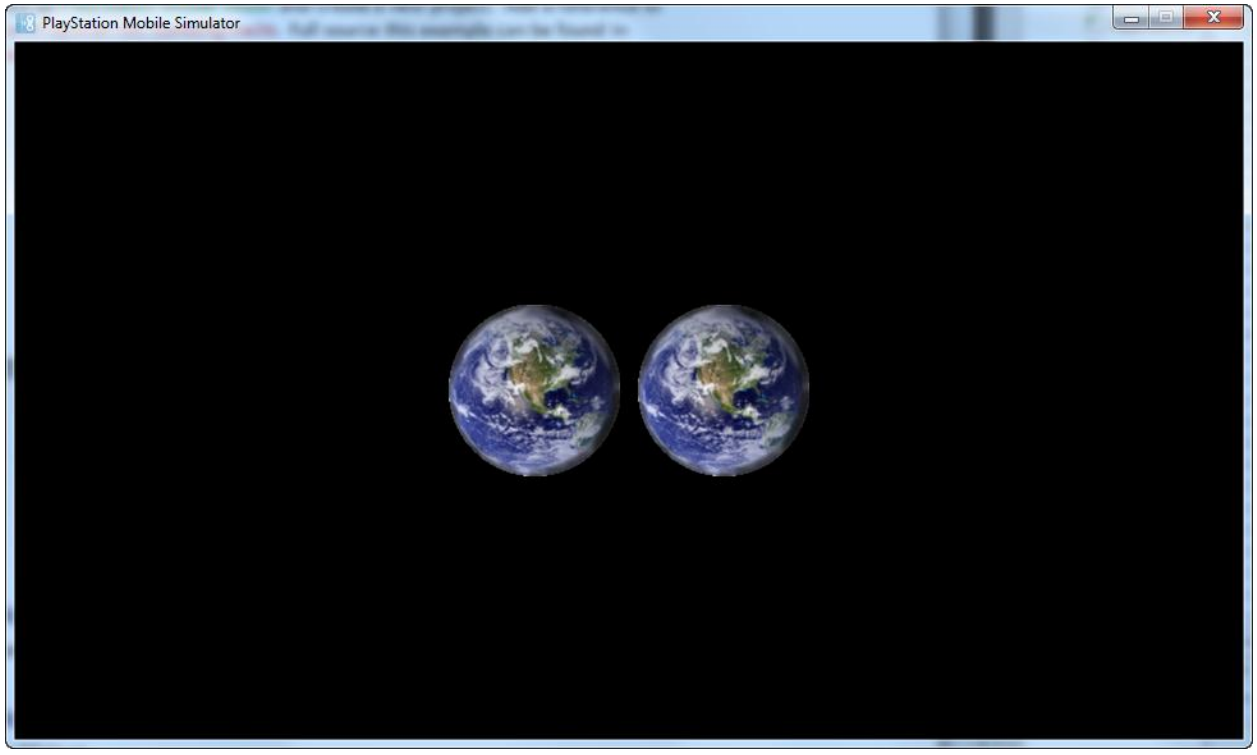




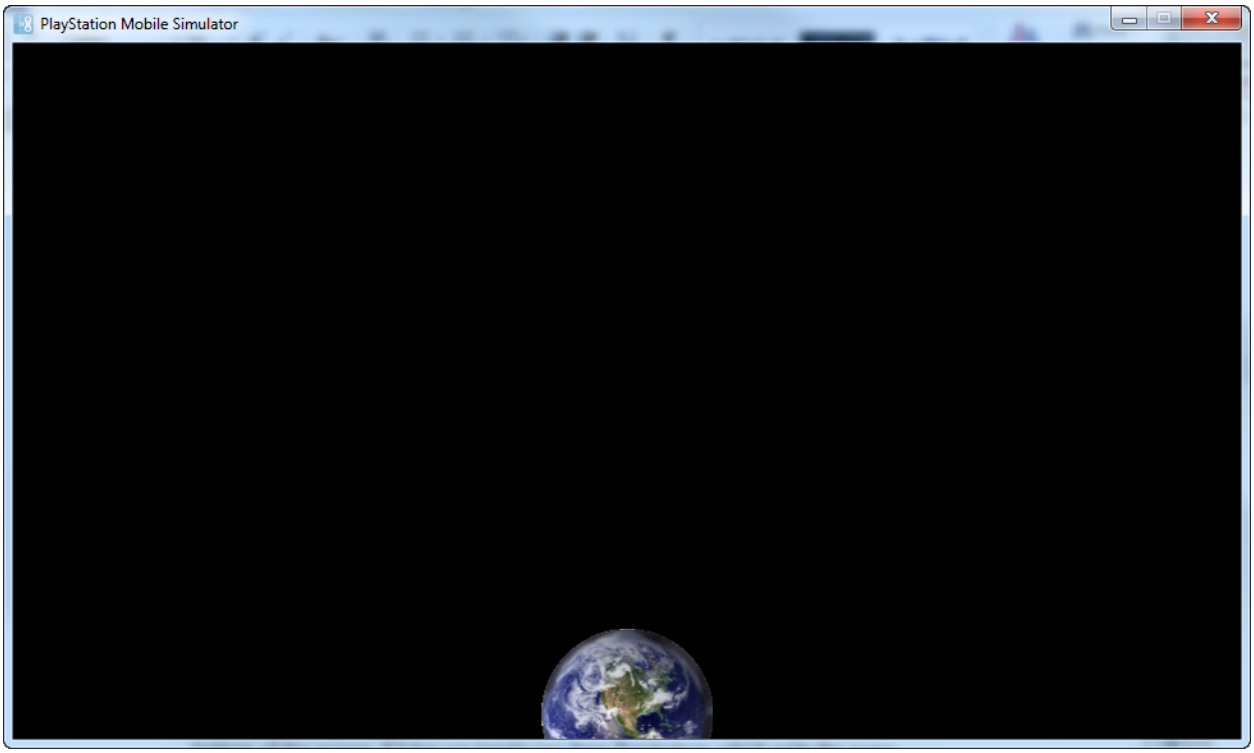

PlayStation Mobile Simulator

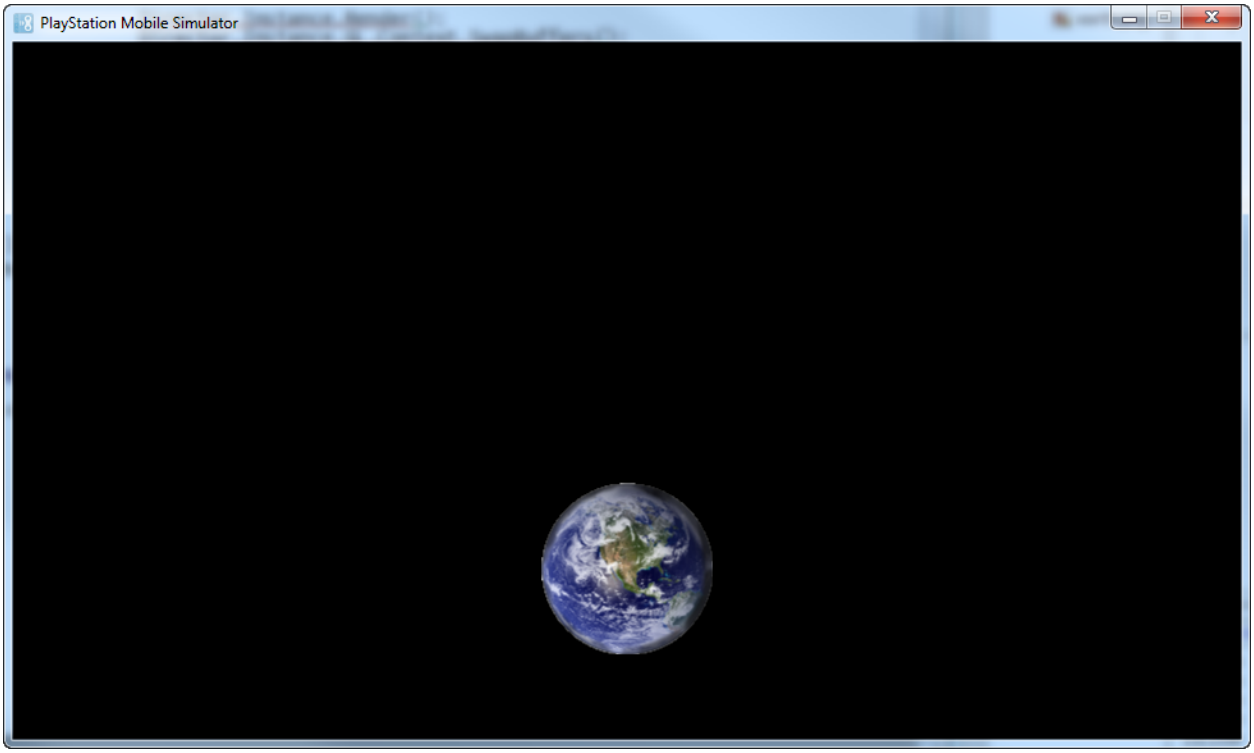

PlayStation Mobile Simulator

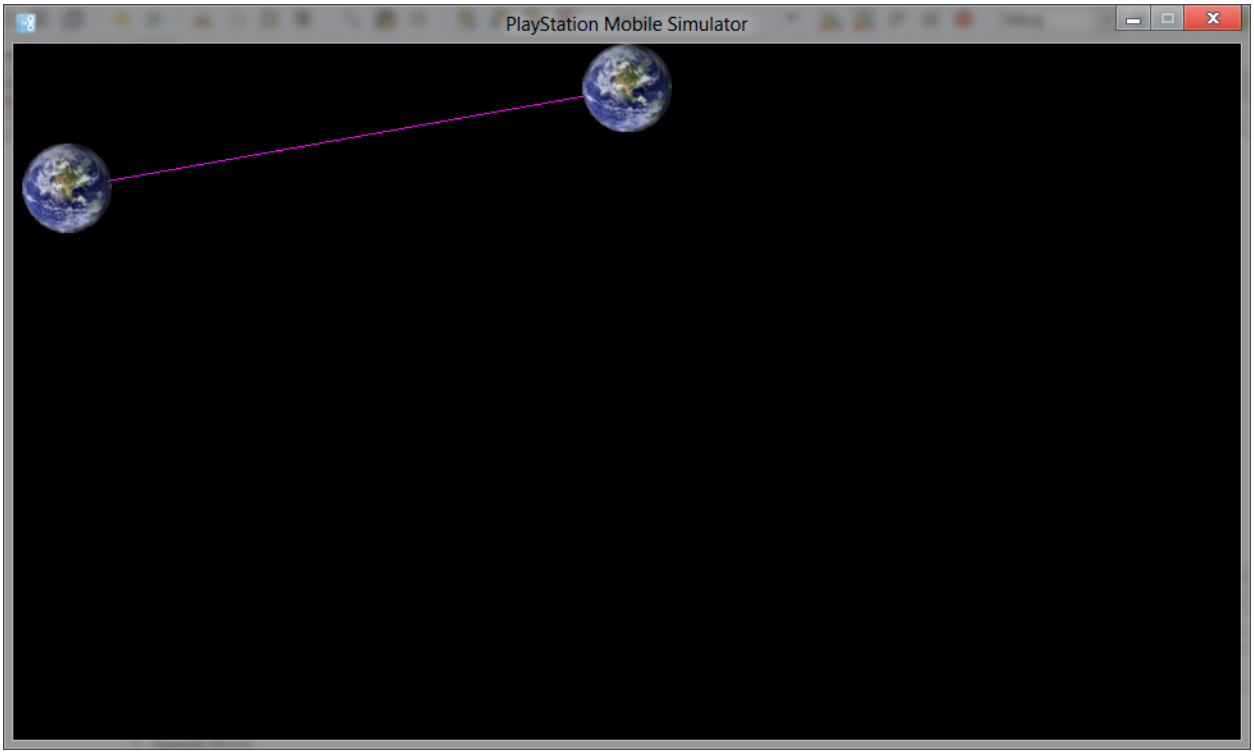

PlayStation Mobile Simulator
Scene2

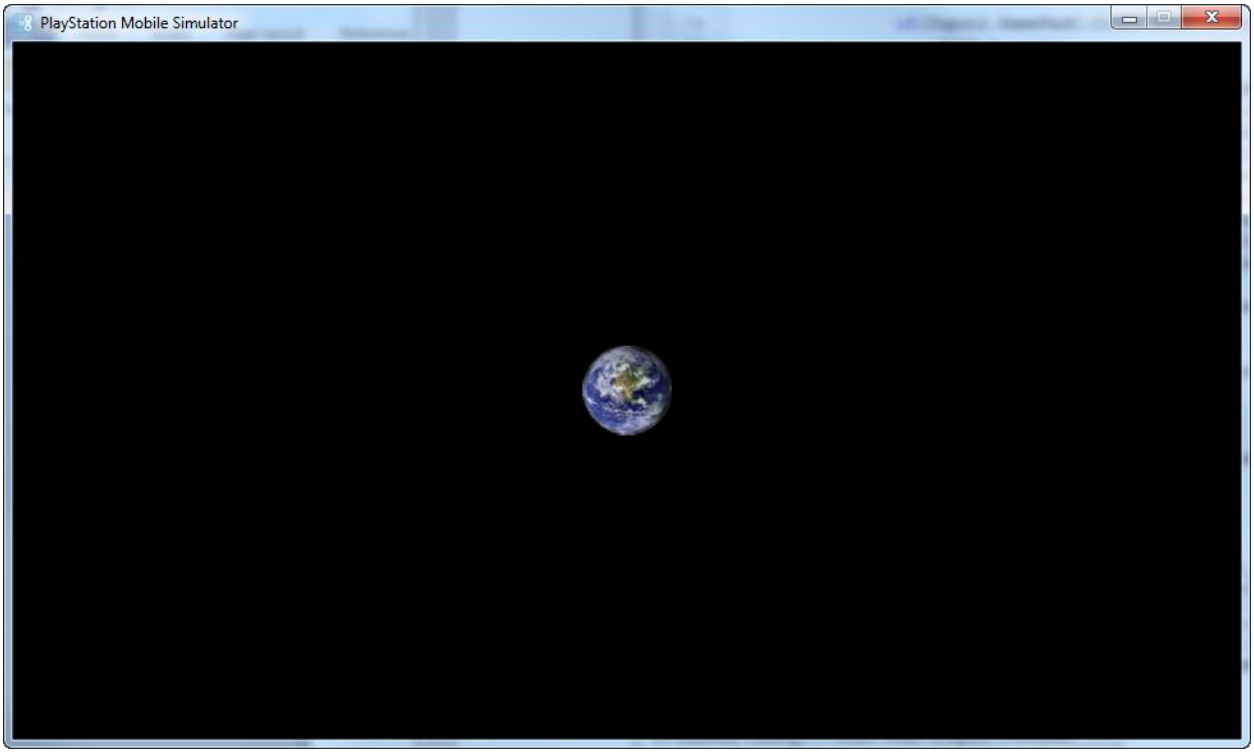

PlayStation Mobile Simulator

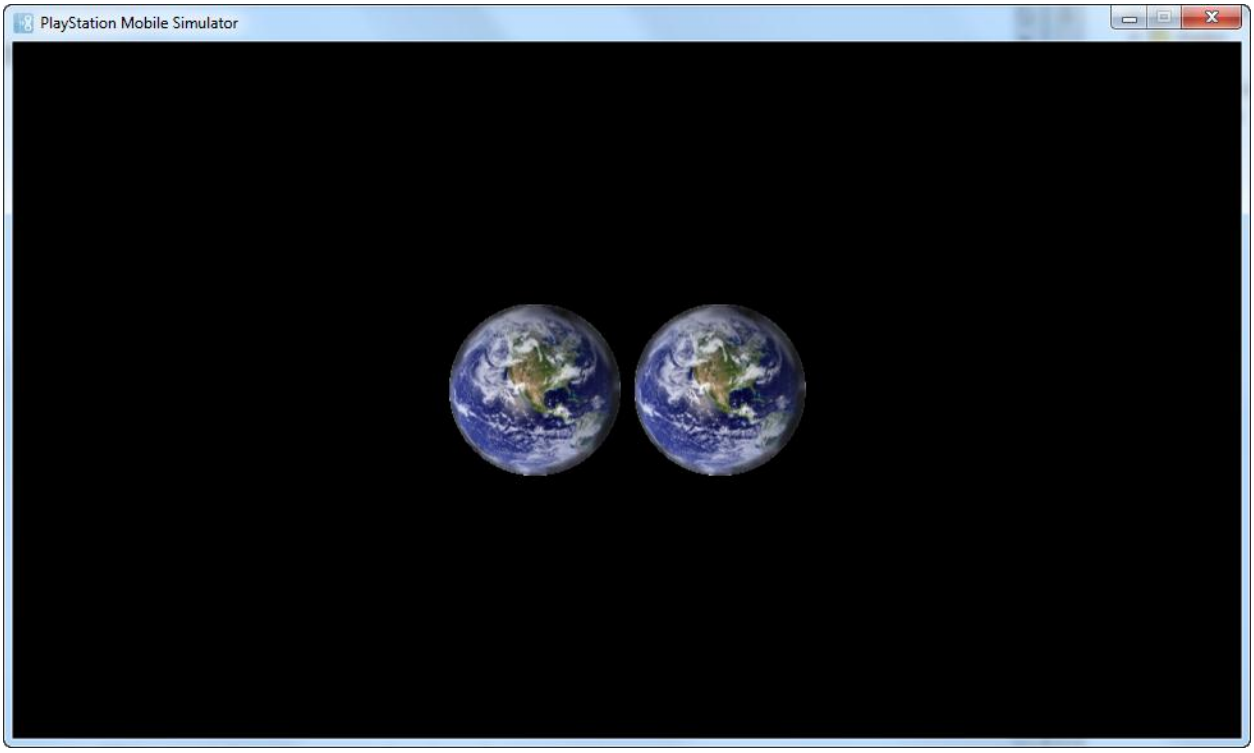
Chapter 5, Working with Physics2D

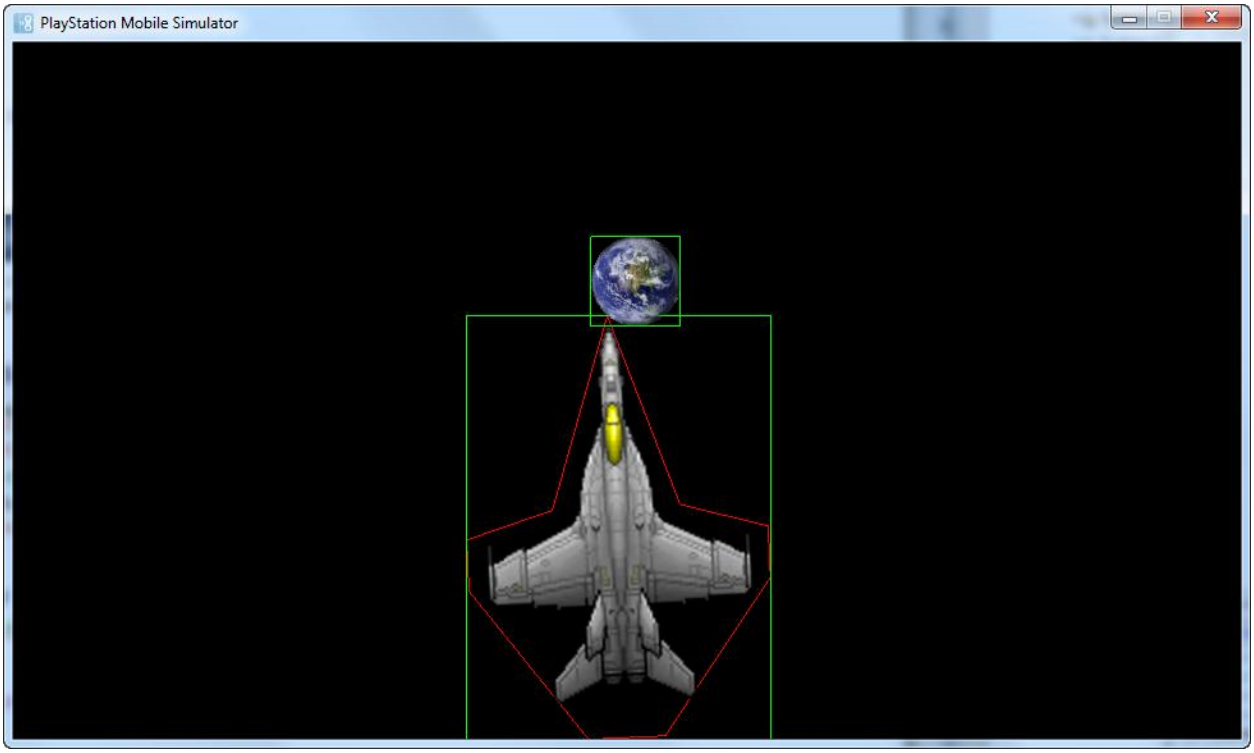



PlayStation Mobile Simulator

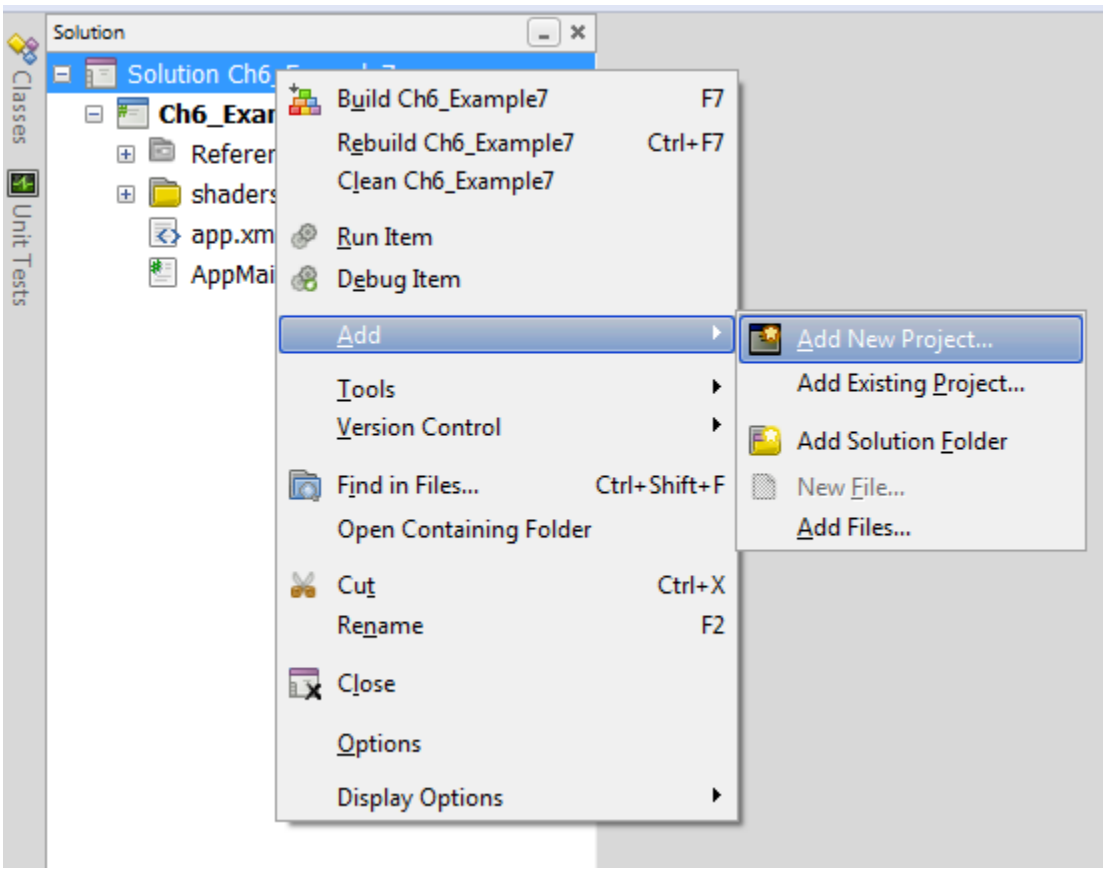

PlayStation Mobile Simulator

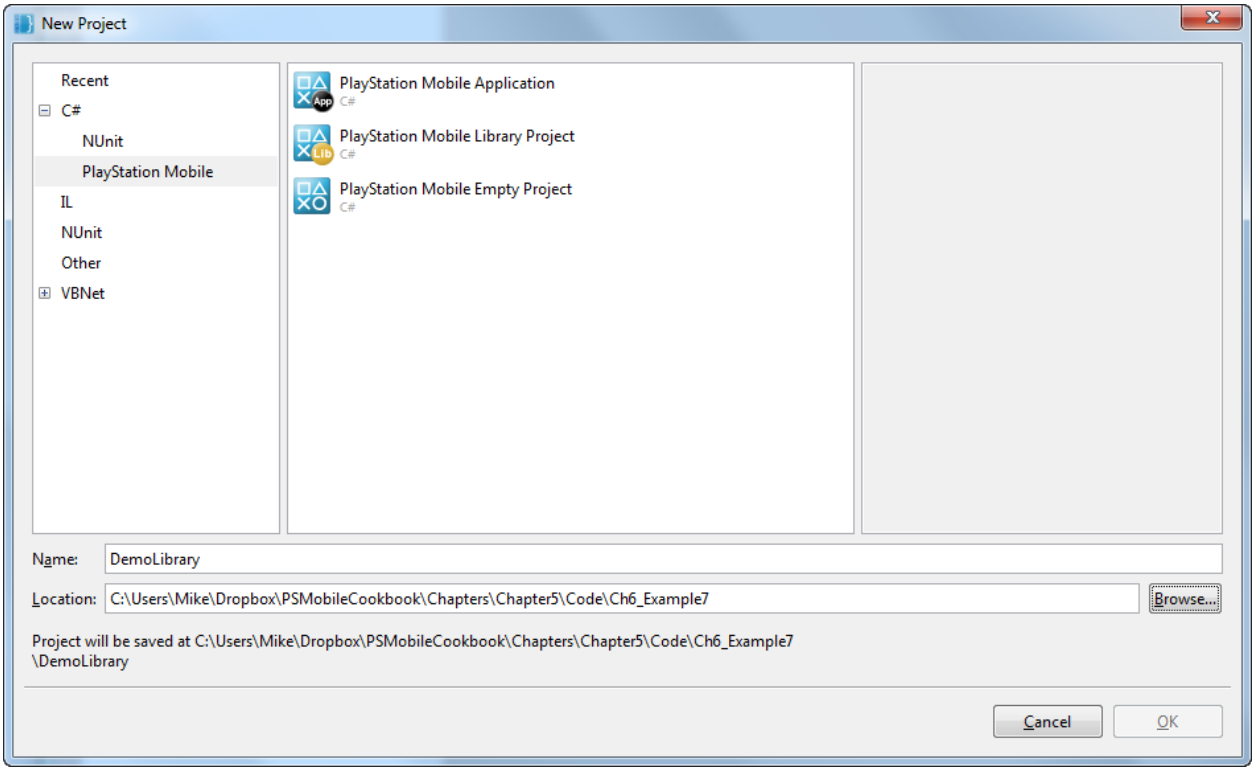

PlayStation Mobile Simulator

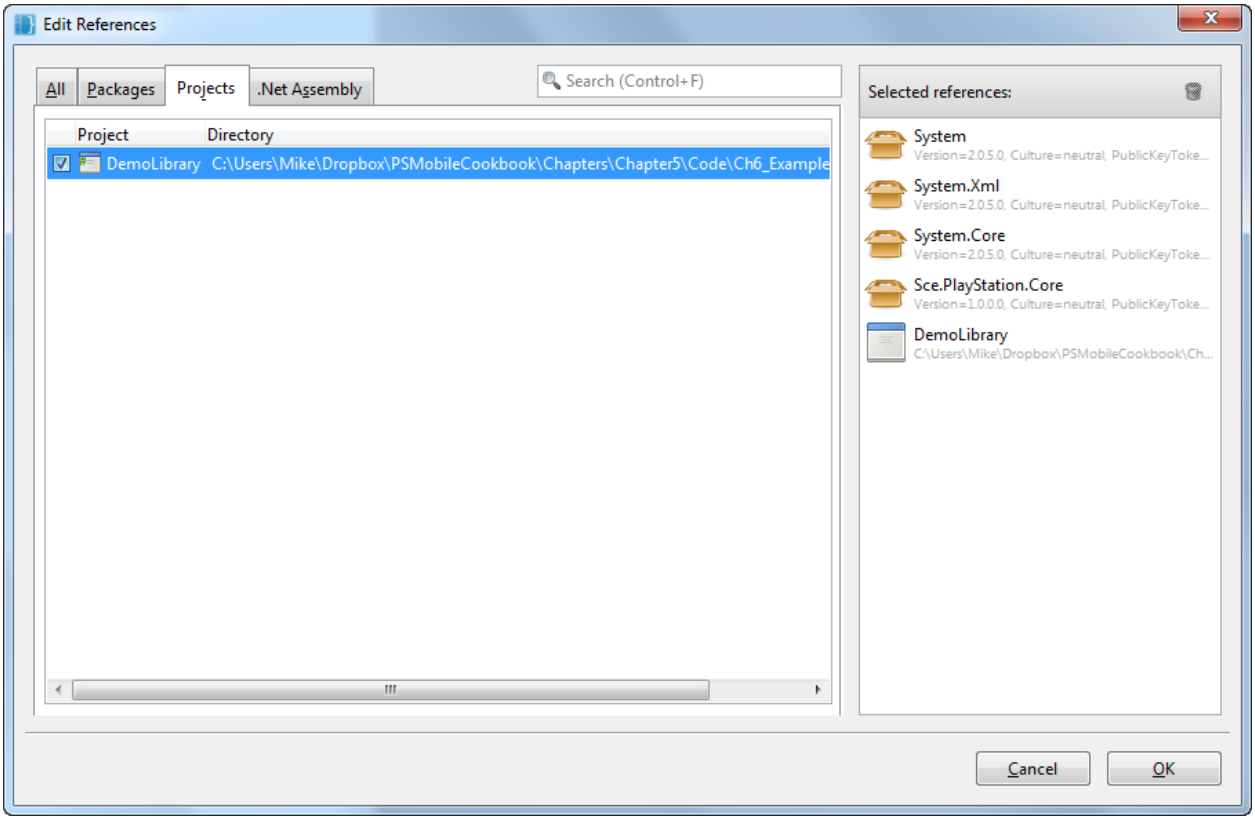

PlayStation Mobile Simulator


PlayStation Mobile Simulator

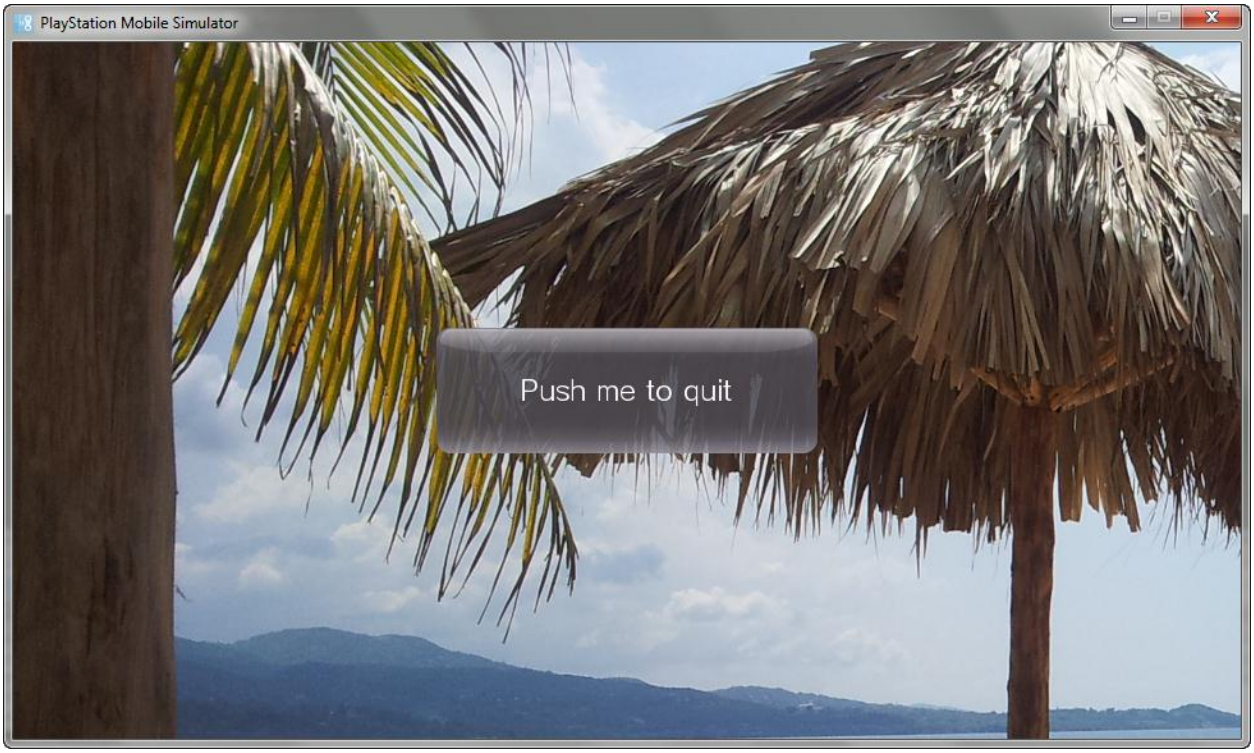
1
2
3
4
5
6
7
8
9


Solution
Classes
Unit Tests
Build Ch6_Example7 F7
Rebuild Ch6_Example7 Ctrl+F7
Clean Ch6_Example7
Run Item
Debug Item
Add
Tools
Version Control
Find in Files... Ctrl+Shift+F
Open Containing Folder
Cut Ctrl+X
Rename F2
Close
Options
Display Options
Add New Project...
