

# **Generator Tools User's Guide**

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# 1 Overview of the Software

## Purpose

The Generator Tools package is a tool package consisting of software for creating and verifying master discs and master packages, to be used for submitting PlayStation®3 titles.

The Generator Tools package includes the following software.

### Disc Image Generator for PlayStation®3

**ps3gen.exe**

Disc Image Generator for PlayStation®3 (Generator) is a software for creating master disc image files, and for writing the image files onto writable Blu-ray Discs or onto the BD emulator HDD.

The Generator is stored as the ps3gen.exe executable file in the Generator Tools package.

### System File Utility for PlayStation®3

**ps3sys.exe**

System File Utility for PlayStation®3 (System File Utility) is a software for creating and verifying system files (\*.sfo), which are required in disc boot games, HDD boot games, game patches, etc.

The System File Utility is stored as the ps3sys.exe executable file in the Generator Tools package.

### Disc Image Checker for PlayStation®3

**ps3chk.exe**

Disc Image Checker for PlayStation®3 (Checker) is a software for displaying and verifying game discs to be submitted, or their image files, and also for extracting content files.

The Checker is stored as the ps3chk.exe executable file in the Generator Tools package.

### Trophy Pack File Utility for PlayStation®3

**ps3trp.exe**

Trophy Pack File Utility for PlayStation®3 (Trophy Pack File Utility) is a software for creating and verifying trophy pack files (\*.trp), which are required in disc boot games and HDD boot games that support the trophy system.

The Trophy Pack File Utility is stored as the ps3trp.exe executable file in the Generator Tools package.

### Disc Image Generator for PlayStation®3 Command Line Version

**ps3cmd.exe**

Disc Image Generator for PlayStation®3 Command Line Version (Command Line Version Generator) is a software that provides GUI software features - including features of the Generator - as CUI.

The Command Line Version Generator is stored as the ps3cmd.exe executable file in the Generator Tools package.

#### Note

Not all the features provided for the GUI are provided by the Command Line Version Generator. There are also features that are only provided by the Command Line Version Generator. For more details, please refer to the next chapter.

---

## System Requirements

The software contained in the Generator Tools package runs in the following environment.

Operating system	Windows XP SP2 or later, Windows Vista SP1 or later
Required software	Microsoft .NET Framework Version 1.1 or later (*1)
Available RAM	128 MB
Other	An executable file must exist on a local drive. While the Generator is running, writing software of other companies (including packet writing software) must not be run. When using features related to the BD emulator HDD on Windows Vista, execute the software with an administrator privilege.

(\*1) Microsoft .NET Framework Version 1.1 is available for download from the following Microsoft Corporation website.

<http://www.microsoft.com/downloads/details.aspx?FamilyID=262d25e3-f589-4842-8157-034d1e7cf3a3&displaylang=en>

## 2 Main Features of the Software

This chapter describes the main features provided by the Generator Tools package.

### Editing a Project

**ps3gen.exe**

A project represents the information required for creating a disc image, such as, attributes of files to be included and their directory configuration, placement and order of the files on the disc, etc.

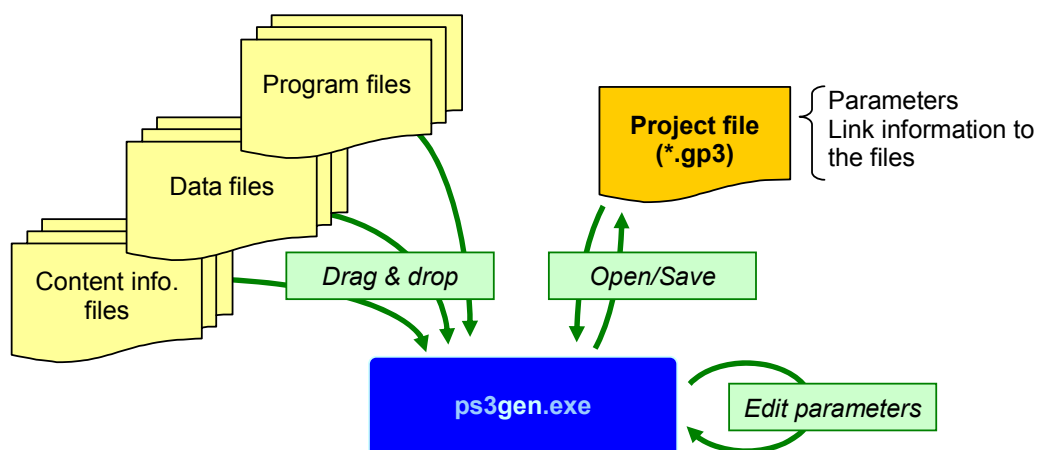
The Generator provides features to create, display, and edit projects, as well as to read/write project files (\*.gp3).

For details, refer to the "Editing a Project" section of chapter 3, and chapter 8 "Reference: Disc Image Generator for PlayStation®3".

#### Note

The project file contains a list of files (link information) to be included in the disc image, as well as the contents of special files, such as, the system file.

**Figure 1 Editing a Project**





## Creating an Iso Image File/Emu Image File and Writing to the BD Emulator HDD

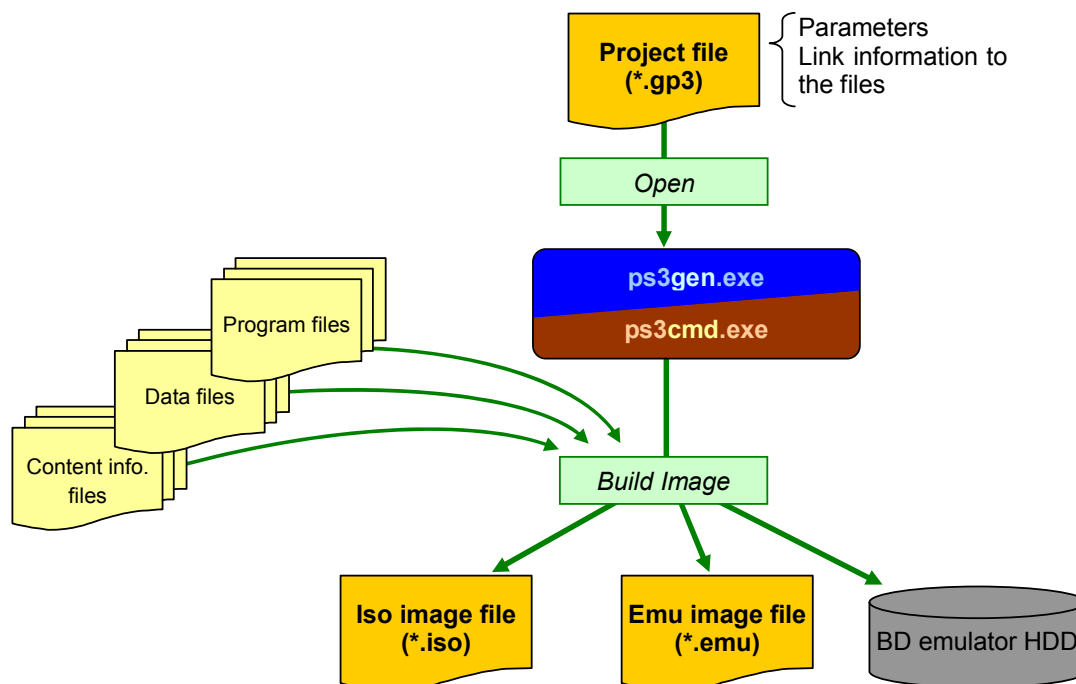
ps3gen.exe

ps3cmd.exe

The Generator or the Command Line Version Generator can be used to create an Iso image file (\*.iso) or an Emu image file (\*.emu) from a project. It is also possible to create an Emu image and to directly write it to the BD emulator HDD.