Add Existing Project...
Add Solution Folder
New File...
Add Files...

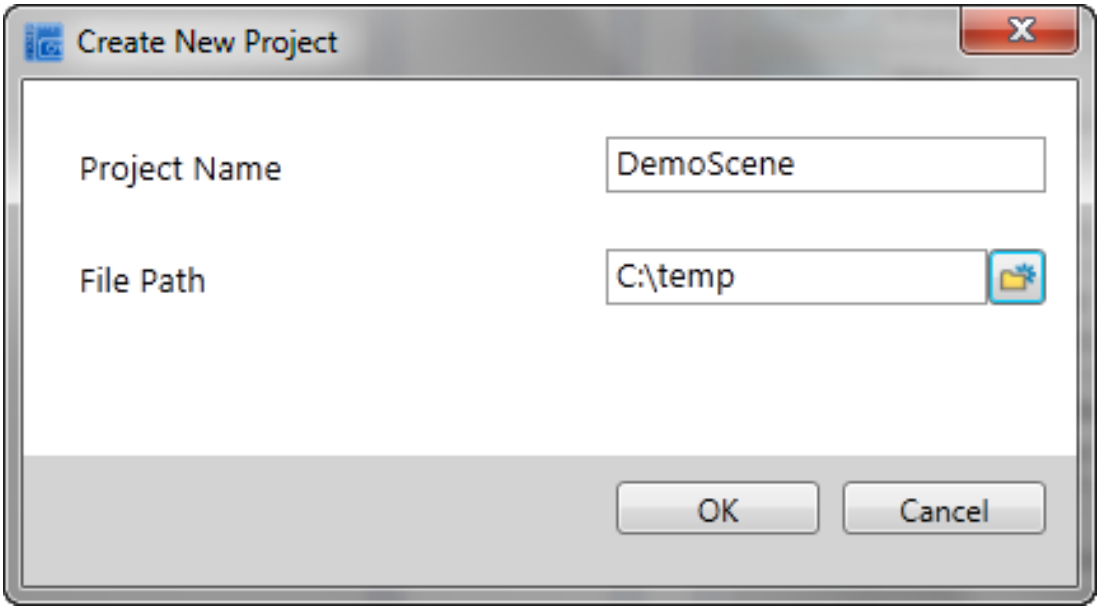

New Project
Recent
C#
NUnit
PlayStation Mobile
IL
NUnit
Other
VBNet
PlayStation Mobile Application
C#
PlayStation Mobile Library Project
C#
PlayStation Mobile Empty Project
C#
Name:
DemoLibrary
Location:
C:\Users\Mike\Dropbox\PSMobileCookbook\Chapters\Chapter5\Code\Ch6_Example7
Browse...
Project will be saved at C:\Users\Mike\Dropbox\PSMobileCookbook\Chapters\Chapter5\Code\Ch6_Example7
\DemoLibrary
Cancel
OK

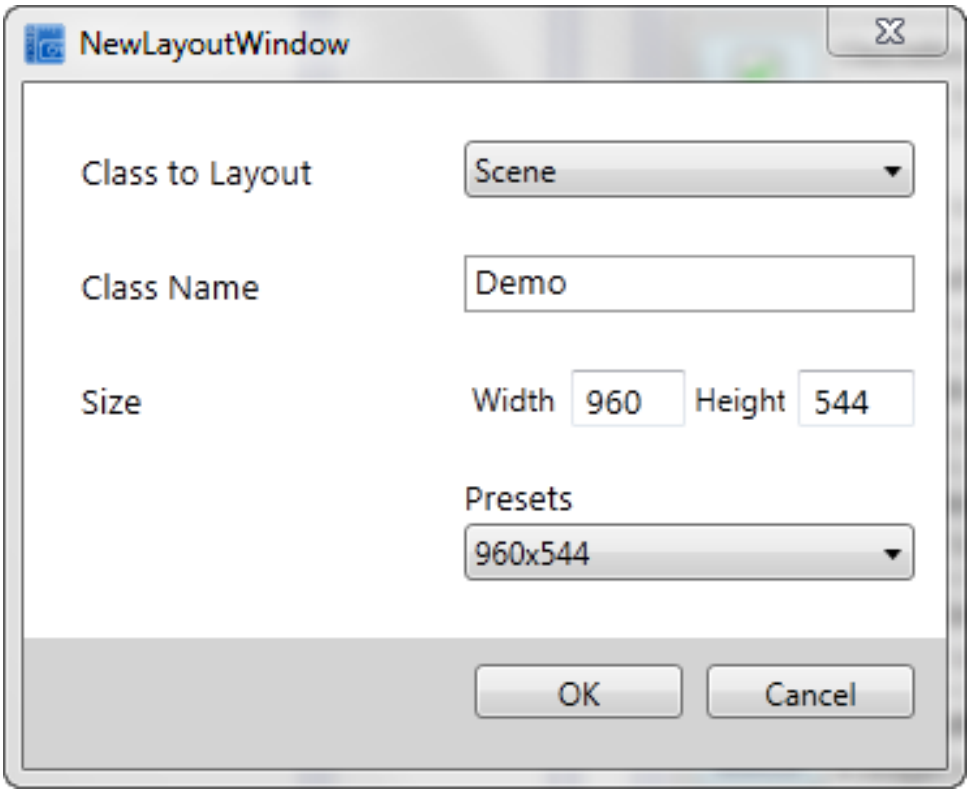

Edit References
All
Packages
Projects
.Net Assembly
Search (Control+F)
Project
Directory
DemoLibrary
C:\Users\Mike\Dropbox\PSMobileCookbook\Chapters\Chapter5\Code\Ch6_Example
Selected references:
System
Version=2.0.5.0, Culture=neutral, PublicKeyToke...
System.Xml
Version=2.0.5.0, Culture=neutral, PublicKeyToke...
System.Core
Version=2.0.5.0, Culture=neutral, PublicKeyToke...
Sce.PlayStation.Core
Version=1.0.0.0, Culture=neutral, PublicKeyToke...
DemoLibrary
C:\Users\Mike\Dropbox\PSMobileCookbook\Ch...
Cancel
OK