For details, refer to the "Creating an Iso Image File" section of chapter 3; chapter 8, "Reference: Disc Image Generator for PlayStation®3"; and the "build Command" section of chapter 12.

**Figure 2 Creating an Iso Image File/Emu Image File and Writing to the BD Emulator HDD**



### Iso Image File

The Iso image file consists of contents that are to be written onto a Blu-ray Disc. The contents are connected together in the file.

The Iso image file can be written onto a Blu-ray Disc to create a disc that runs on the Reference Tool as well as the Debugging Station. A master disc to be submitted must also be created in this format.

Iso image files can be converted to Emu image files and written to the BD emulator HDD. For details, refer to the "Dialog for Image Information" section of chapter 8 "Reference: Disc Image Generator for PlayStation®3".

### Emu Image File

The Emu image file consists of contents that are to be written on the BD emulator HDD. The contents are connected together in the file. Although the Emu image file is similar to the Iso image file, the contents of the Emu image file are not encrypted and the file cannot be used to create a master disc for submission. The Emu image file can be executed on the Reference Tool or Debugging Station by first writing the file via the network onto the HDD built into the Reference Tool, or using the BD Emulator HDD Utility feature of the Generator to write the file to the BD emulator HDD.

Regarding the use of the BD emulator, also refer to the "Reference System Supplement" document.

## BD Emulator HDD

The BD emulator HDD is a specially formatted hard disk, on which multiple Emu images can be stored. Data other than Emu images cannot be stored on the BD emulator HDD. Connect the BD emulator HDD to the USB connector of the Reference Tool or Debugging Station to run it in place of a Blu-ray Disc.

Refer also to the "Reference System Supplement" document.

## Writing an Iso Image File to a Blu-ray Disc

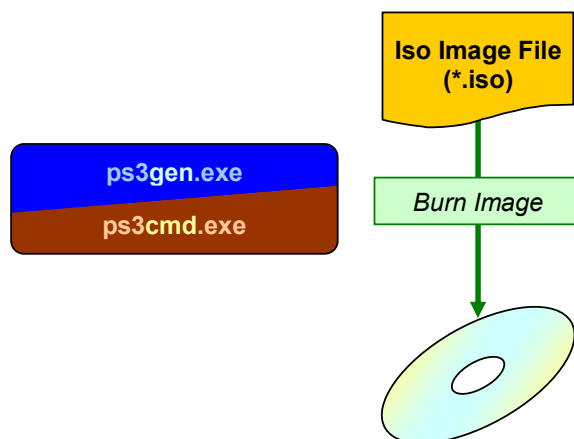
**ps3gen.exe**

**ps3cmd.exe**

The Generator or the Command Line Version Generator can be used to write an Iso image file (\*.iso) onto a Blu-ray Disc. The write requires a writable Blu-ray Disc media (BD-R or BD-RE) and a Blu-ray Disc drive.

For details, refer to the "Writing to a Blu-ray Disc" section of chapter 3; chapter 8, "Reference: Disc Image Generator for PlayStation®3"; and the "burn Command" section of chapter 12.

**Figure 3 Writing an Iso Image File to a Blu-ray Disc**



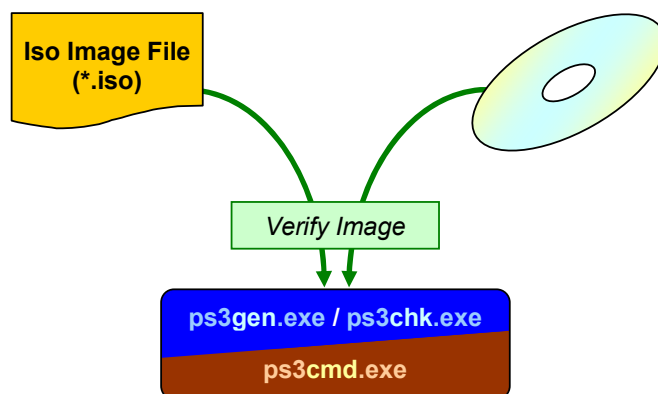
## Displaying and Verifying an Iso Image File/Blu-ray Disc

`ps3gen.exe``ps3chk.exe``ps3cmd.exe`

The Generator, Checker, and Command Line Version Generator have features to display basic information of the Iso image file and the Blu-ray Disc, and to verify that their contents contain no errors. Upon submitting a master disc, use this feature and confirm that your master disc has no errors.

For details, refer to the "Verifying the Blu-ray Disc" section of chapter 3; chapter 8, "Reference: Disc Image Generator for PlayStation®3"; chapter 10, "Reference: Disc Image Checker for PlayStation®3"; and the "verify Command" section of chapter 12.

**Figure 4 Displaying and Verifying an Iso Image File/Blu-ray Disc**



## Creating a System File (\*.sfo)

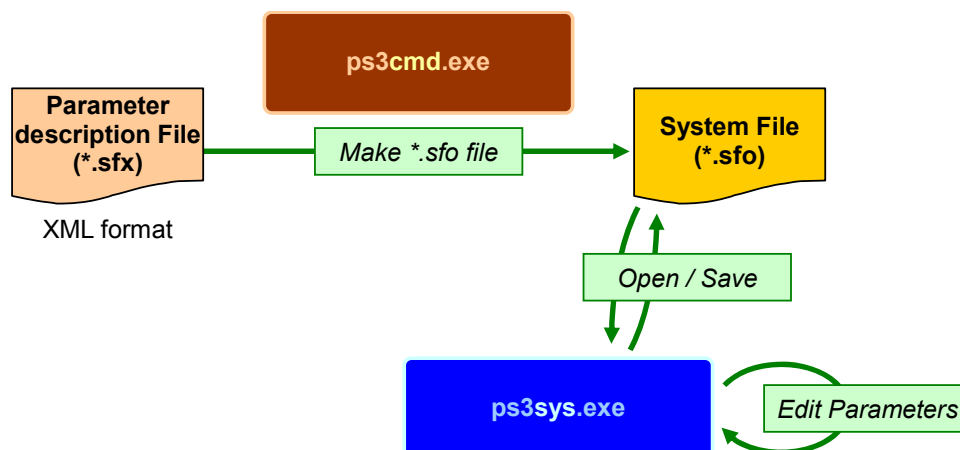
**ps3sys.exe****ps3cmd.exe**

The System File Utility or the Command Line Version Generator can be used to create a system file (\*.sfo).