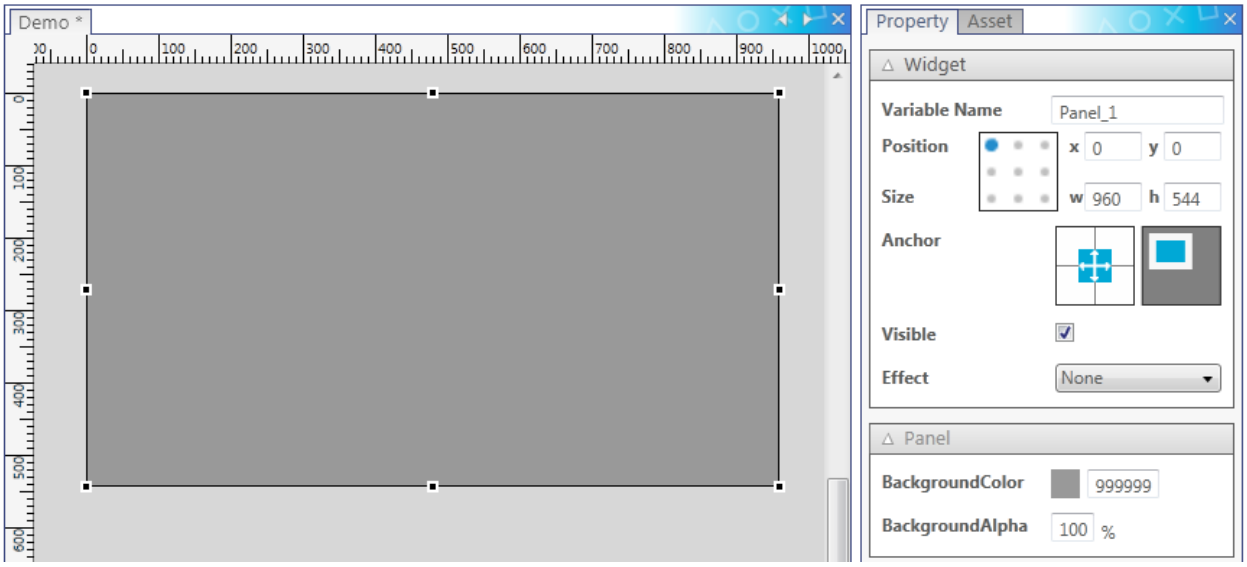
Chapter 6, Working with GUIs

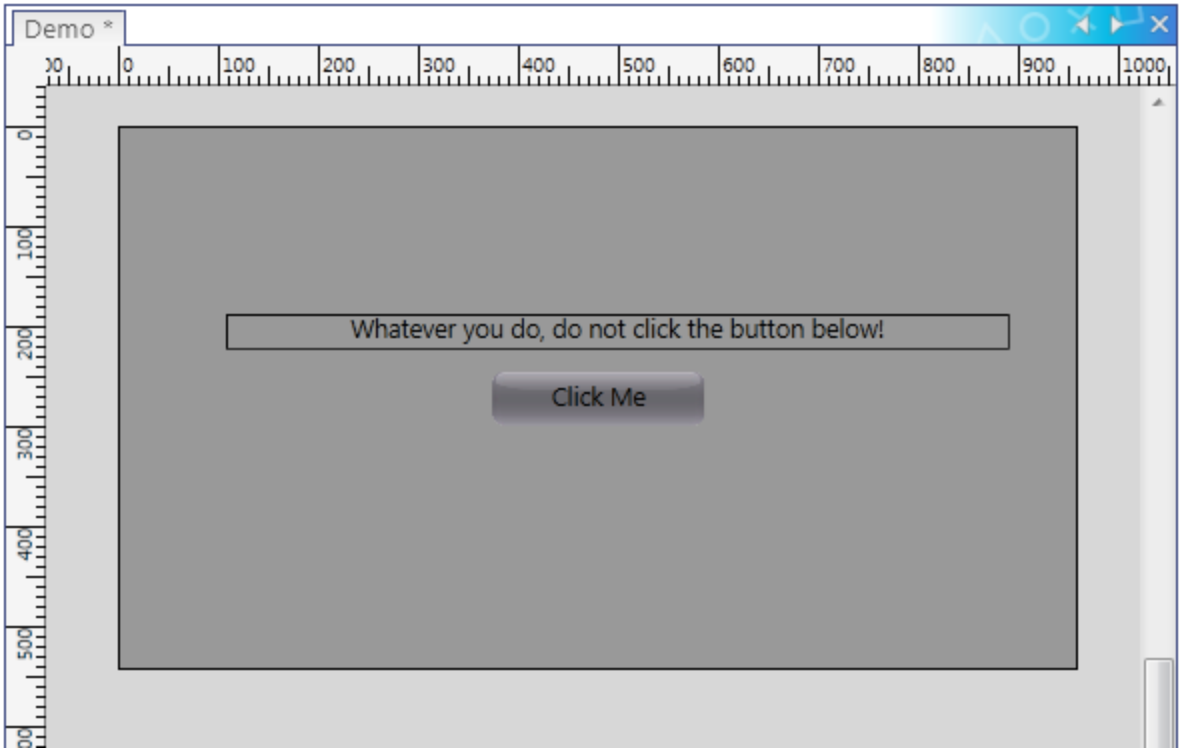


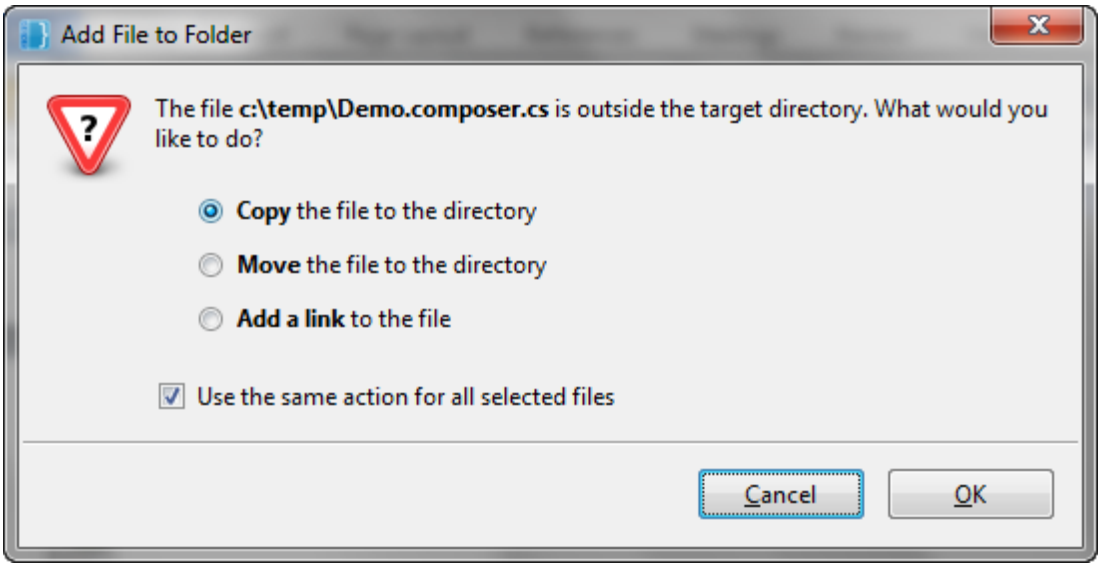
PlayStation Mobile Simulator
Button #2
Button #3
Button #4
Button #5
Button #6


Create New Project
Project Name
DemoScene
File Path
C:\temp
OK
Cancel


NewLayoutWindow
Class to Layout
Scene
Class Name
Demo
Size
Width
960
Height
544
Presets
960x544
OK
Cancel


Demo *
Property
Asset
Widget
Variable Name
Panel_1
Position
x 0
y 0
Size
w 960
h 544
Anchor
Visible
Effect
None
Panel
BackgroundColor
999999
BackgroundAlpha
100
%


Demo *
Whatever you do, do not click the button below!
Click Me

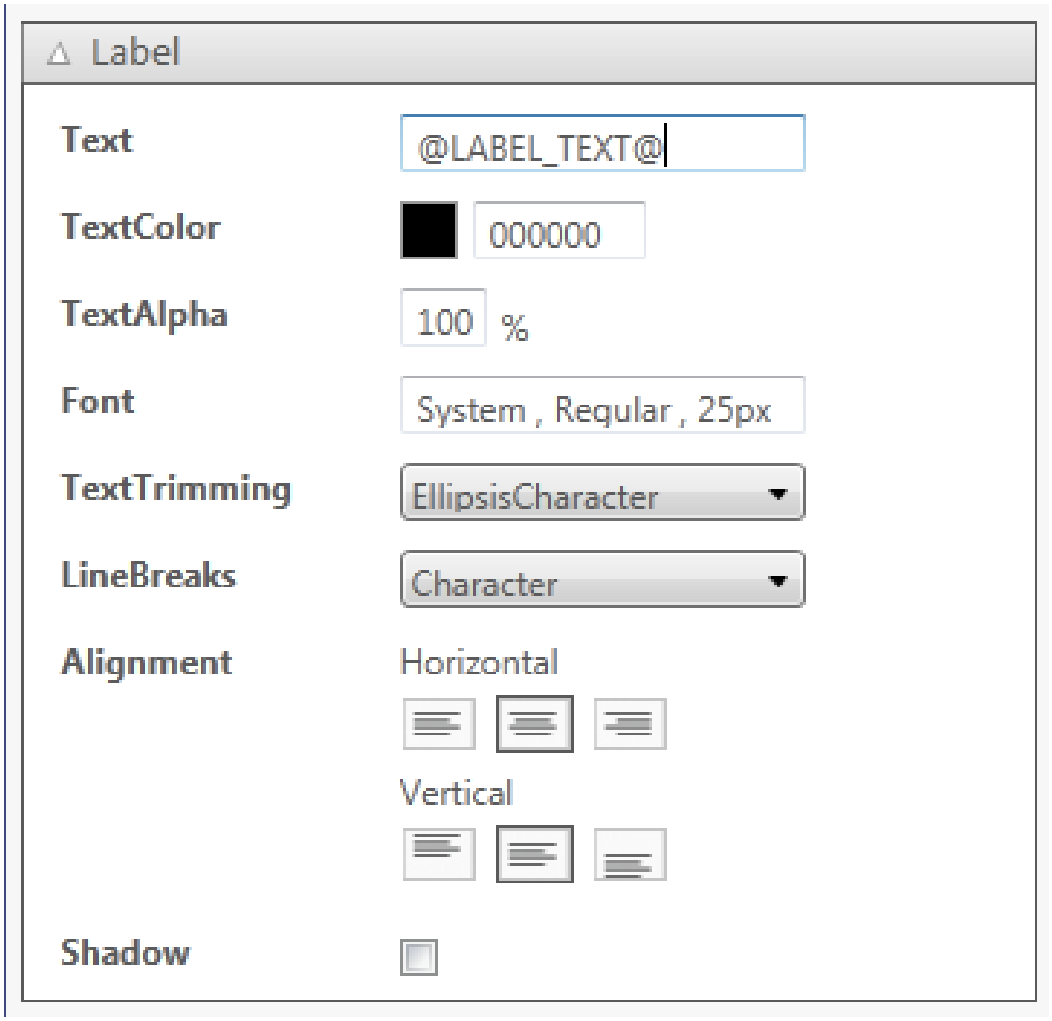

Add File to Folder
The file c:\temp\Demo.composer.cs is outside the target directory. What would you like to do?
Copy the file to the directory
Move the file to the directory
Add a link to the file
Use the same action for all selected files
Cancel
OK

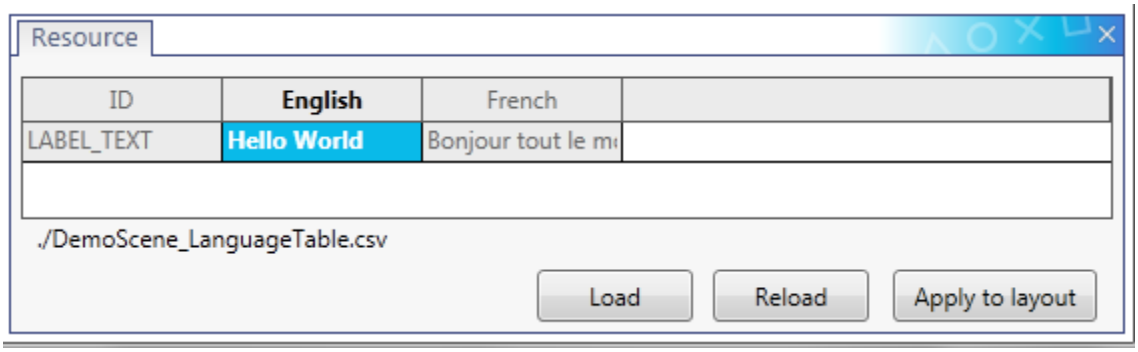
PlayStation Mobile Simulator
Whatever you do, do not click the button below!
Click Me

PlayStation Mobile Simulator
User Prompts
Are you sure you wish to continue?
OK
Cancel

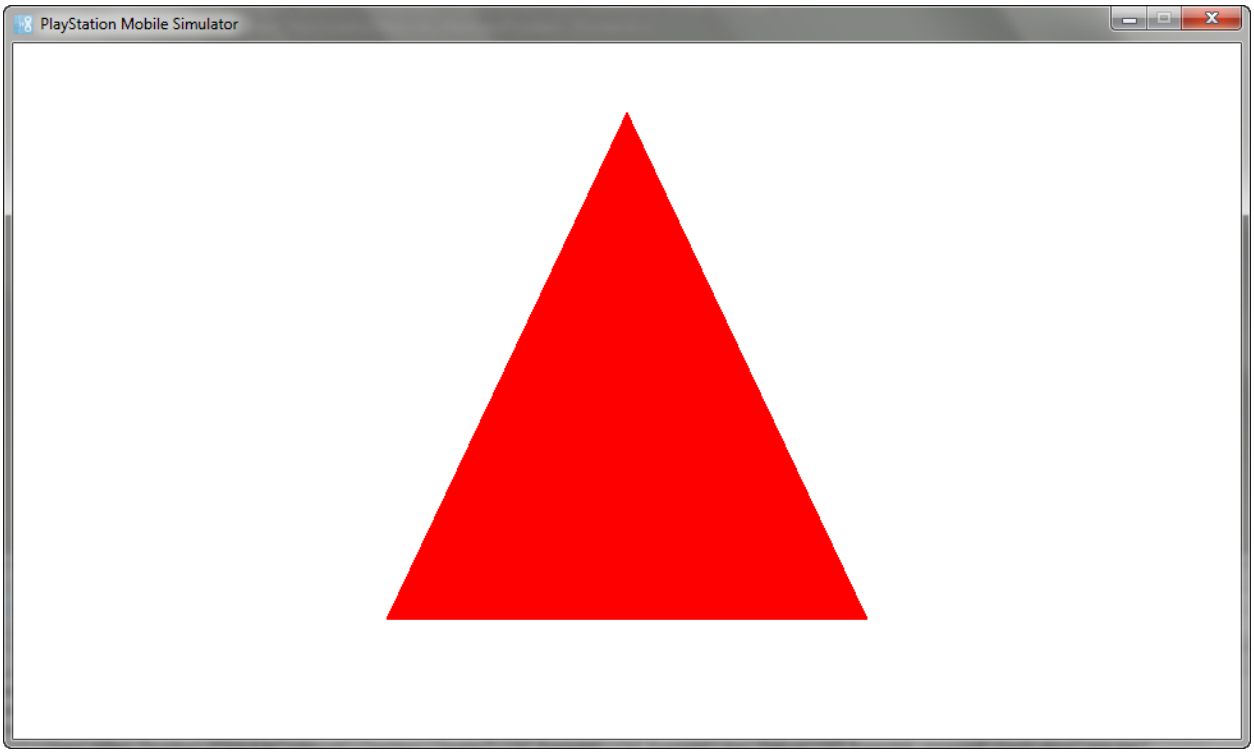
Resource

ID	English	
RESID1		


Label
Text
@LABEL_TEXT@
TextColor
000000
TextAlpha
100
%
Font
System , Regular , 25px
TextTrimming
EllipsisCharacter
LineBreaks
Character
Alignment
Horizontal
Vertical
Shadow

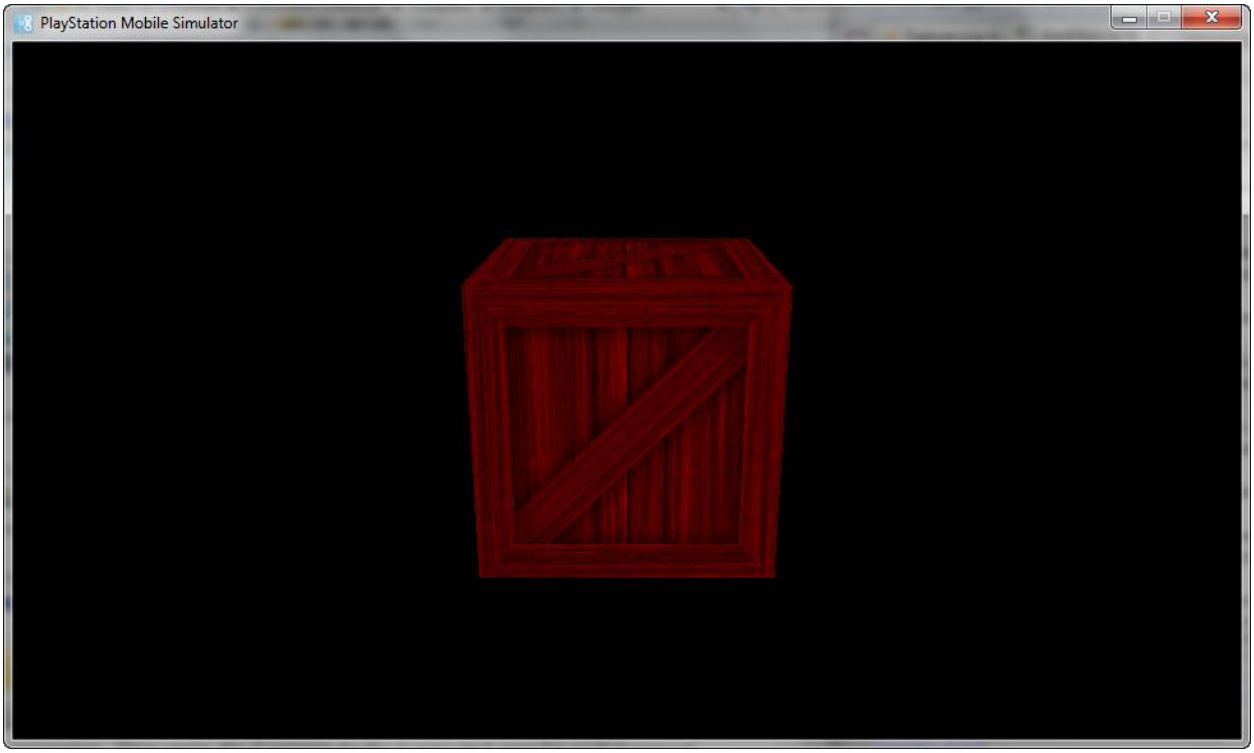

Resource
ID
English
French
LABEL_TEXT
Hello World
Bonjour tout le m
./DemoScene_LanguageTable.csv
Load
Reload
Apply to layout

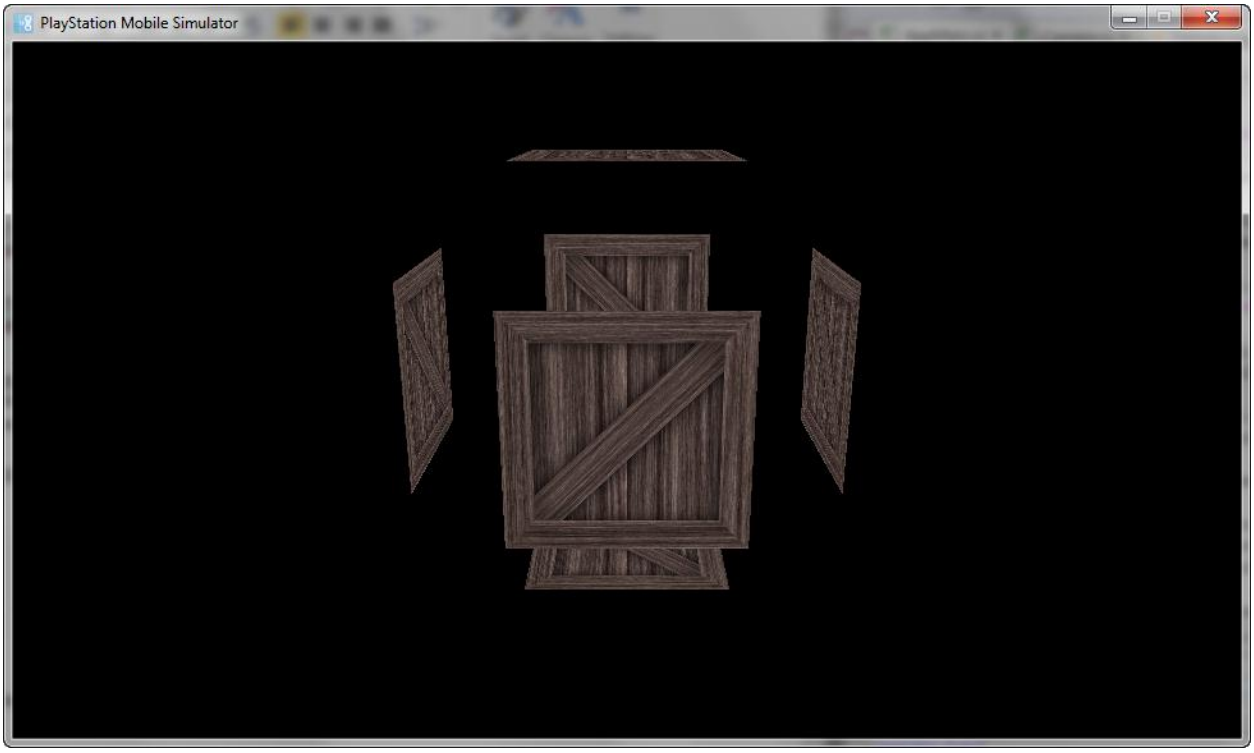
Chapter 7, Into the Third Dimension



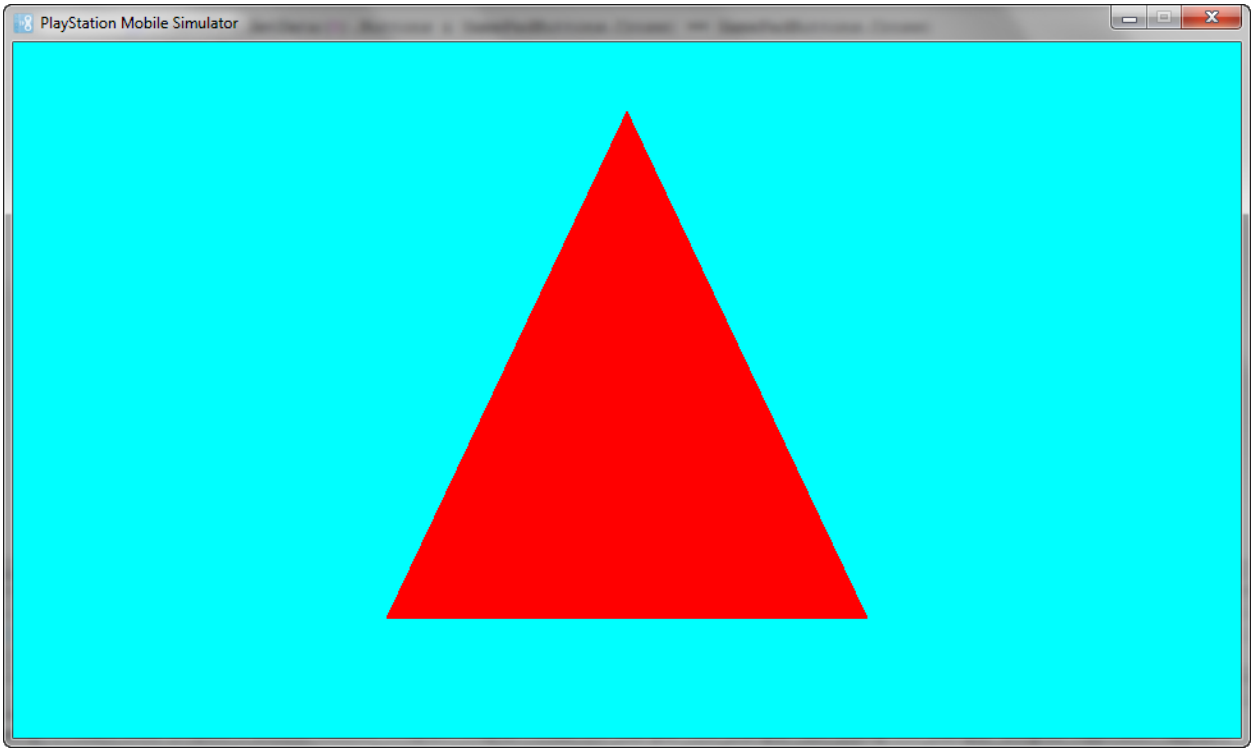
PlayStation Mobile Simulator

PlayStation Mobile Simulator

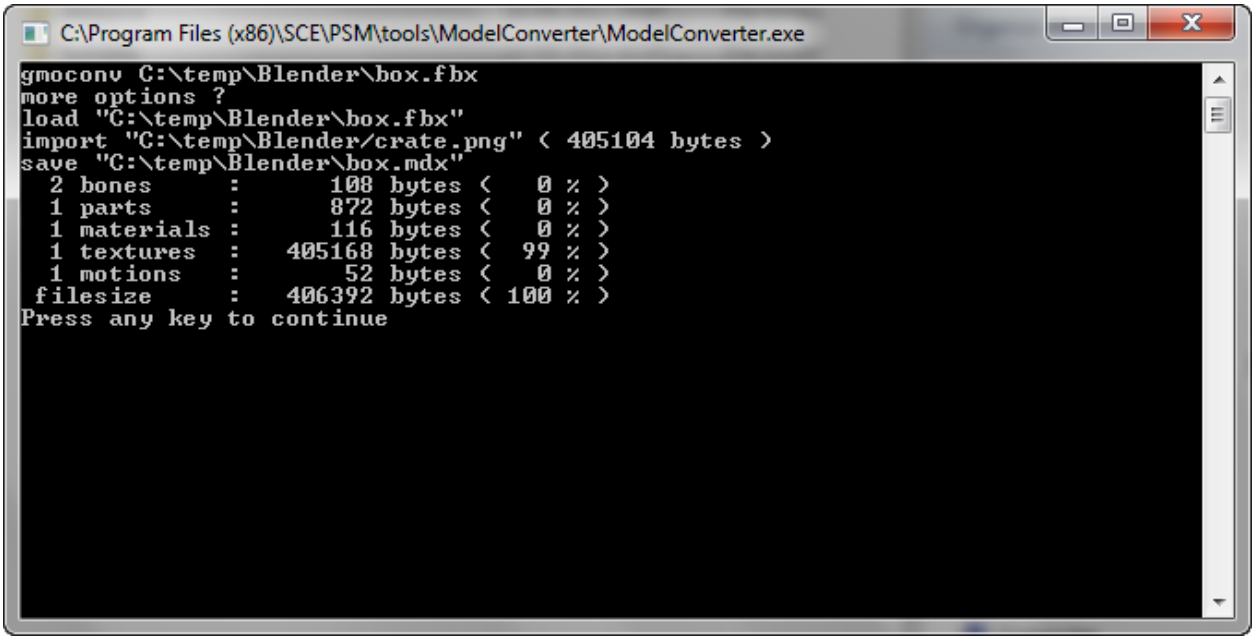

PlayStation Mobile Simulator

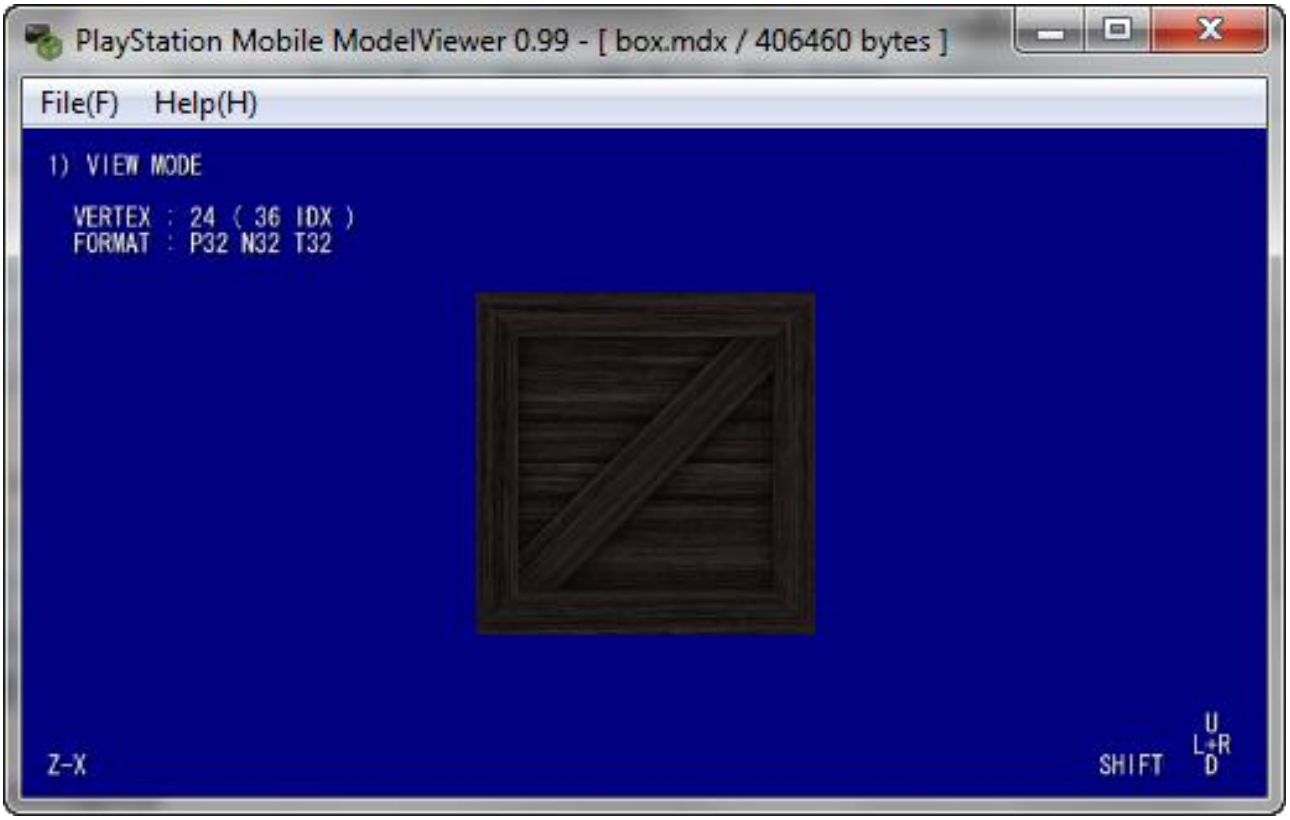

PlayStation Mobile Simulator

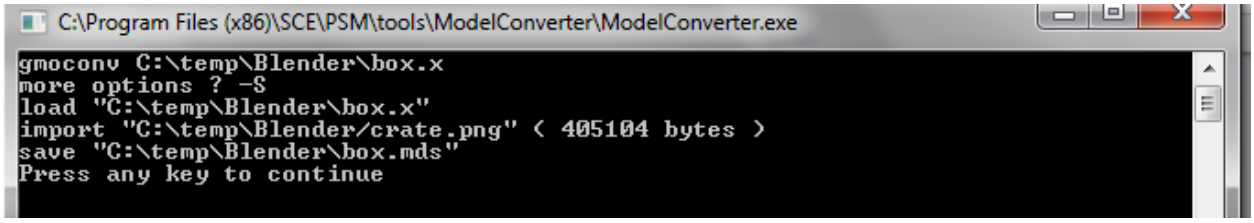
PlayStation Mobile Simulator


PlayStation Mobile Simulator

Chapter 8, Working with the Model Library

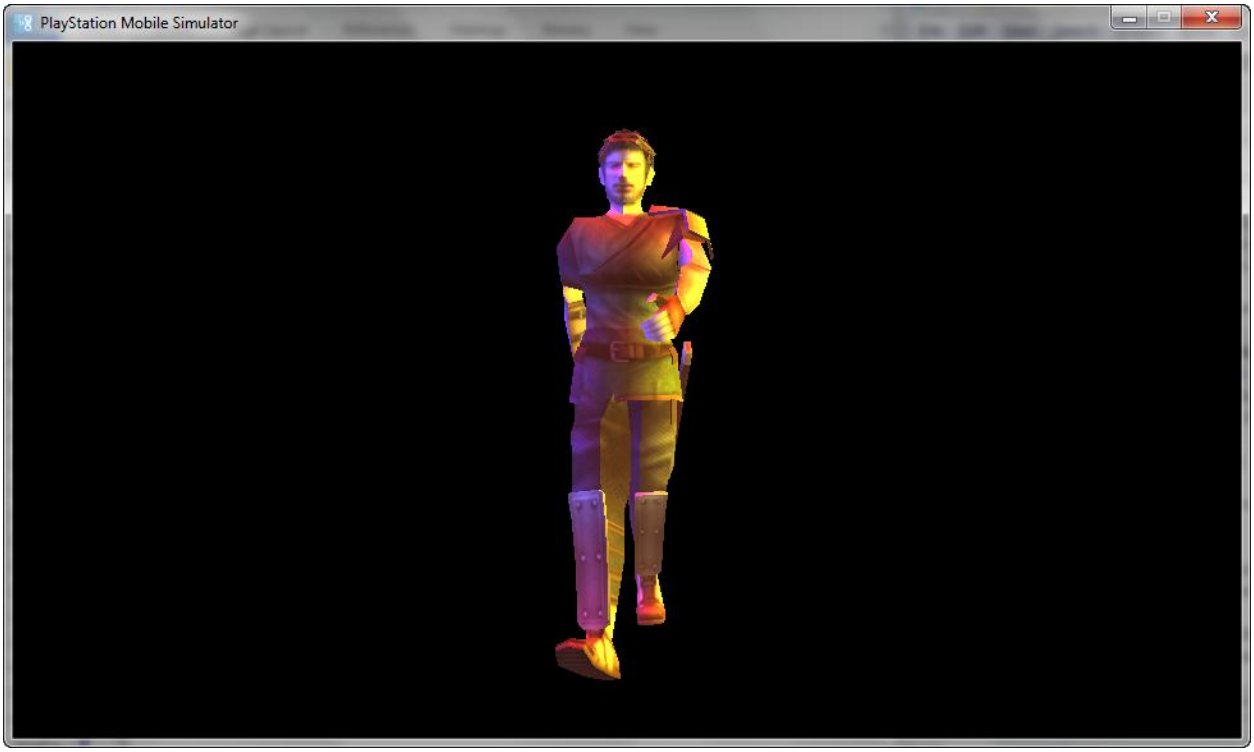


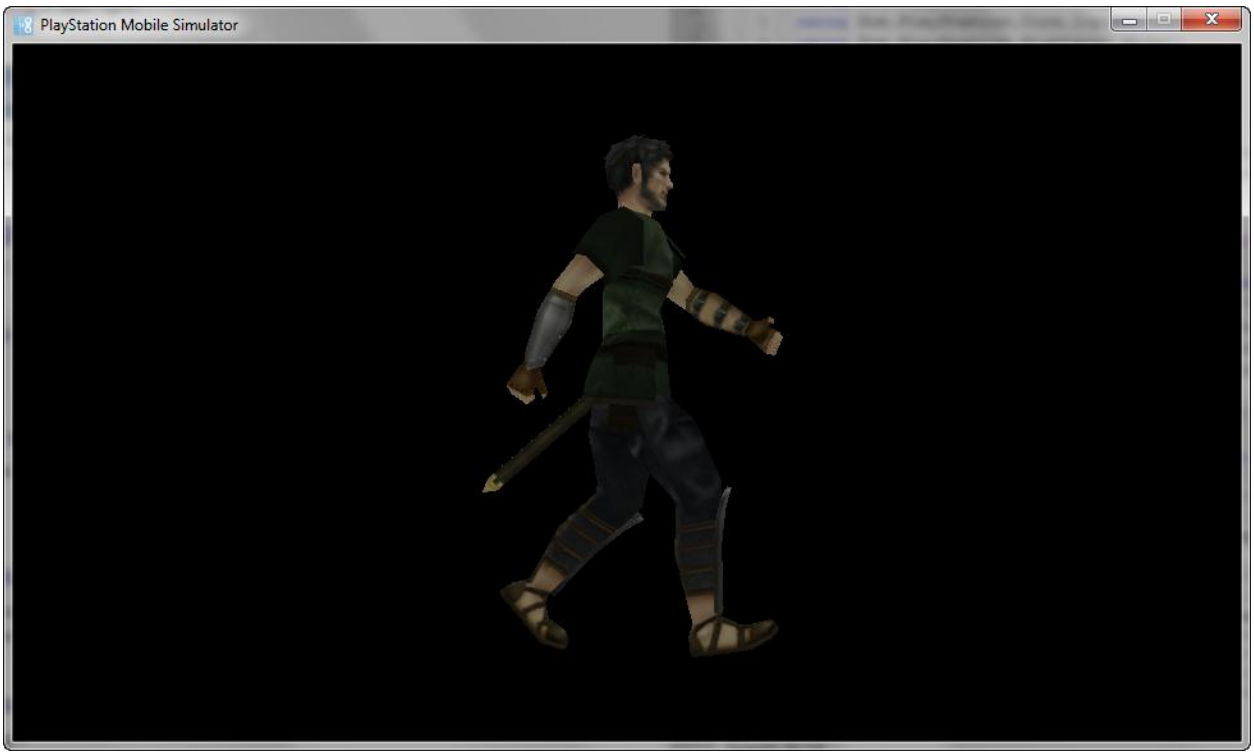


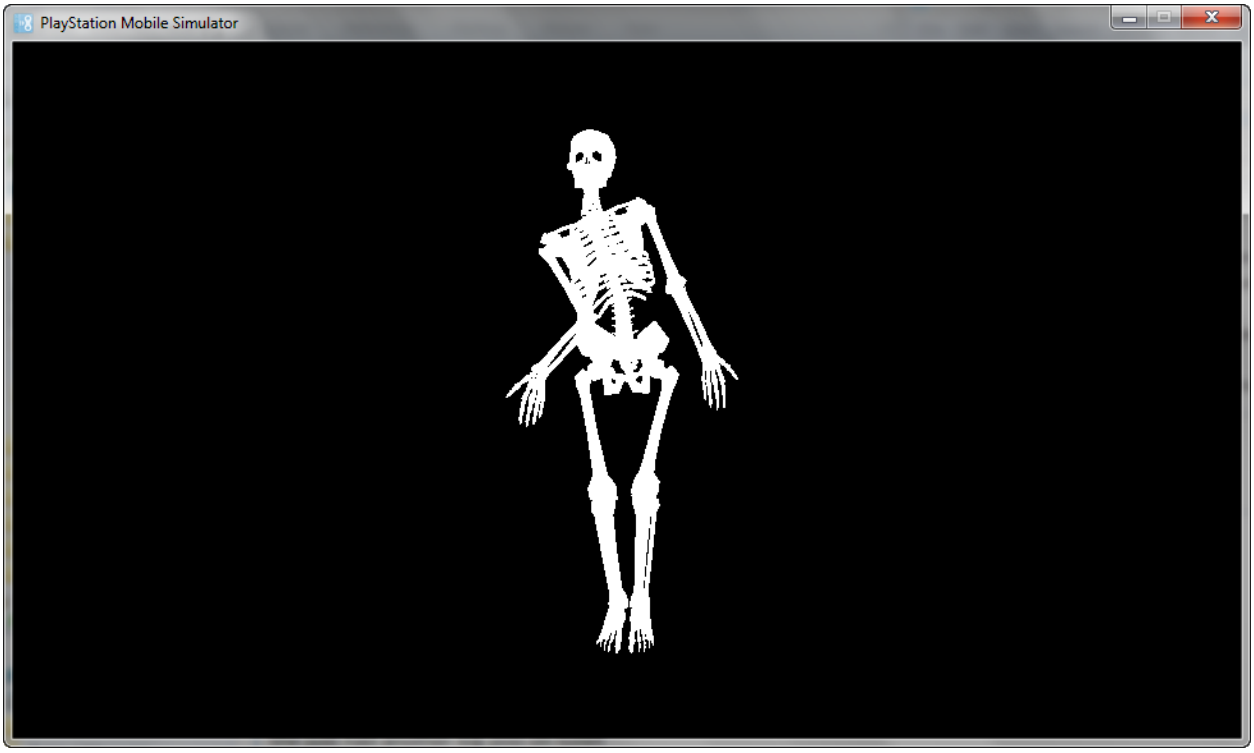

C:\Program Files (x86)\SCE\PSM\tools\ModelConverter\ModelConverter.exe
gmoconv C:\temp\Blender\box.x
more options ? -S
load "C:\temp\Blender\box.x"
import "C:\temp\Blender/crate.png" (405104 bytes)
save "C:\temp\Blender\box.mds"
Press any key to continue