The system file stores the parameters required for starting up the application, and the text to be displayed. The system file is required to create a disc boot game, HDD boot game, game patch, game data, etc.

For details, refer to chapter 4, "Creating a System File"; chapter 9, "Reference: System File Utility for PlayStation®3"; and the "make\_sfo Command" section of chapter 12.

**Figure 5 Creating a System File (\*.sfo)**

**Note**

For a disc boot game, the creation of the system file is included in the feature for editing a project within the Generator (ps3gen.exe), and there is no need to create the system file.

## Creating and Verifying a Trophy Pack File (\*.trp)

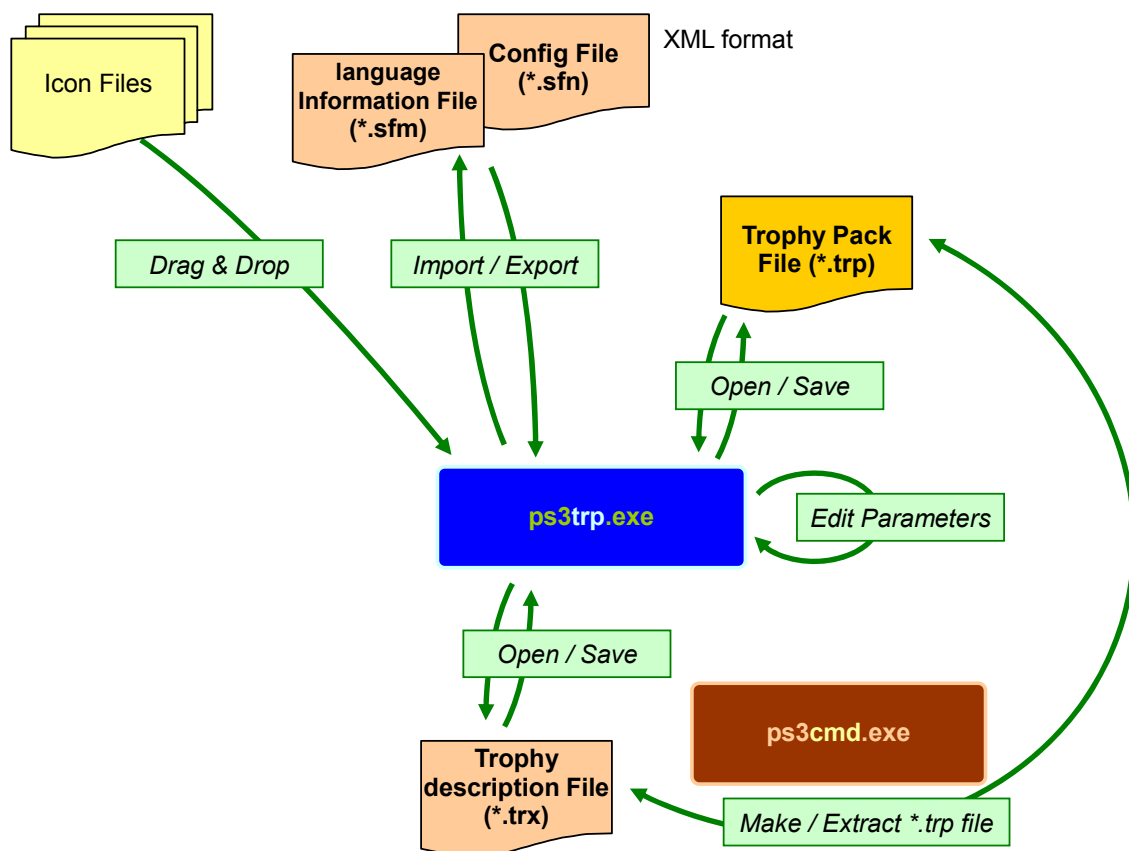
**ps3trp.exe****ps3cmd.exe**

The Trophy Pack File Utility or the Command Line Version Generator can be used to create a trophy pack file (\*.trp).

The trophy pack file stores text and icons related to trophies. The trophy pack file is required to create a disc boot game or HDD boot game that supports the trophy system.

For details, refer to chapter 5, "Creating and Checking a Trophy Pack File"; chapter 11, "Reference: Trophy Pack File Utility for PlayStation®3"; and the "make\_trp Command" and the "extract\_trp command" section of chapter 12.

**Figure 6 Creating a Trophy Pack File (\*.trp)**



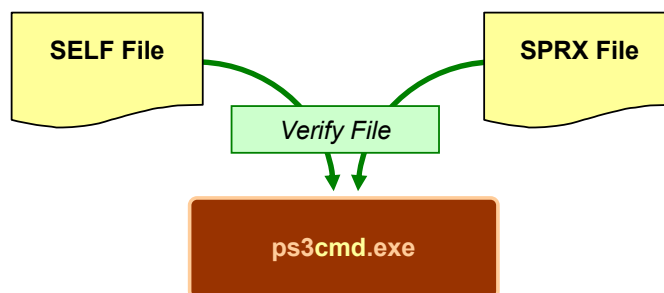
## Verifying Program Files

**ps3cmd.exe**

The Command Line Version Generator provides a feature to verify program files (SELF file and SPRX file). When submitting a master package of an HDD boot game or game patch, use this feature to confirm that there are no errors in any of the program files in the package.

For details, refer to the "veri\_file Command" section of in chapter 12.

**Figure 7 Verifying Program Files**



**Note**

For a disc boot game, the feature for verifying an ISO image file/Blu-ray Disc entails the verification of all files included on the disc, and there is no need to verify the program files.

## Saving the Content of a Blu-ray Disc as an Iso Image File

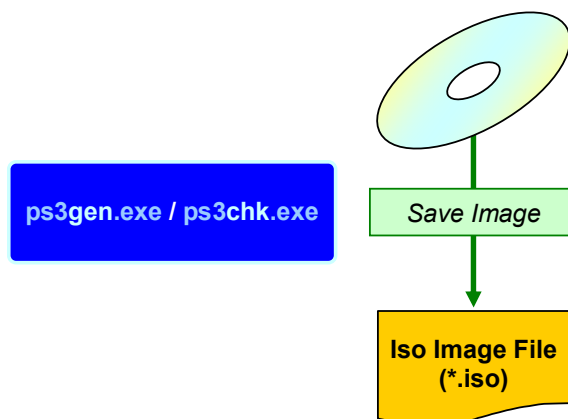
**ps3gen.exe**

**ps3chk.exe**

The Generator or Checker can be used to read the content of a Blu-ray Disc and to save it as an Iso image file. This feature is useful, for example, when you want to duplicate the disc.

For details, refer to chapter 10, "Reference: Disc Image Checker for PlayStation®3".

**Figure 8 Saving the Content of a Blu-ray Disc as an Iso Image File**



## Extracting Files from a Blu-ray Disc/Iso Image File

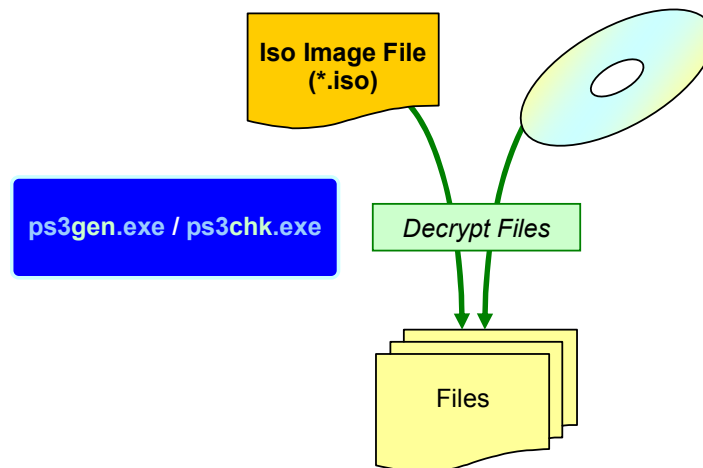
**ps3gen.exe**

**ps3chk.exe**

The Generator or Checker can be used to extract individual files from a Blu-ray Disc or Iso image file and to save them. The encrypted files will also be decrypted in the process.

For details, refer to chapter 10, "Reference: Disc Image Checker for PlayStation®3".

**Figure 9 Extracting Files from a Blu-ray Disc/Iso Image File**



## BD Emulator HDD Utility

**ps3gen.exe**

**ps3cmd.exe**

The Generator or Command Line Version Generator can be used to perform the following on a BD emulator HDD that is connected to the host PC.

- Display a list of Emu images stored on the BD emulator HDD
- Format the BD emulator HDD (the Command Line Version does not support this feature to prevent the unintended deletion of data)
- Write an Emu image file onto the BD emulator HDD
- Erase an Emu image stored on the BD emulator HDD
- Change the default Emu image used for startup

For details, refer to chapter 6, "Using the BD Emulator"; chapter 8, "Reference: Disc Image Generator for PlayStation®3"; and the "conv\_emu Command", "erase\_emu\_hdd Command", "set\_emu\_hdd Command" and "list\_emu\_hdd Command" of chapter 12.

### 3 Creating an Iso Image File and a Blu-ray Disc

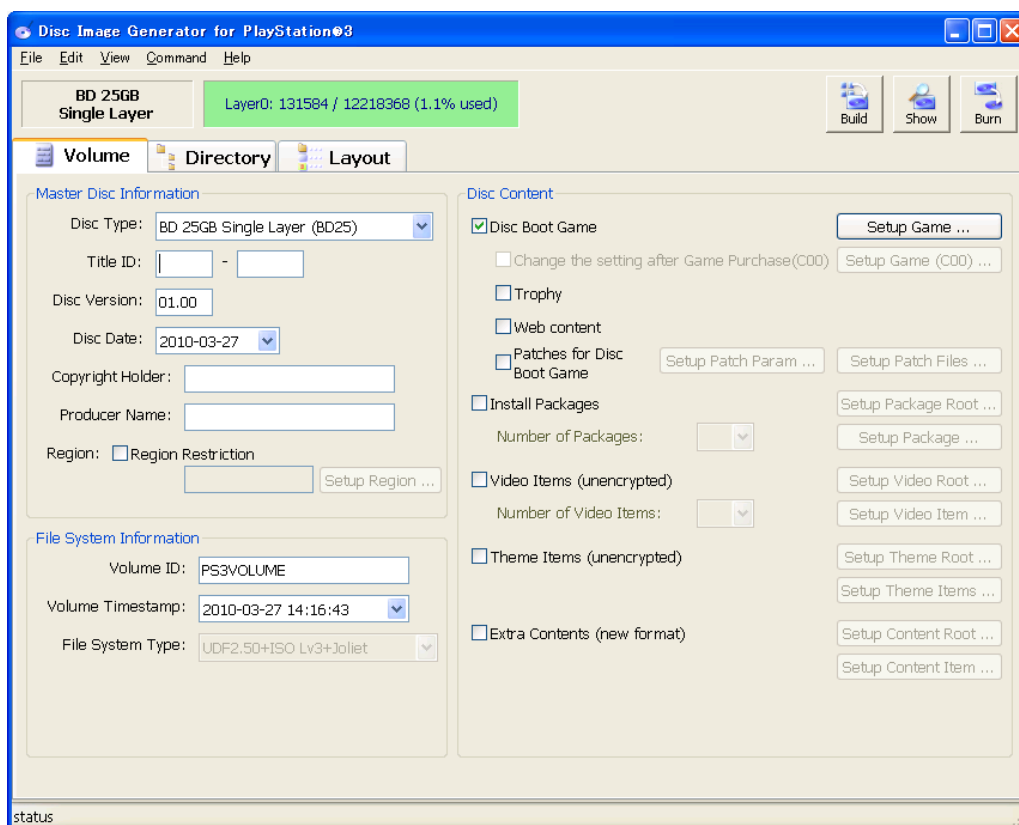
This chapter describes how to use the Generator (ps3gen.exe) to create an Iso image file and a Blu-ray Disc. The procedure includes the following steps.

- Starting up the Generator
- Editing a project
  - (1) Enter disc and file system information
  - (2) Change disc content
  - (3) Set the system file and the content information files
  - (4) Place the program files and data files
  - (5) Save the project
- Create an Iso image file
- Write to a Blu-ray Disc
- Verify the Blu-ray Disc

#### Starting up the Generator

Start up the Generator (ps3gen.exe). The Volume tab will open for a new project.

**Figure 10 Window (Volume Tab) upon Generator Startup**



#### Note

If the message, "The application failed to initialize properly." is displayed and the Generator cannot be started up, .NET Framework may not be installed. Please check your operating environment.