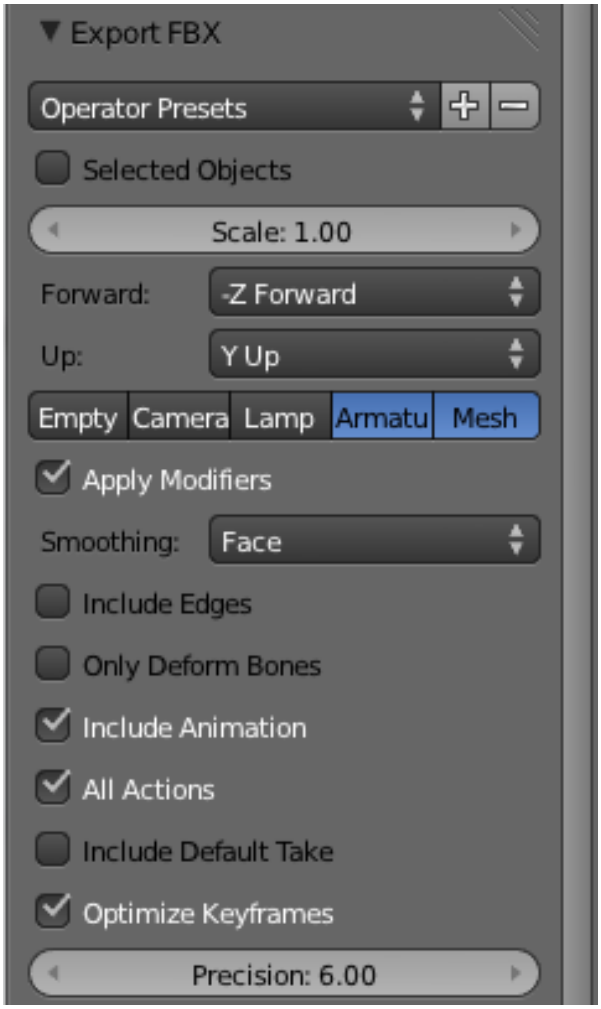
PlayStation Mobile Simulator

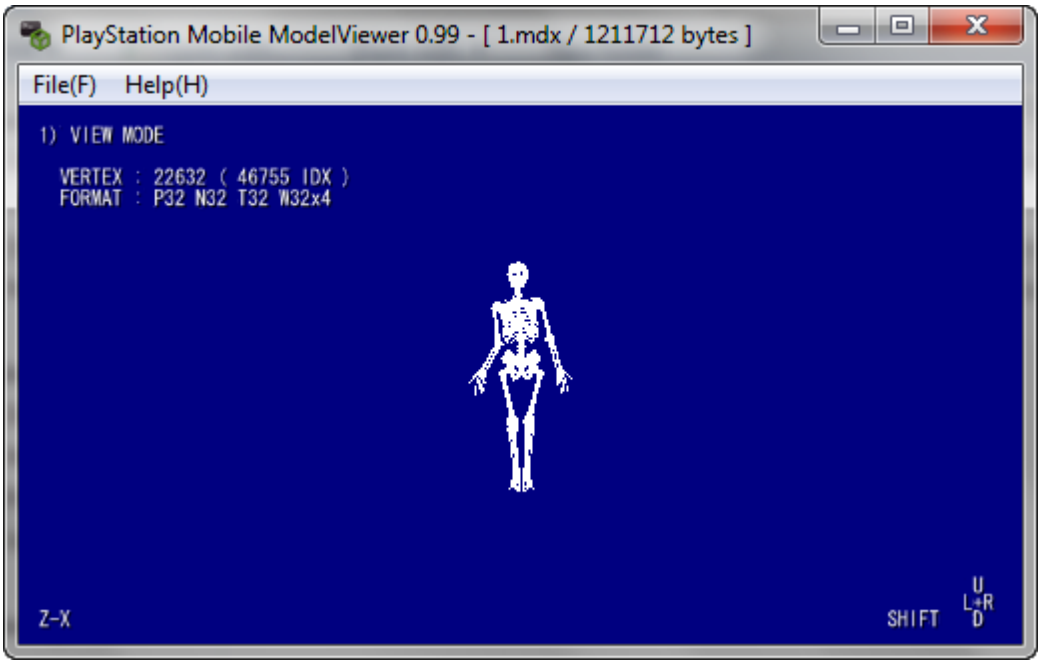
PlayStation Mobile Simulator

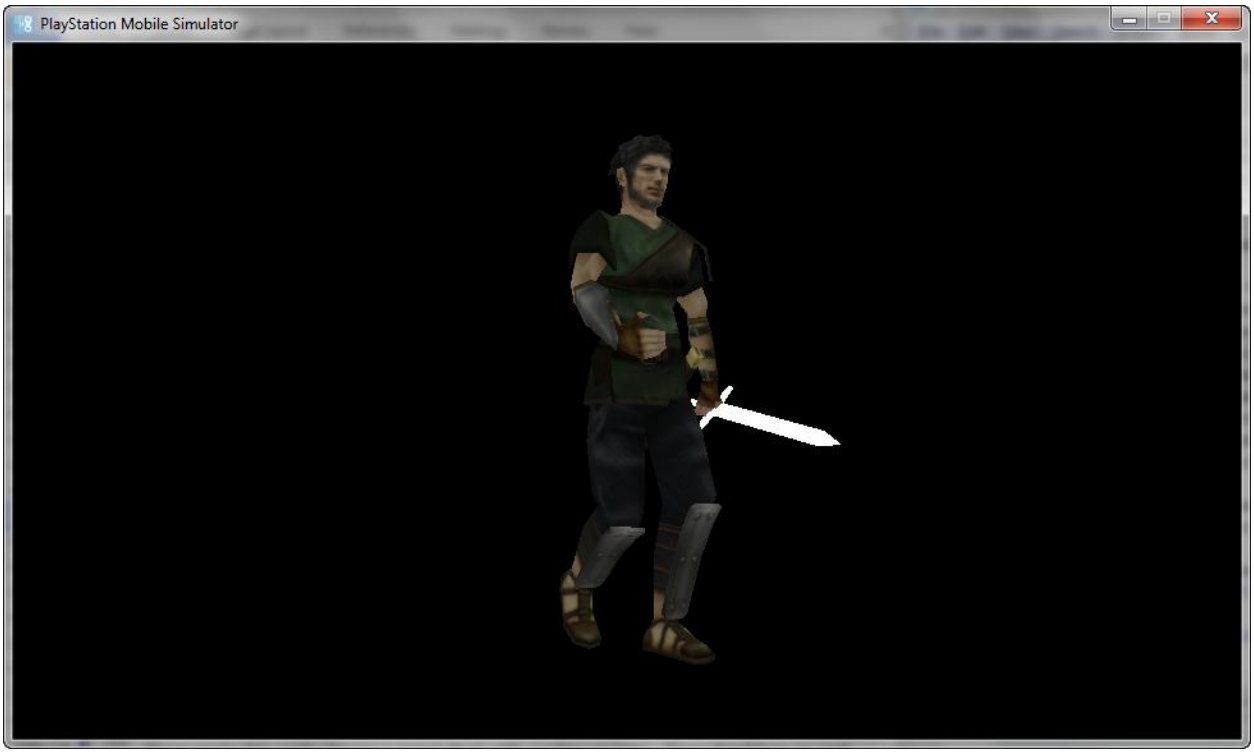

PlayStation Mobile Simulator


PlayStation Mobile Simulator

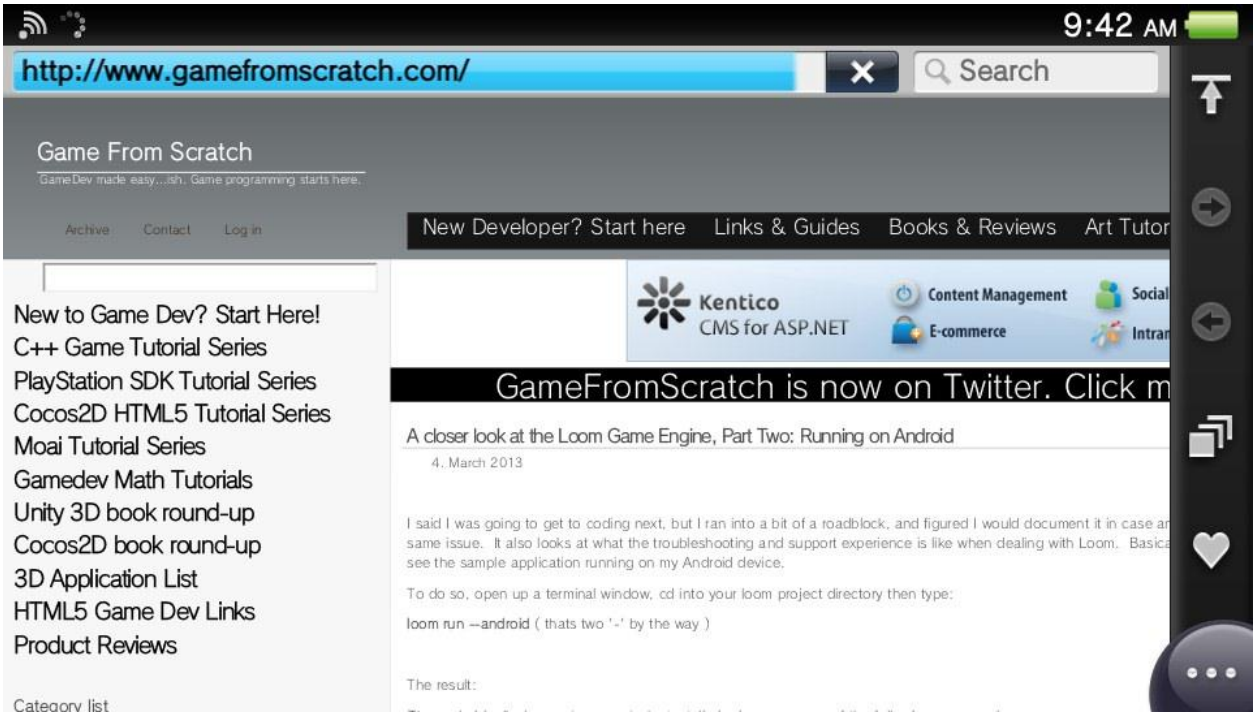

PlayStation Mobile Simulator

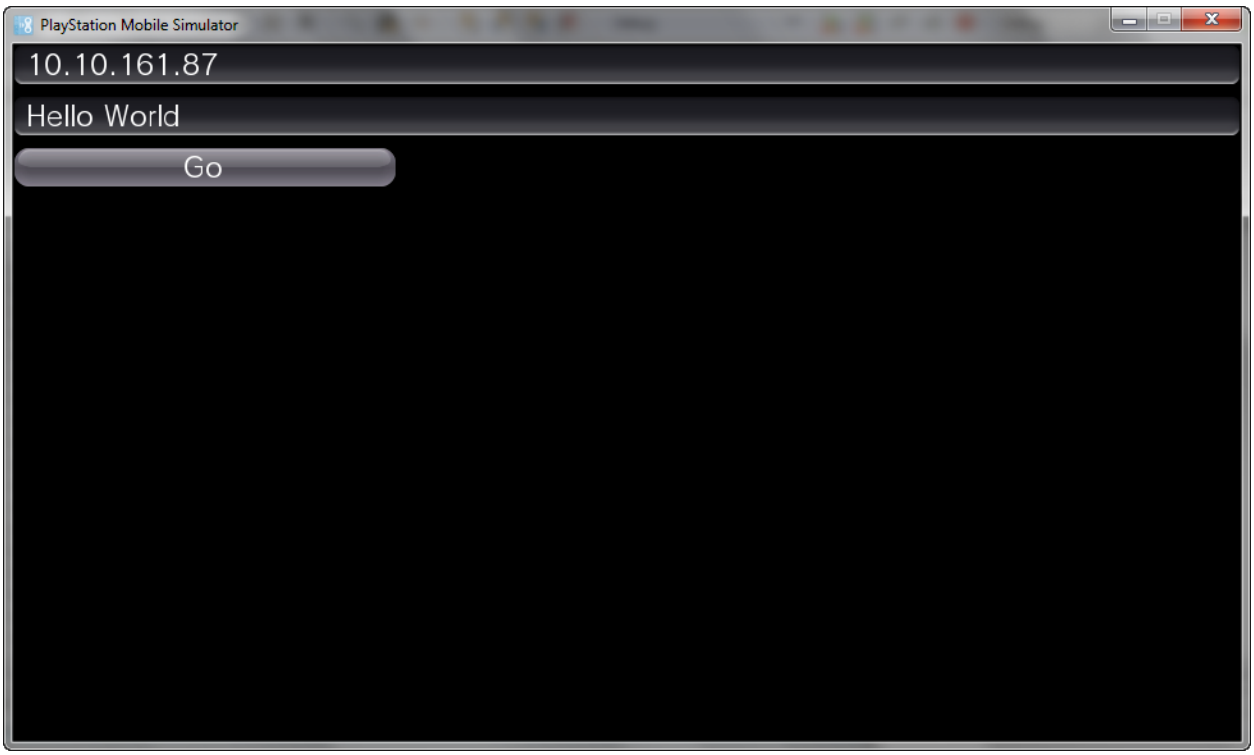

Export FBX
Operator Presets
Selected Objects
Scale: 1.00
Forward:
-Z Forward
Up:
Y Up
Empty
Camera
Lamp
Armatu
Mesh
Apply Modifiers
Smoothing:
Face
Include Edges
Only Deform Bones
Include Animation
All Actions
Include Default Take
Optimize Keyframes
Precision: 6.00


PlayStation Mobile ModelViewer 0.99 - [1.mdx / 1211712 bytes]
File(F) Help(H)
1) VIEW MODE
VERTEX : 22632 (46755 IDX)
FORMAT : P32 N32 T32 W32x4
Z-X
SHIFT
U
L+R
D

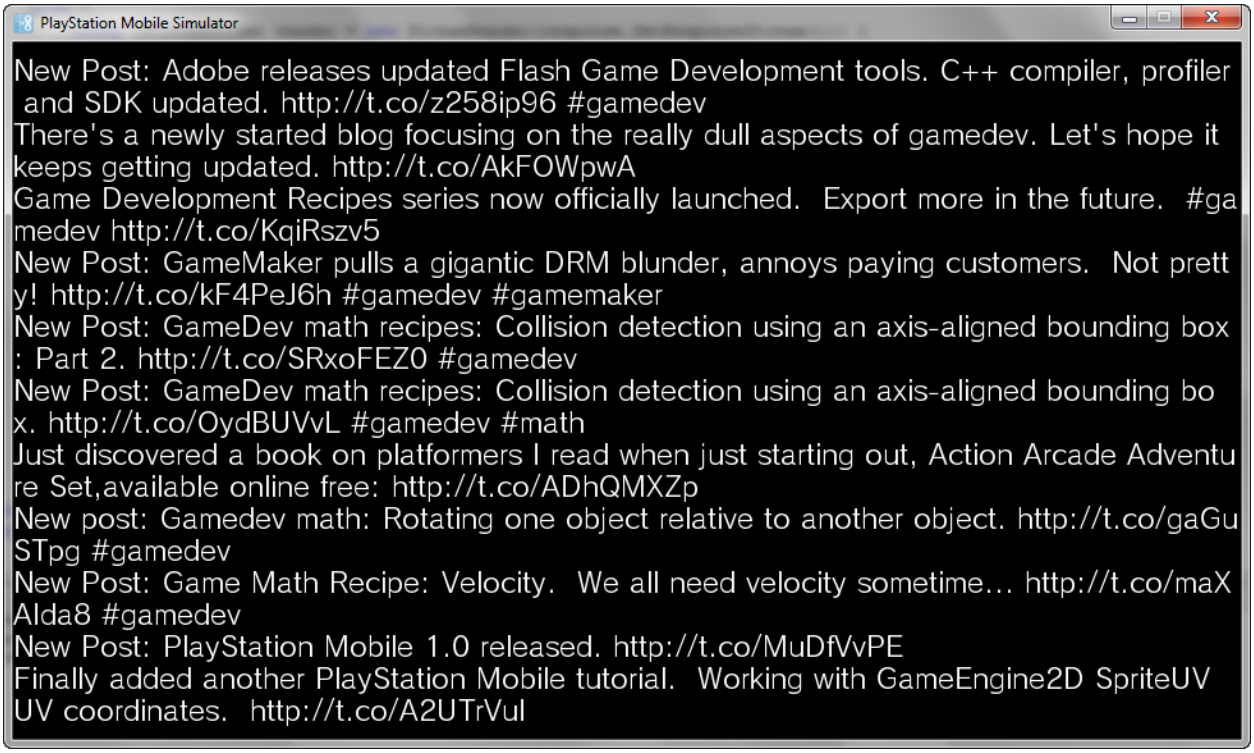

PlayStation Mobile Simulator

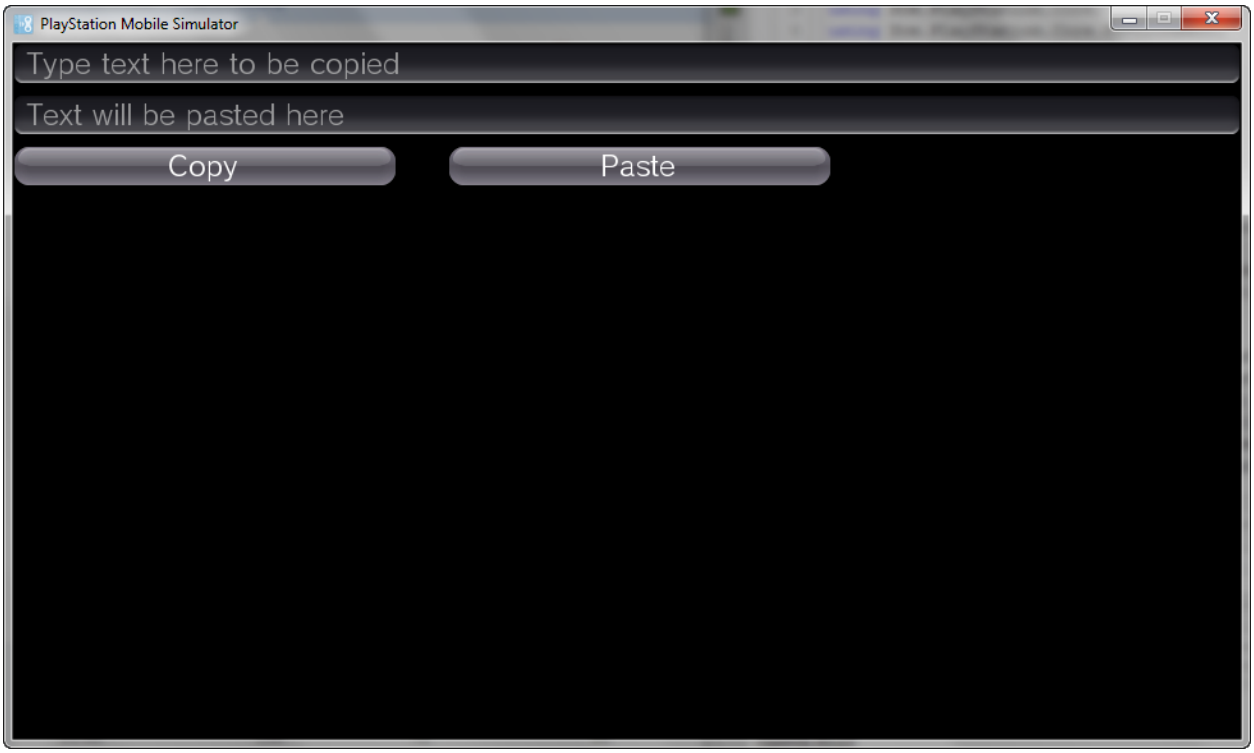
Chapter 9, Finishing Touches

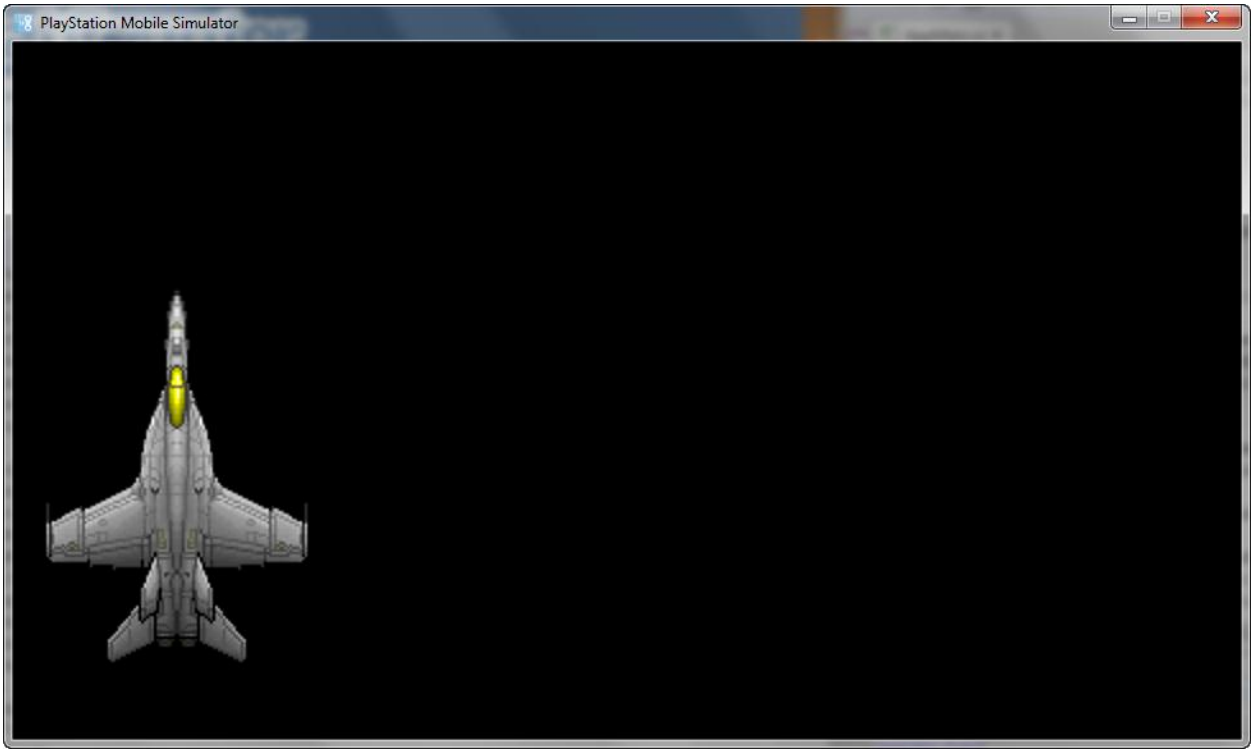


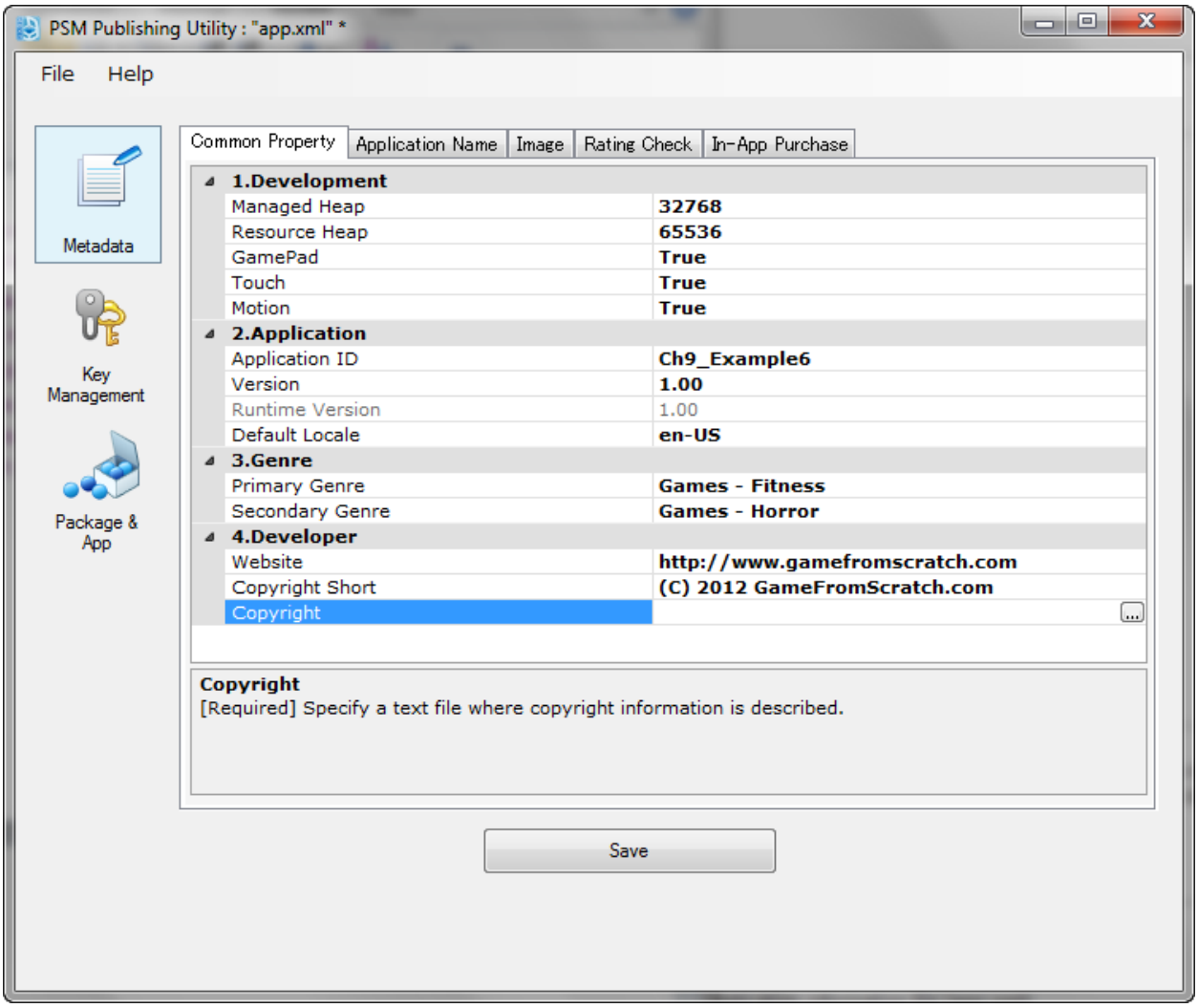

PlayStation Mobile Simulator
10.10.161.87
Hello World
Go

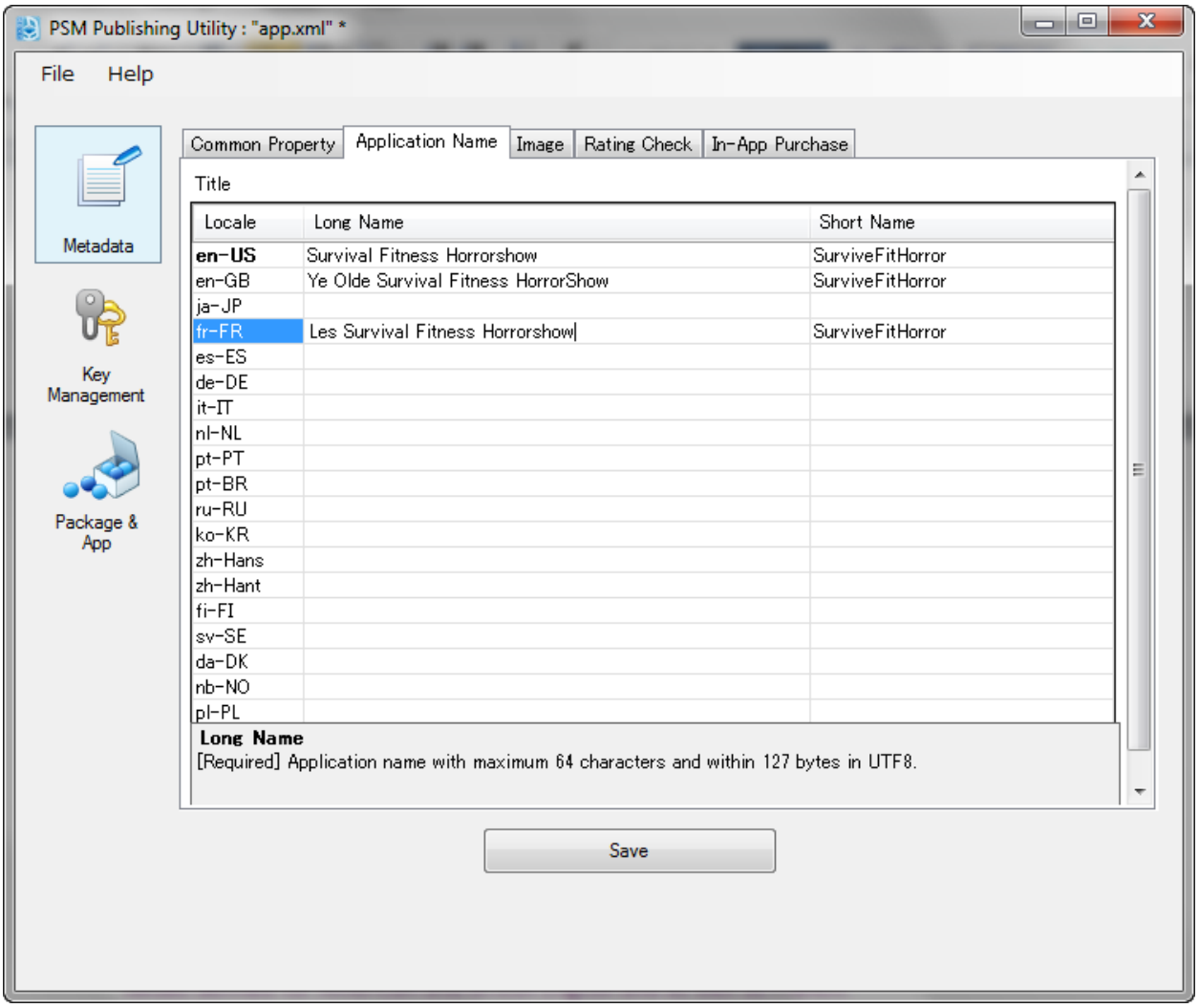
PlayStation Mobile Simulator
Waiting for connection on IP 10.10.161.87 on PORT 9210
Hello World

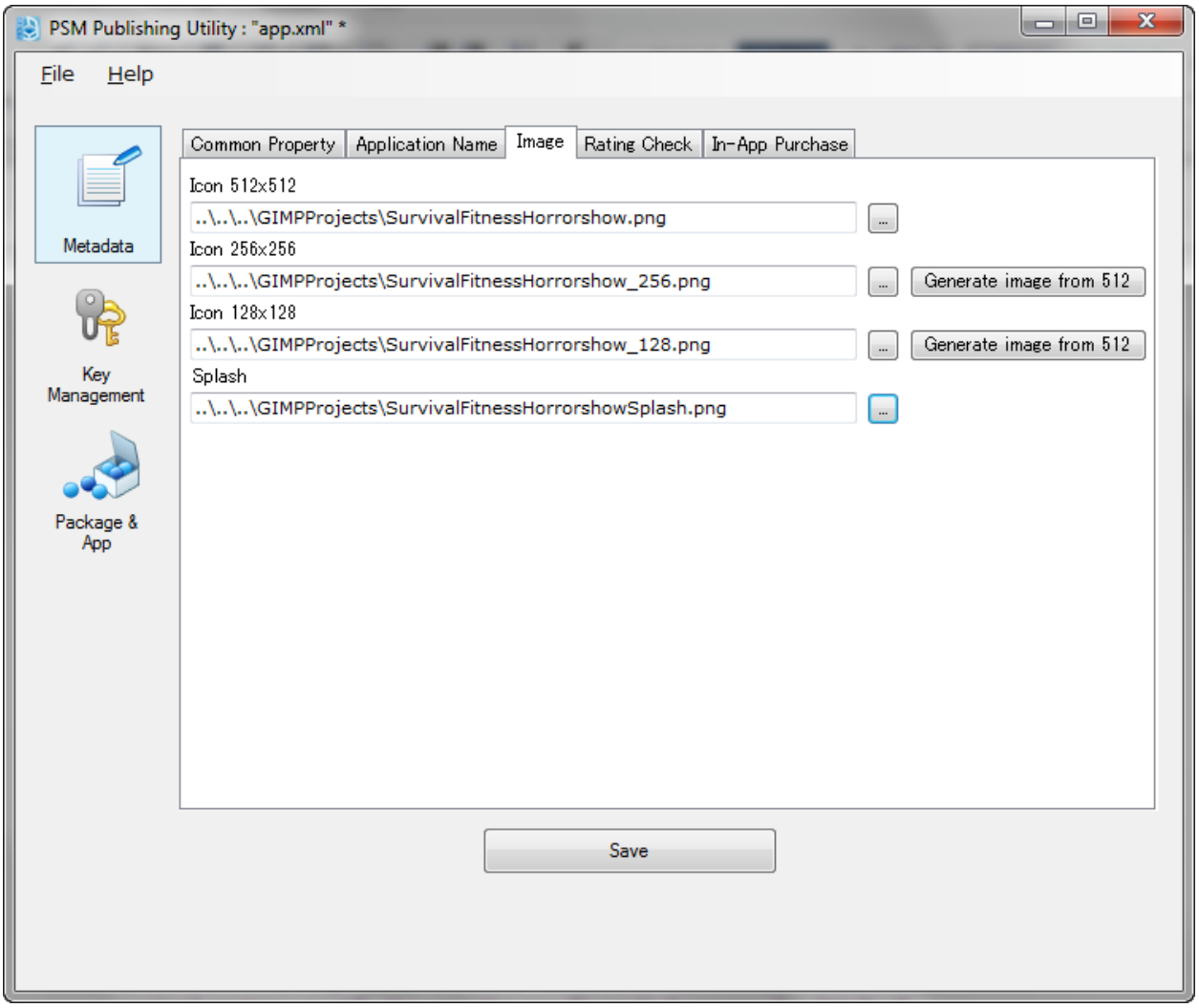

PlayStation Mobile Simulator
New Post: Adobe releases updated Flash Game Development tools. C++ compiler, profiler and SDK updated. http://t.co/z258ip96 #gamedev
There's a newly started blog focusing on the really dull aspects of gamedev. Let's hope it keeps getting updated. http://t.co/AkFOWpwA
Game Development Recipes series now officially launched. Export more in the future. #gamedev http://t.co/KqiRszv5
New Post: GameMaker pulls a gigantic DRM blunder, annoys paying customers. Not pretty! http://t.co/kF4PeJ6h #gamedev #gamemaker
New Post: GameDev math recipes: Collision detection using an axis-aligned bounding box: Part 2. http://t.co/SRxoFEZ0 #gamedev
New Post: GameDev math recipes: Collision detection using an axis-aligned bounding box. http://t.co/OydBUVvL #gamedev #math
Just discovered a book on platformers I read when just starting out, Action Arcade Adventure Set,available online free: http://t.co/ADhQMXZp
New post: Gamedev math: Rotating one object relative to another object. http://t.co/gaGuSTpg #gamedev
New Post: Game Math Recipe: Velocity. We all need velocity sometime... http://t.co/maXAlda8 #gamedev
New Post: PlayStation Mobile 1.0 released. http://t.co/MuDfVvPE
Finally added another PlayStation Mobile tutorial. Working with GameEngine2D SpriteUV UV coordinates. http://t.co/A2UTrVul