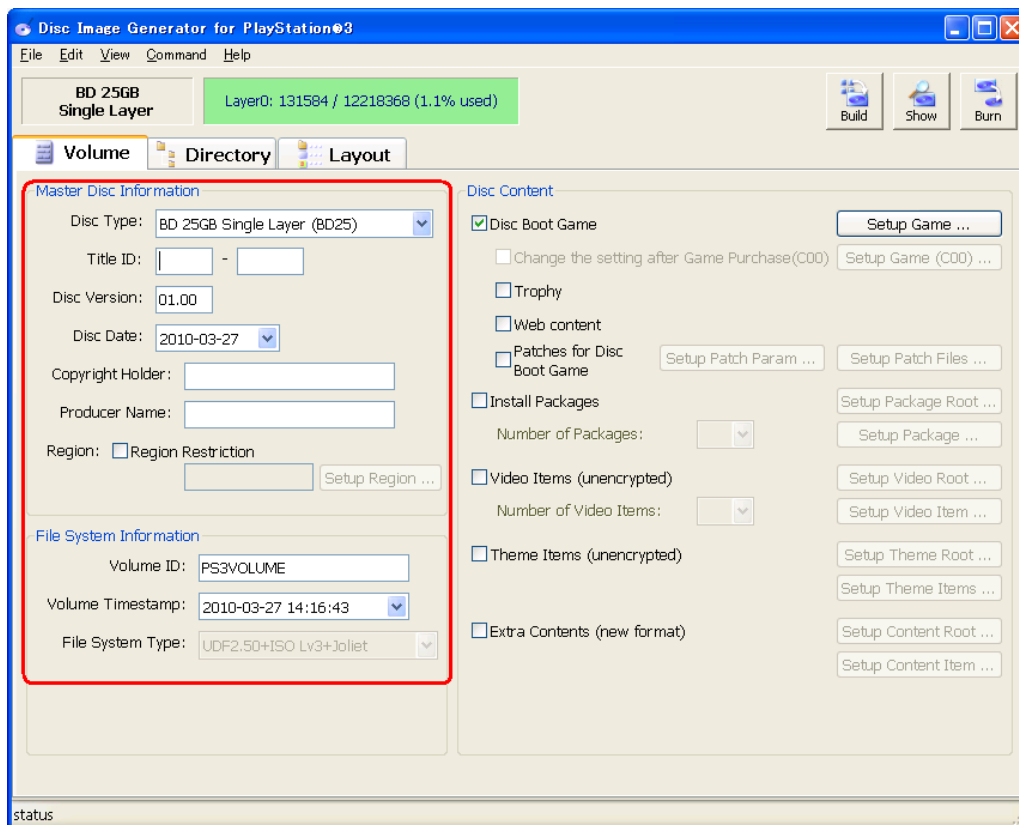
## Editing a Project

### (1) Enter Disc and File System Information

In the fields displayed on the left side of the Volume tab window, enter or select appropriate values for the following.

- Disc Type
- Title ID
- Disc Version
- Disc Date
- Copyright Holder
- Producer Name
- Region (optional)
- Volume ID
- Volume Timestamp

**Figure 11 Enter Disc and File System Information**



#### Note

If you are creating a disc image (for debugging, for example), in which errors can be contained, set either of the following and this will refrain from aborting the image creation process when errors are detected.

- Set "TEST-xxxxx" (where xxxxx is a 5-digit integer) to the Title ID
- Set "00.00" to the Disc Version

Please note, however, that a disc with either of the above values cannot be submitted as a master disc.

## (2) Change Disc Content

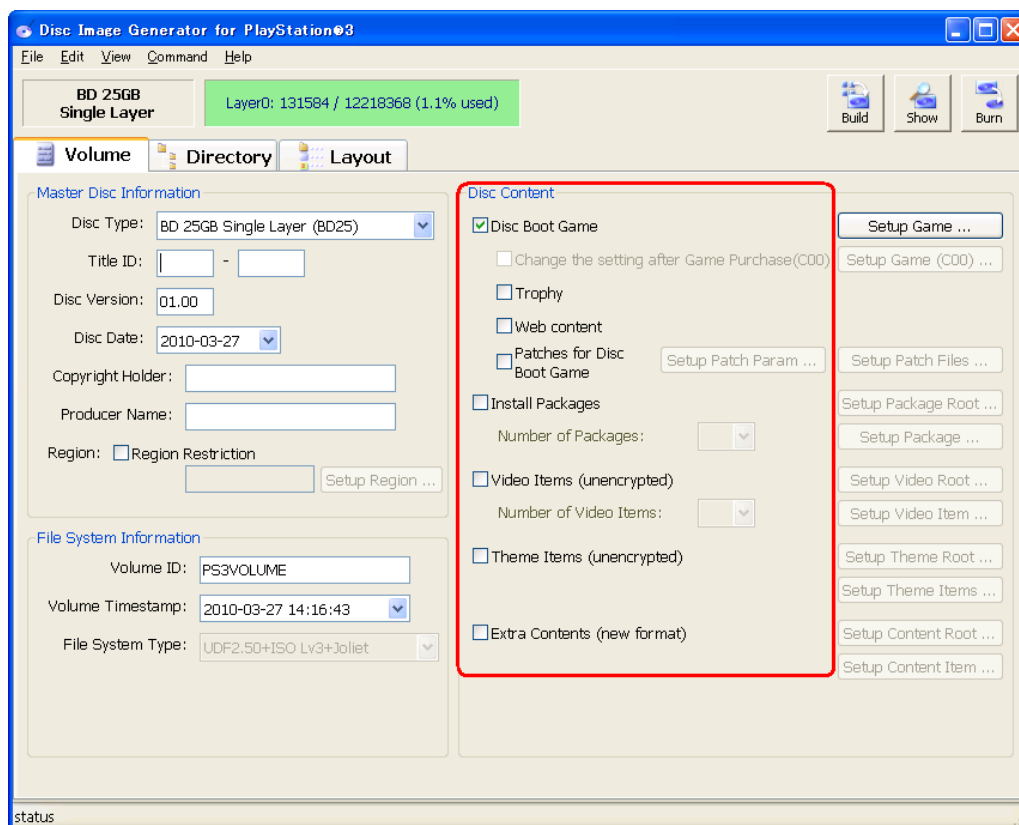
If any one of the following applies to the disc you created, change the checkboxes on the right side of the Volume tab window, as appropriate.

- The master disc includes a disc boot game that supports the game purchase feature, and you want to change the settings for the system file or content information files before and after the purchase:  
→ First click on the [Setup Game ...] button to open the dialog for game settings. Mark the checkbox to support game purchase feature. Return to the Volume tab and mark the [Change the setting after Game Purchase (C00)] checkbox.
- The master disc includes a disc boot game that supports the trophy system:  
→ Mark the [Trophy] checkbox.
- The master disc includes a disc boot game that contains Web content area:  
→ Mark the [Web content] checkbox.
- The master disc includes patch packages that are automatically applied to the disc boot game:  
→ Mark the [Patches for Disc Boot Game] checkbox.
- The disc includes install packages:  
→ Mark the [Install Packages] checkbox, and set the number of packages.
- The disc includes video content data:  
→ Mark the [Video Items (unencrypted)] checkbox and set the number of video content data.
- The disc includes theme content data:  
→ Mark the [Theme Items (unencrypted)] checkbox.
- The disc includes extra contents (new format):  
→ Mark the [Extra Contents (new format)] checkbox.

**Note**

Contact to SCE in advance if you create the master disc that includes patch packages that are automatically applied to the disc boot game.

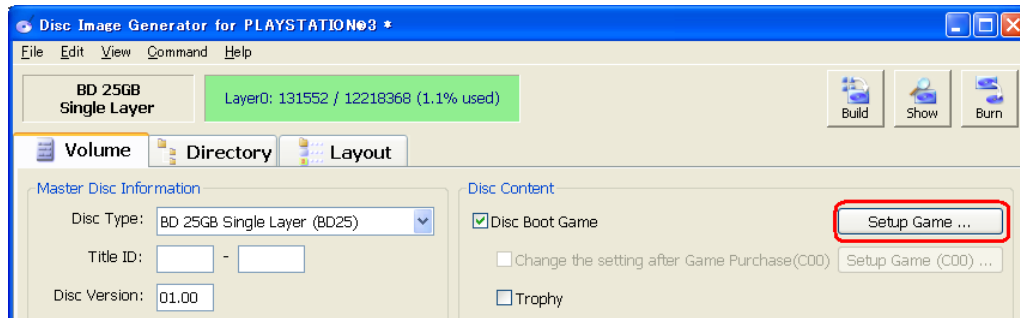
Figure 12 Change Disc Contents



### (3) Set System File and Content Information Files

Click the [Setup Game ...] button.

**Figure 13 [Setup Game ...] Button**



The dialog for game settings will open when you click the [Setup Game ...] button. From the General Parameter tab of the dialog for game settings, enter the following parameters.

- Title (default)
- Title (localized) (optional)
- PSP™ remote play (optional)
- Application Version
- Parental Lock Level (Default)
- Resolution
- Sound Format
- PlayStation®Move (optional)
- 3D warning (optional)

Figure 14 General Parameter Tab of the Dialog for Game Settings

Disc Boot Game Setup (/PS3\_GAME)

File Edit

OK Cancel

General Parameter Advanced Parameter Content Information Files

Title ID: SMPL - 00001

Version: 01.00

Title (default): Default Title Name

Parental Lock Level: Default 1

Title (localized): 日本語のタイトル名

Resolution: ☐ 1080 ☐ 720 ☐ 576(16:9) ☐ 576  
☐ 480(16:9) ☐ 480

Japanese

Sound Format: ☐ 7.1LPCM ☐ 5.1LPCM ☐ 2LPCM  
☐ Dolby™ Digital  
☐ DTS Digital Surround

Attribute: ☐ PSP™ remote play  
☒ MPEG-4 AVC/AAC  
☐ MPEG-4 SP/ATRAC™

Application Version: 01.00

PlayStation®Move: ☐ Support PlayStation®Move  
☐ Motion Controller warning display  
☐ Navigation Controller warning display  
☐ PlayStation®Eye warning display  
☐ Calibration Notification

3D warning: ☐ 3D warning display

Key	Description	Format	Max Len	Value
APP_VER	Application or Patch Versi...	String(UTF-8)	8	01.00
ATTRIBUTE	Various parameter	Integer	4	32 (0x20)
BOOTABLE	Is bootable or not	Integer	4	1 (0x1)
CATEGORY	Category of content	String(UTF-8)	4	DG
LICENSE	License information	String(UTF-8)	512	Library programs ©Sony Computer Entertai...
PARENTAL_LEVEL	Parental Lock Level (defa...	Integer	4	1 (0x1)
PS3_SYSTEM_VER	Required System Version	String(UTF-8)	8	00.93
RESOLUTION	Supported resolution	Integer	4	0 (0x0)
SOUND_FORMAT	Sound Format	Integer	4	0 (0x0)

Enter the following parameters from the Advanced Parameter tab, as necessary.

- Game Purchase (optional)
- Parental Lock Level (License Area) (optional)
- XMB™ (in game) (optional)
- NP Comm ID for Bootable Message (optional)

**Figure 15 Advanced Parameter Tab of the Dialog for Game Settings**

Disc Boot Game Setup (PS3\_GAME) \*

File Edit

OK Cancel

General Parameter **Advanced Parameter** Content Information Files

Game Purchase: ☒ Support Game Purchase  
Content ID for Game Purchase: IV0000-SMPL00001\_01-HOGEHOGEHOGEHOGE

Parental Lock Level: (License Area) ☐ Different Parental Lock Level for each License Area  
SCEJ SCEA SCEE  
SCEH SCEK SCH

XMB™ (in game): ☒ Enable BGM

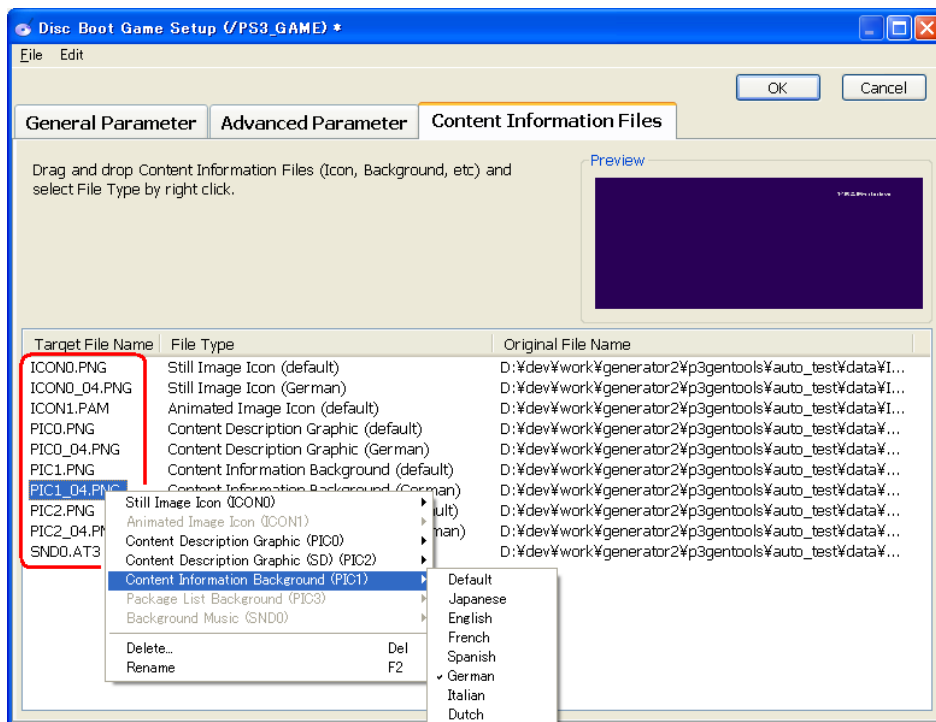
NP Comm ID for Bootable Message:  Attribute (Advanced):