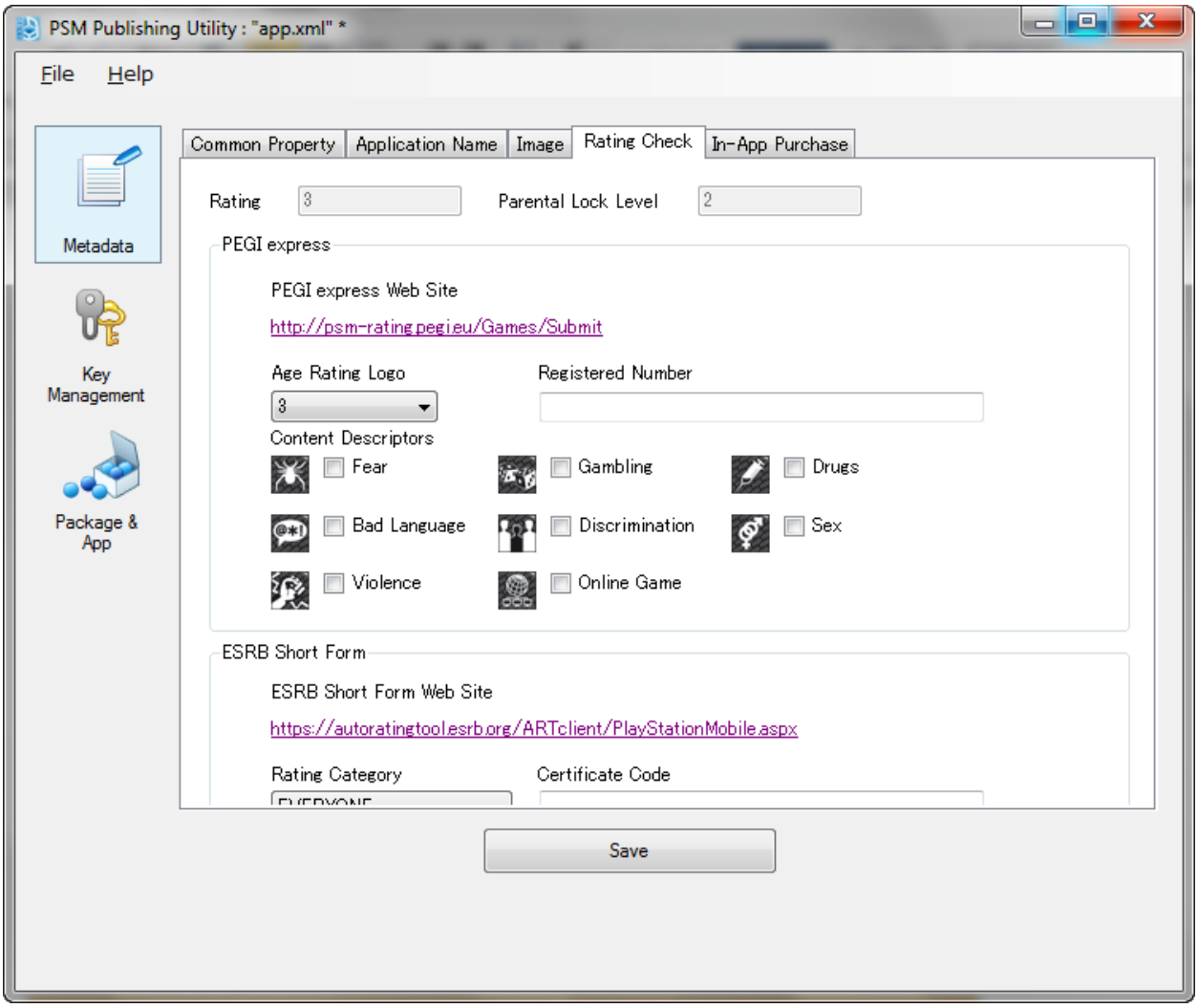

PlayStation Mobile Simulator
Type text here to be copied
Text will be pasted here
Copy
Paste

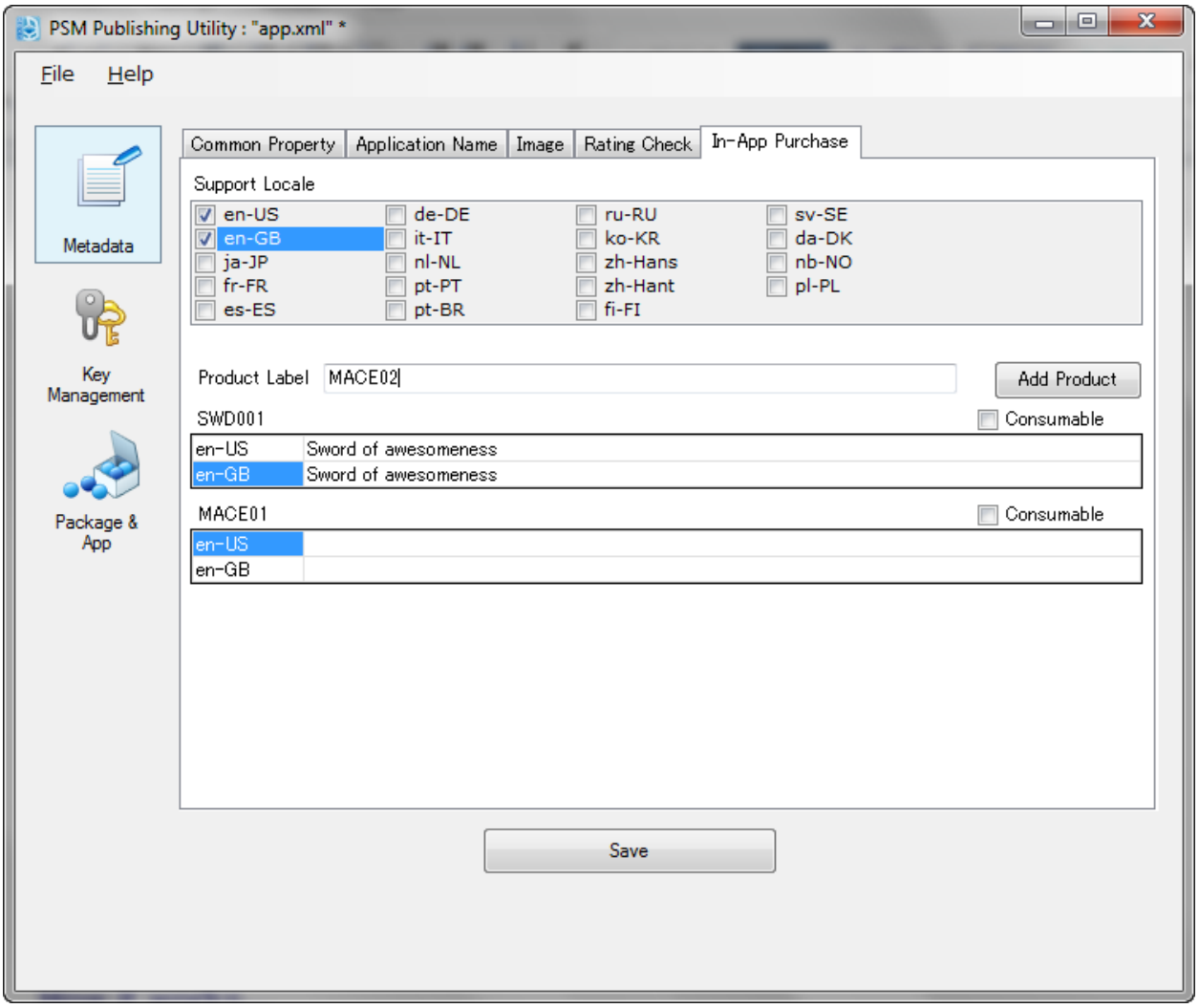

PlayStation Mobile Simulator


PSM Publishing Utility : "app.xml" *
File
Help
Metadata
Key Management
Package & App
Common Property
Application Name
Image
Rating Check
In-App Purchase
1.Development
Managed Heap
32768
Resource Heap
65536
GamePad
True
Touch
True
Motion
True
2.Application
Application ID
Ch9_Example6
Version
1.00
Runtime Version
1.00
Default Locale
en-US
3.Genre
Primary Genre
Games - Fitness
Secondary Genre
Games - Horror
4.Developer
Website
http://www.gamefromscratch.com
Copyright Short
(C) 2012 GameFromScratch.com
Copyright
Copyright
[Required] Specify a text file where copyright information is described.
Save


PSM Publishing Utility : "app.xml" *
File
Help
Metadata
Key Management
Package & App
Common Property
Application Name
Image
Rating Check
In-App Purchase
Title
Locale
Long Name
Short Name
en-US
Survival Fitness Horrorshow
SurviveFitHorror
en-GB
Ye Olde Survival Fitness HorrorShow
SurviveFitHorror
ja-JP
fr-FR
Les Survival Fitness Horrorshow
SurviveFitHorror
es-ES
de-DE
it-IT
nl-NL
pt-PT
pt-BR
ru-RU
ko-KR
zh-Hans
zh-Hant
fi-FI
sv-SE
da-DK
nb-NO
pl-PL
Long Name
[Required] Application name with maximum 64 characters and within 127 bytes in UTF8.
Save


PSM Publishing Utility : "app.xml" *
File
Help
Metadata
Key Management
Package & App
Common Property
Application Name
Image
Rating Check
In-App Purchase
Icon 512x512
..\..\..\GIMPProjects\SurvivalFitnessHorrorshow.png
Icon 256x256
..\..\..\GIMPProjects\SurvivalFitnessHorrorshow_256.png
Generate image from 512
Icon 128x128
..\..\..\GIMPProjects\SurvivalFitnessHorrorshow_128.png
Generate image from 512
Splash
..\..\..\GIMPProjects\SurvivalFitnessHorrorshowSplash.png
Save


PSM Publishing Utility : "app.xml" *
File
Help
Metadata
Key Management
Package & App
Common Property
Application Name
Image
Rating Check
In-App Purchase
Rating
3
Parental Lock Level
2
PEGI express
PEGI express Web Site
http://psm-rating.pegi.eu/Games/Submit
Age Rating Logo
3
Registered Number
Content Descriptors
Fear
Gambling
Drugs
Bad Language
Discrimination
Sex
Violence
Online Game
ESRB Short Form
ESRB Short Form Web Site
https://autoratingtool.esrb.org/ARTclient/PlayStationMobile.aspx
Rating Category
Certificate Code
Save


PSM Publishing Utility : "app.xml" *
File
Help
Metadata
Key Management
Package & App
Common Property
Application Name
Image
Rating Check
In-App Purchase
Support Locale
en-US
en-GB
ja-JP
fr-FR
es-ES
de-DE
it-IT
nl-NL
pt-PT
pt-BR
ru-RU
ko-KR
zh-Hans
zh-Hant
fi-FI
sv-SE
da-DK
nb-NO
pl-PL
Product Label
MACE02
Add Product
SWD001
Consumable
en-US
Sword of awesomeness
en-GB
Sword of awesomeness
MACE01
Consumable
en-US
en-GB
Save

Appendix, Publishing Your Application

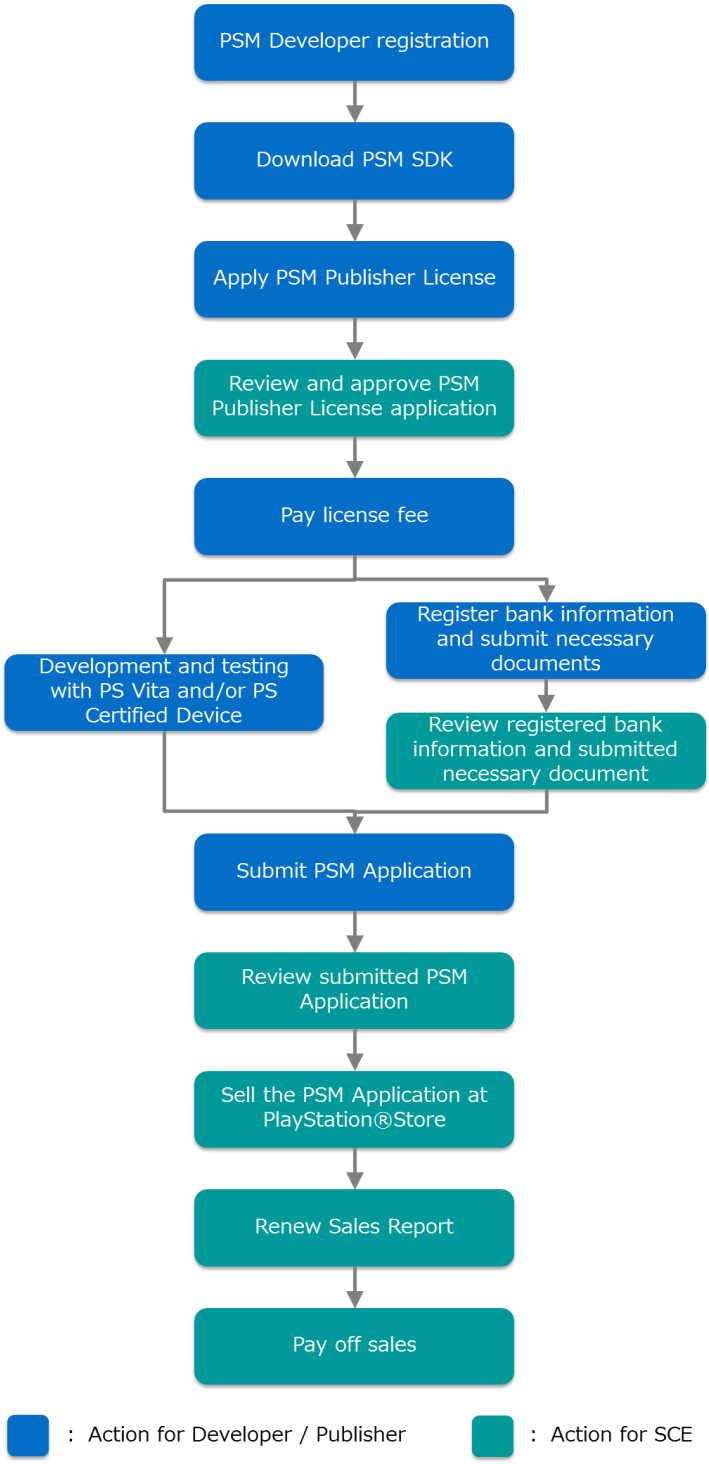
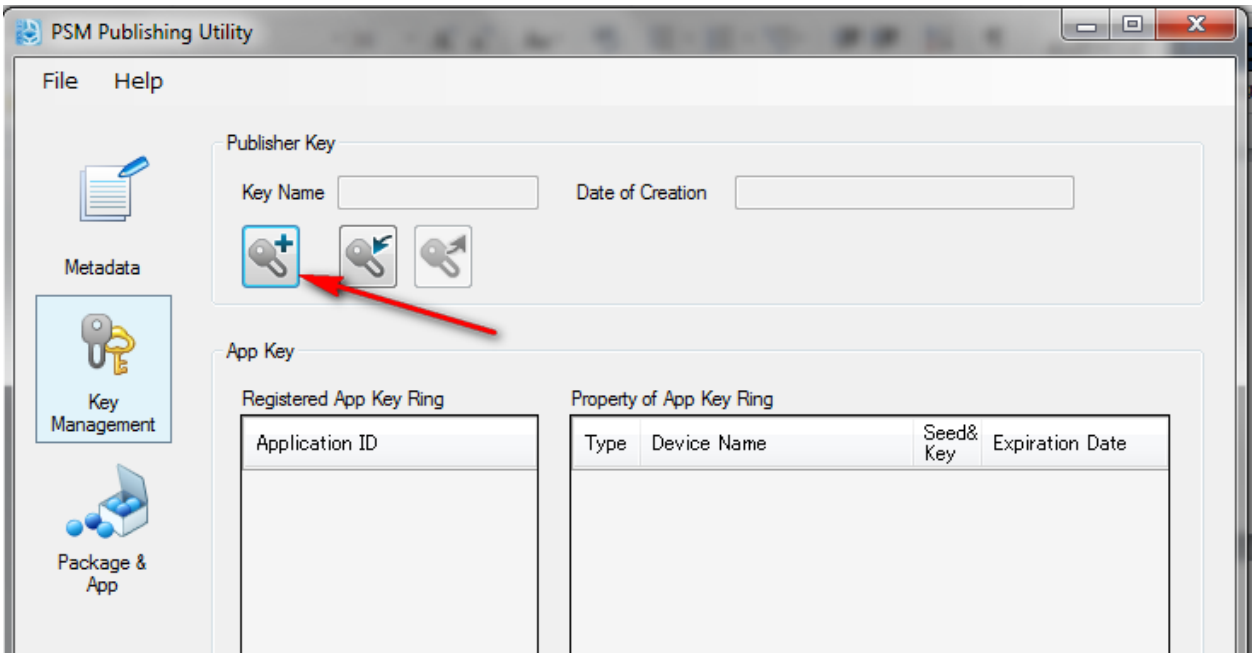
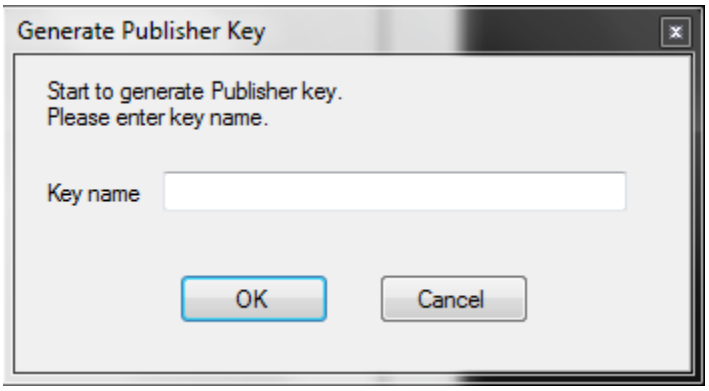
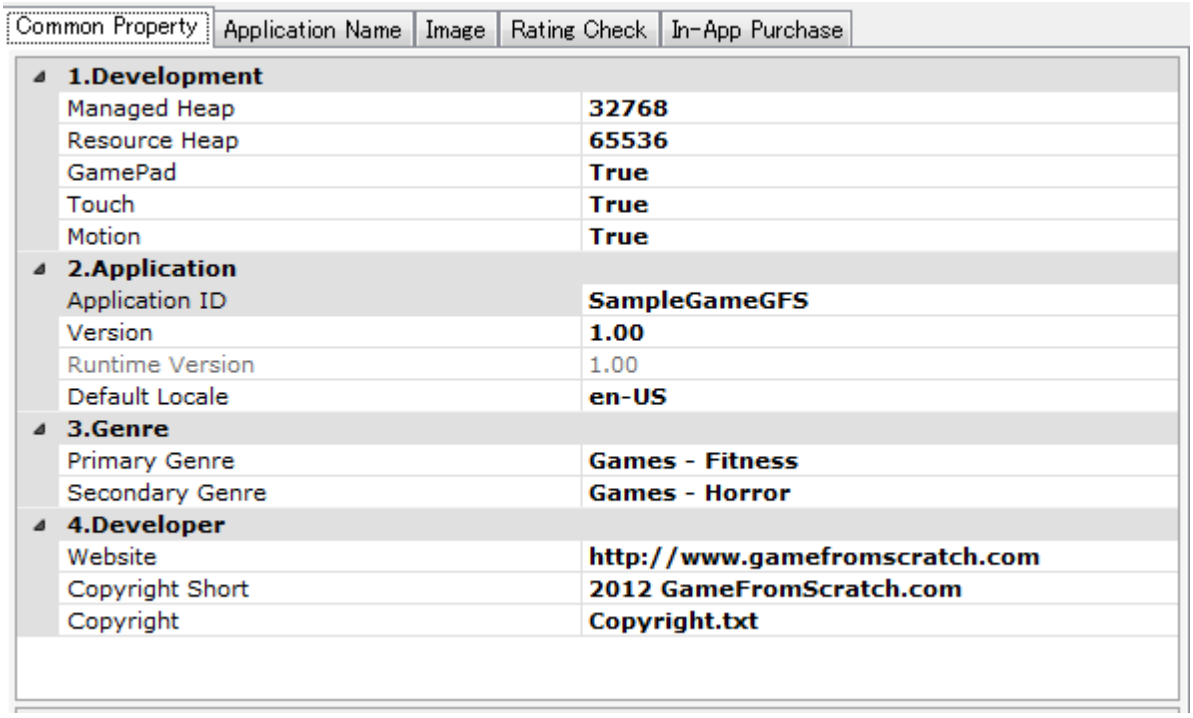
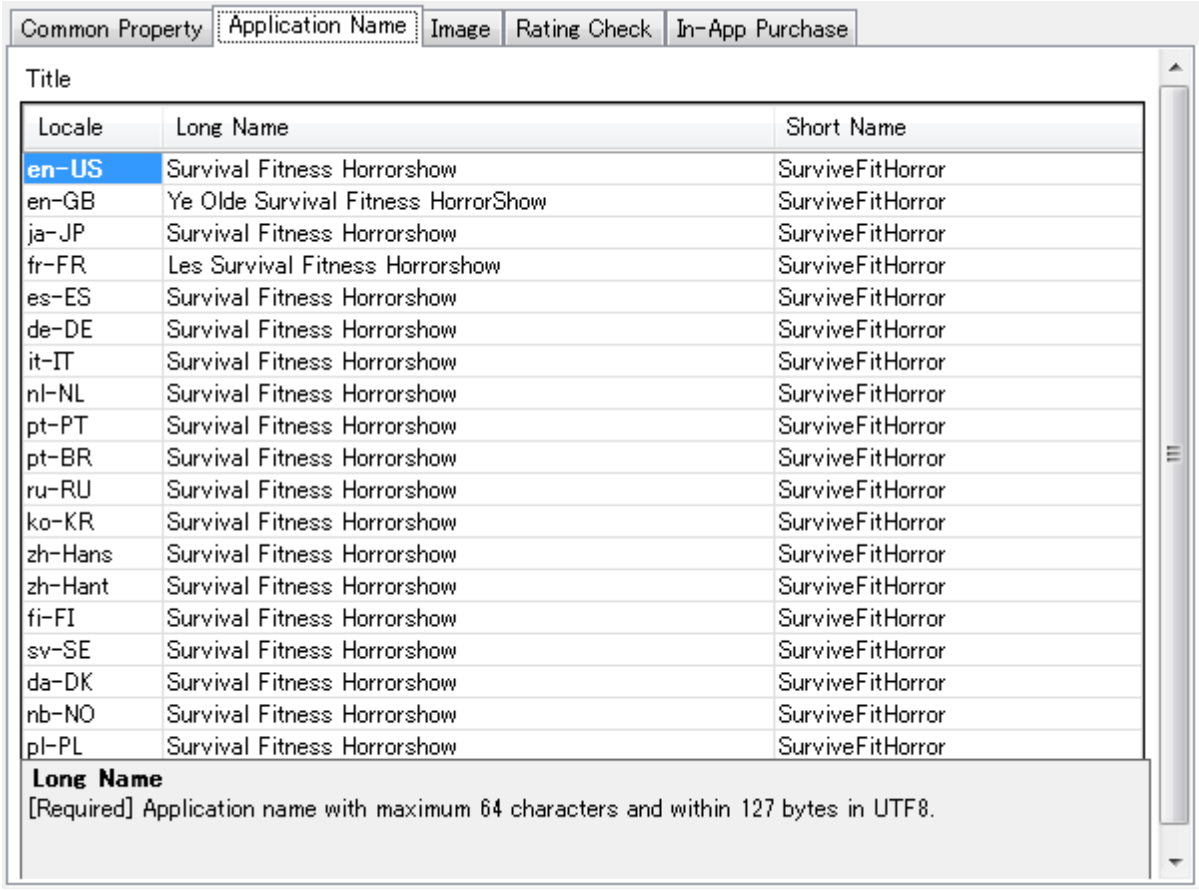