Key	Description	Format	Max Len	Value
APP_VER	Application or Patch Versi...	String(UTF-8)	8	01.00
ATTRIBUTE	Various parameter	Integer	4	524320 (0x80020)
BOOTABLE	Is bootable or not	Integer	4	1 (0x1)
CATEGORY	Category of content	String(UTF-8)	4	DG
CONTENT_ID	Content ID	String(UTF-8)	48	IV0000-SMPL00001_01-HOGEHOGEHOGEHOGE
LICENSE	License information	String(UTF-8)	512	Library programs ©Sony Computer Entertai...
PARENTAL_LEVEL	Parental Lock Level (defa...	Integer	4	1 (0x1)
PS3_SYSTEM_VER	Required System Version	String(UTF-8)	8	00.93
RESOLUTION	Supported resolution	Integer	4	0 (0x0)

Set content information from the Content Information Files tab.

Drag-and-drop content information files to the Content Information Files tab to add them onto the shown list. Right-click the file on the list to change the type and language of the file, as appropriate.

**Figure 16 Content Information Files Tab of the Dialog for Game Settings**



### Default Content Information Filename

By specifying filenames in the designated format, such as, ICON0.PNG and PIC0.PNG, before dragging-and-dropping the content information files, the operation of setting the file's type and language can be skipped. For details, refer to the "Content Information Specifications" document.

After the system file and content information files are set from the dialog for game settings, click on the [OK] button and close the dialog.

If the disc you want to create applies to any of the following, set the system file and content information files for it as appropriate.

- The master disc includes a disc boot game that supports the game purchase feature, and you want to change the settings of the system file or the content information files before and after the purchase:  
→ Click on the [Setup Game (C00) ...] button and make settings for the system files and content information files after the purchase.
- The master disc includes patch packages that are automatically applied to the disc boot game:  
→ Contact to SCE.
- The disc includes install packages:  
→ Click on the [Setup Package Root ...] button and set the system file and content information files for the install disc.  
→ Set the number of install packages in the [Number of Packages] combo box.  
→ Click on the [Setup Package ...] button and make settings regarding the system file, content information files, and install package file, for each install package.

- The disc includes video content data:
  - Click on the [Setup Video Root ...] button and make settings for the system file and content information files of the video content disc.
  - Set the number of video content data in the [Number of Video Items] combo box.
  - Click on the [Setup Video Item ...] button and make settings on the system file, content information files, and video content data file, for each video content data.
- The disc includes theme content data:
  - Click on the [Setup Theme Root ...] button and make settings for the system file and content information files of the theme content disc.
  - Click on the [Setup Theme Items ...] button, open the dialog for content files and make settings for the theme content data files.
- The disc includes extra contents:
  - Click on the [Setup Content Root ...] button and make settings for the system file and content information files of the extra content disc.
  - Click on the [Setup Content Items ...] button, open the dialog for content files and make settings for the extra content data files.

#### (4) Place Program Files and Data Files

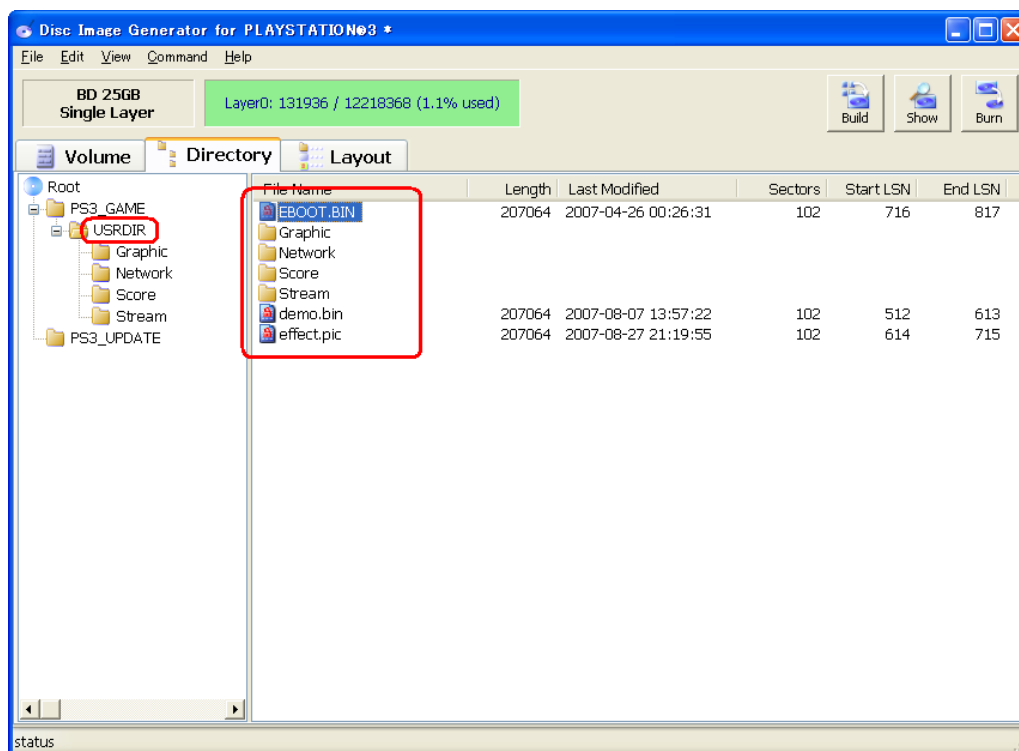
Set the program files and data files to include in the disc, from the Directory tab.

Select the directory from the tree view on the left side, and drag-and-drop files onto the list view on the right.

##### Note

Program files and data files that are required in the disc boot game must be placed under the /PS3\_GAME/USRDIR directory.

**Figure 17 Place Program Files and Data Files**





## (5) Save the Project

From the [File] menu, select [Save Project] and save the edited content to a project file (\*.gp3).