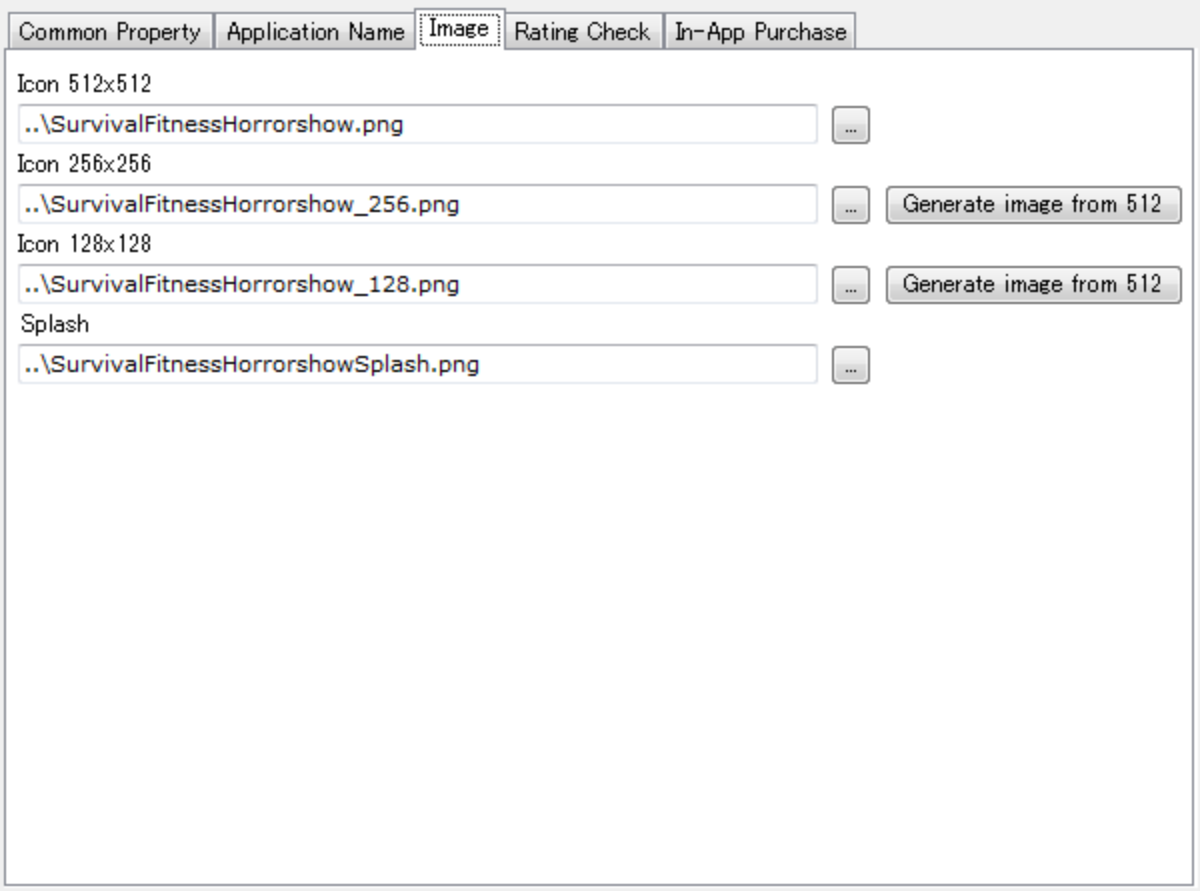
Fig. 1: Overall flow of PSM Developer Program

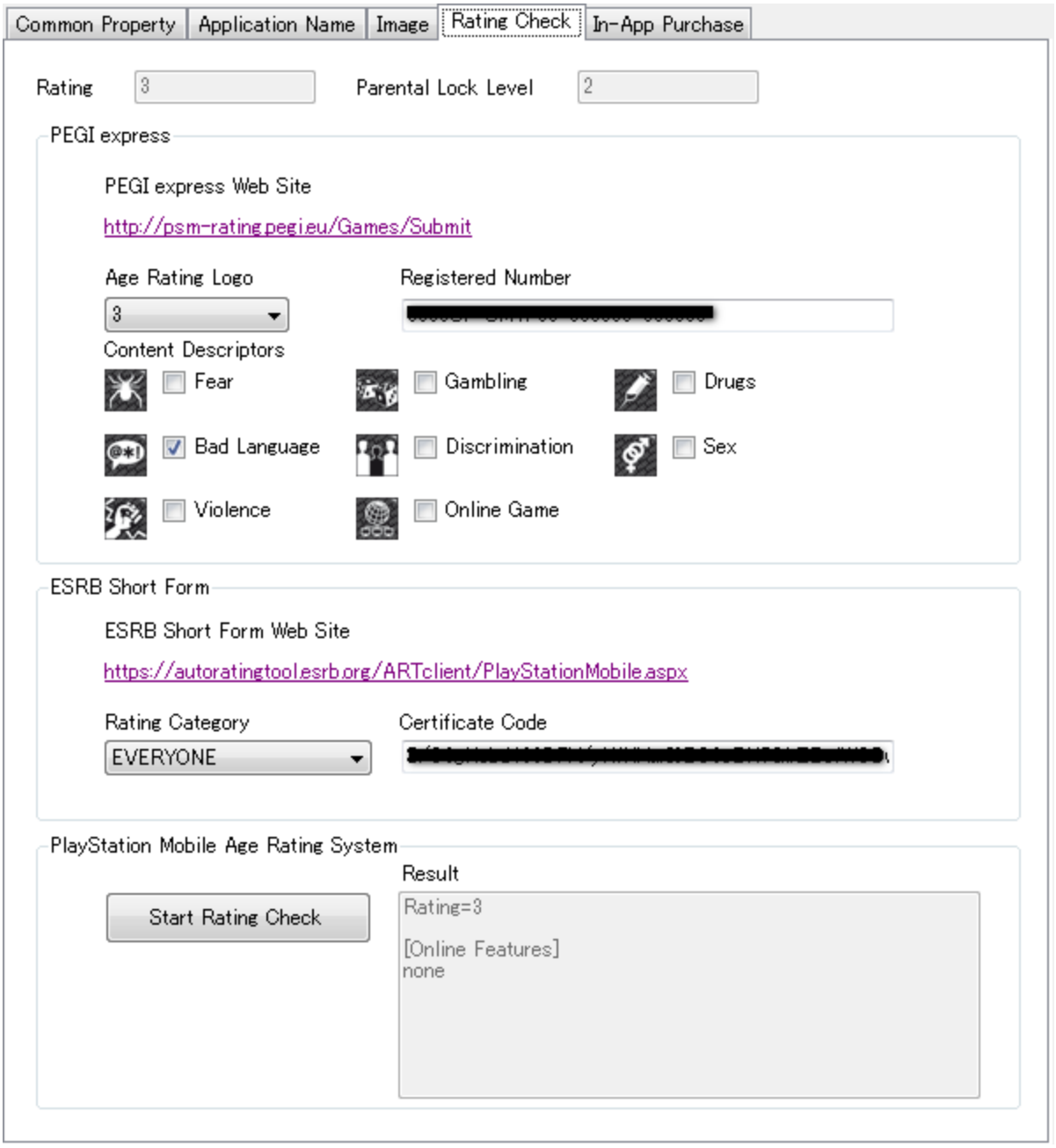

PSM Publishing Utility
File
Help
Metadata
Key Management
Package & App
Publisher Key
Key Name
Date of Creation
App Key
Registered App Key Ring
Application ID
Property of App Key Ring
Type
Device Name
Seed& Key
Expiration Date

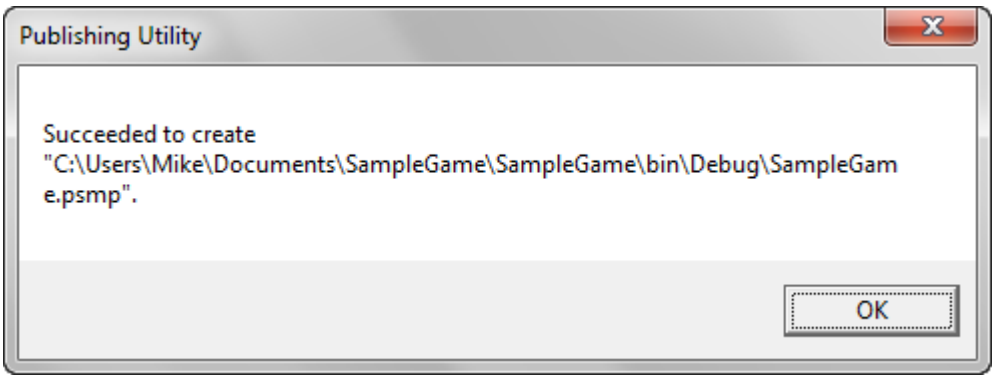

Generate Publisher Key
Start to generate Publisher key.
Please enter key name.
Key name
OK
Cancel

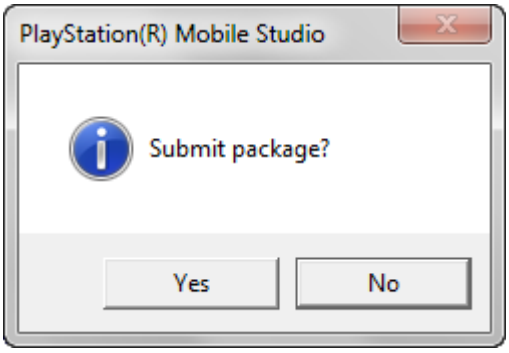

Common Property
Application Name
Image
Rating Check
In-App Purchase
1.Development
Managed Heap
32768
Resource Heap
65536
GamePad
True
Touch
True
Motion
True
2.Application
Application ID
SampleGameGFS
Version
1.00
Runtime Version
1.00
Default Locale
en-US
3.Genre
Primary Genre
Games - Fitness
Secondary Genre
Games - Horror
4.Developer
Website
http://www.gamefromscratch.com
Copyright Short
2012 GameFromScratch.com
Copyright
Copyright.txt

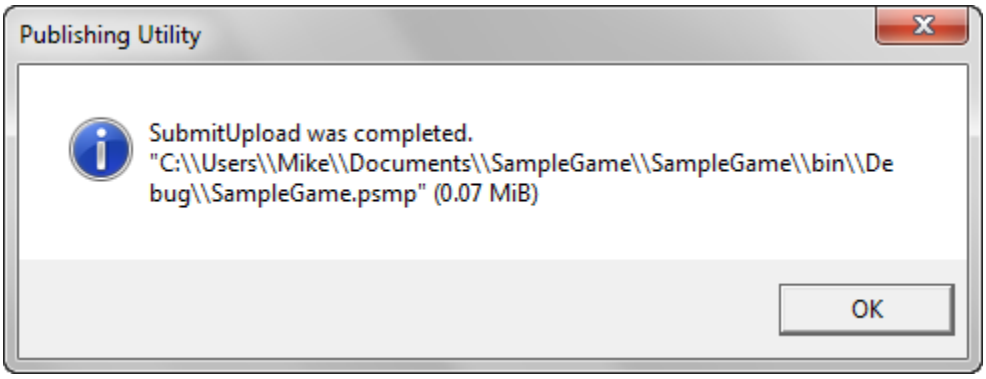

Common Property
Application Name
Image
Rating Check
In-App Purchase
Title
Locale
Long Name
Short Name
en-US
Survival Fitness Horrorshow
SurviveFitHorror
en-GB
Ye Olde Survival Fitness HorrorShow
SurviveFitHorror
ja-JP
Survival Fitness Horrorshow
SurviveFitHorror
fr-FR
Les Survival Fitness Horrorshow
SurviveFitHorror
es-ES
Survival Fitness Horrorshow
SurviveFitHorror
de-DE
Survival Fitness Horrorshow
SurviveFitHorror
it-IT
Survival Fitness Horrorshow
SurviveFitHorror
nl-NL
Survival Fitness Horrorshow
SurviveFitHorror
pt-PT
Survival Fitness Horrorshow
SurviveFitHorror
pt-BR
Survival Fitness Horrorshow
SurviveFitHorror
ru-RU
Survival Fitness Horrorshow
SurviveFitHorror
ko-KR
Survival Fitness Horrorshow
SurviveFitHorror
zh-Hans
Survival Fitness Horrorshow
SurviveFitHorror
zh-Hant
Survival Fitness Horrorshow
SurviveFitHorror
fi-FI
Survival Fitness Horrorshow
SurviveFitHorror
sv-SE
Survival Fitness Horrorshow
SurviveFitHorror
da-DK
Survival Fitness Horrorshow
SurviveFitHorror
nb-NO
Survival Fitness Horrorshow
SurviveFitHorror
pl-PL
Survival Fitness Horrorshow
SurviveFitHorror
Long Name
[Required] Application name with maximum 64 characters and within 127 bytes in UTF8.

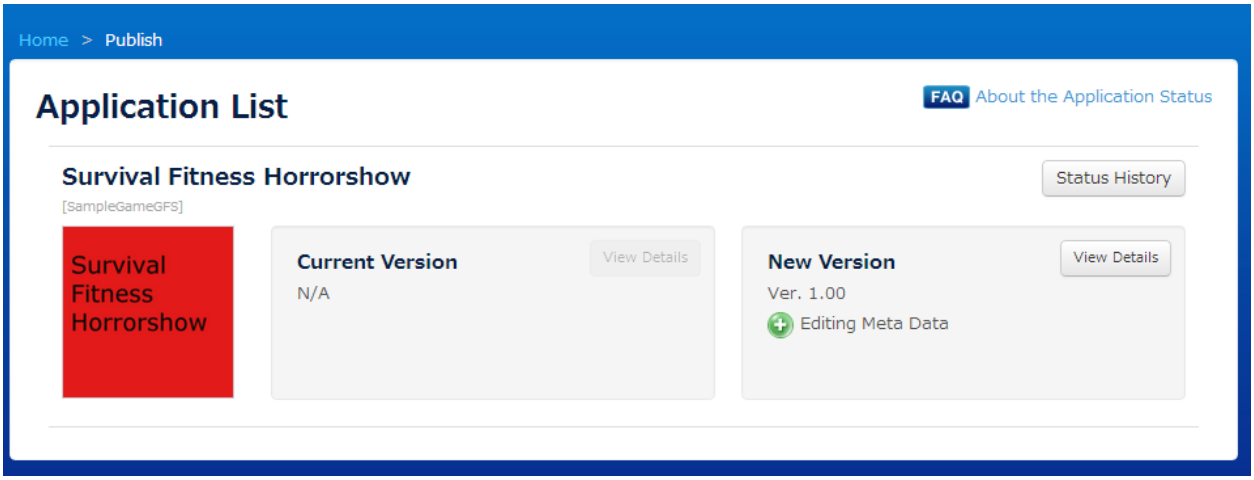

Common Property
Application Name
Image
Rating Check
In-App Purchase
Icon 512x512
..\SurvivalFitnessHorrorshow.png
...
Icon 256x256
..\SurvivalFitnessHorrorshow_256.png
...
Generate image from 512
Icon 128x128
..\SurvivalFitnessHorrorshow_128.png
...
Generate image from 512
Splash
..\SurvivalFitnessHorrorshowSplash.png
...


Common Property
Application Name
Image
Rating Check
In-App Purchase
Rating
3
Parental Lock Level
2
PEGI express
PEGI express Web Site
http://psm-rating.pegi.eu/Games/Submit
Age Rating Logo
3
Registered Number
Content Descriptors
Fear
Gambling
Drugs
Bad Language
Discrimination
Sex
Violence
Online Game
ESRB Short Form
ESRB Short Form Web Site
https://autoratingtool.esrb.org/ARTclient/PlayStationMobile.aspx
Rating Category
EVERYONE
Certificate Code
PlayStation Mobile Age Rating System
Result
Start Rating Check
Rating=3
[Online Features]
none


Publishing Utility
Succeeded to create
"C:\Users\Mike\Documents\SampleGame\SampleGame\bin\Debug\SampleGam
e.psmp".
OK


PlayStation(R) Mobile Studio
Submit package?
Yes
No


Publishing Utility
SubmitUpload was completed.
"C:\\Users\\Mike\\Documents\\SampleGame\\SampleGame\\bin\\De
bug\\SampleGame.psmp" (0.07 MiB)
OK


Home > Publish
Application List
FAQ About the Application Status
Survival Fitness Horrorshow
[SampleGameGFS]
Status History
Survival Fitness Horrorshow
Current Version
N/A
View Details
New Version
Ver. 1.00
Editing Meta Data
View Details