### Note

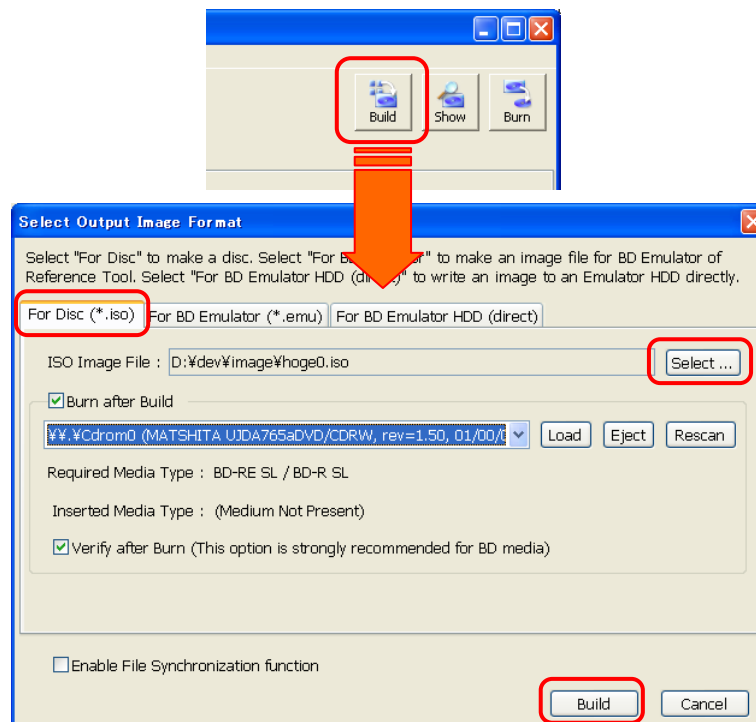
The saved project file can be loaded by selecting [Open Project ...] from the [File] menu.

## Creating an Iso Image File

When you finish editing the project, click the [Build] button.

If no errors or warnings are detected, the dialog for starting the build will open. If an error or warning is detected, the dialog for displaying pre-build verification results will open. Confirm the content of the error or warning.

**Figure 18 Dialog for Starting the Build**



Select the output destination of the ISO image file from the For Disc (\*.iso) tab and click on the [Build] button to start the creation of the Iso image file.

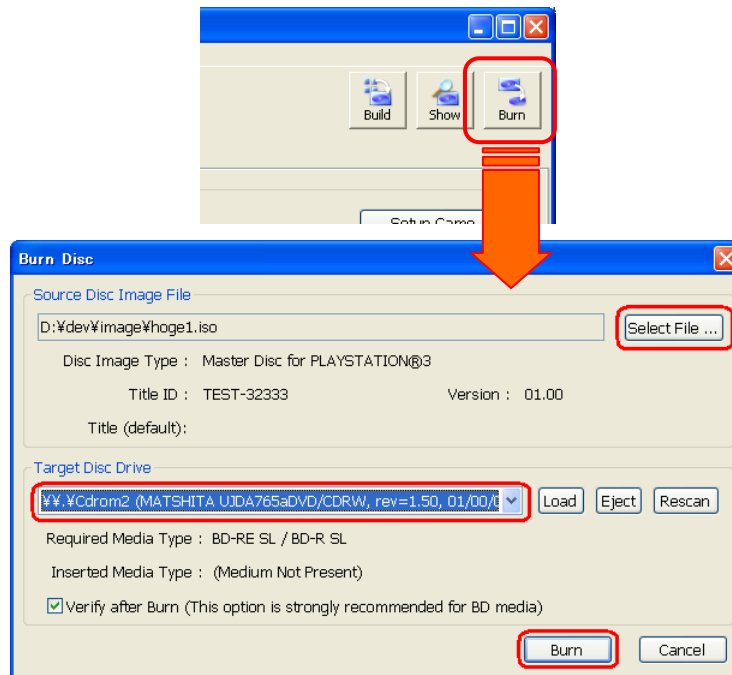
### Note

When marking the [Burn after Build] checkbox and the [Verify after Burn] checkbox, you will be able to proceed to the processing of writing to a Blu-ray Disc and subsequently of verifying the disc.

## Writing to a Blu-ray Disc

Click on the [Burn] button to open the dialog for starting the burn.

**Figure 19 Dialog for Starting the Burn**



Select the Iso image file and the write destination drive, and click on the [Burn] button to start writing to a Blu-ray Disc.

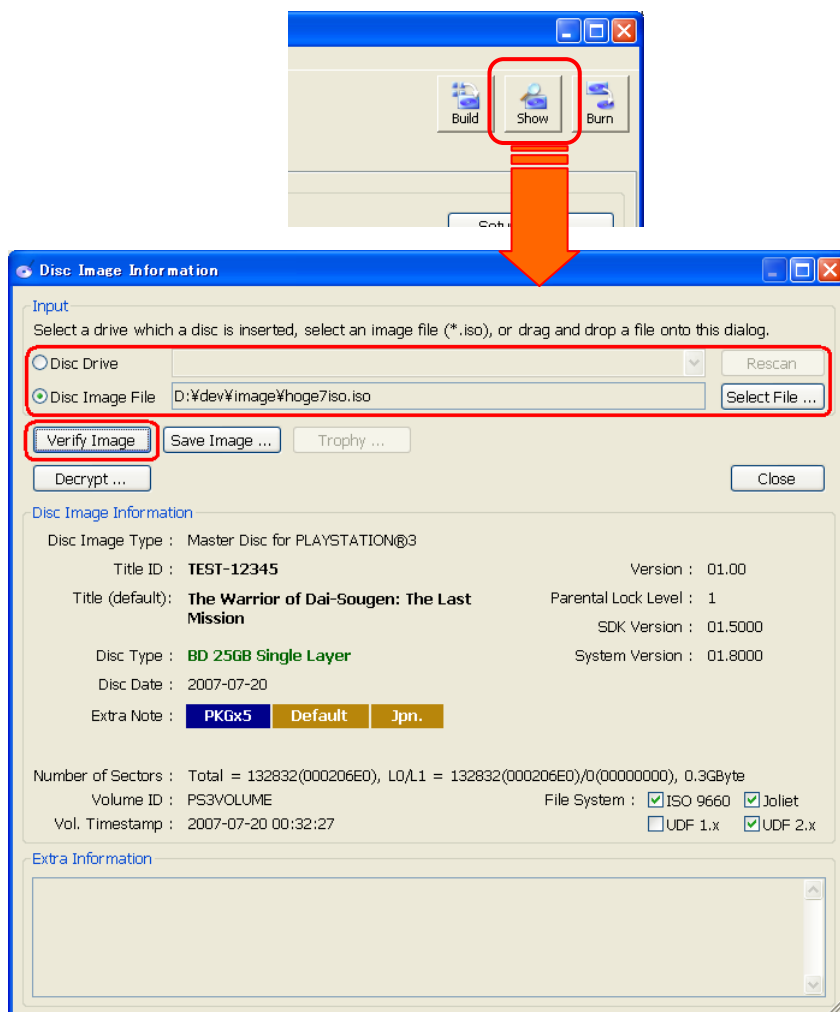
### Note

Mark the [Verify after Burn] checkbox (marked by default) to proceed to the processing of verifying the Blu-ray Disc after the write.

## Verifying the Blu-ray Disc

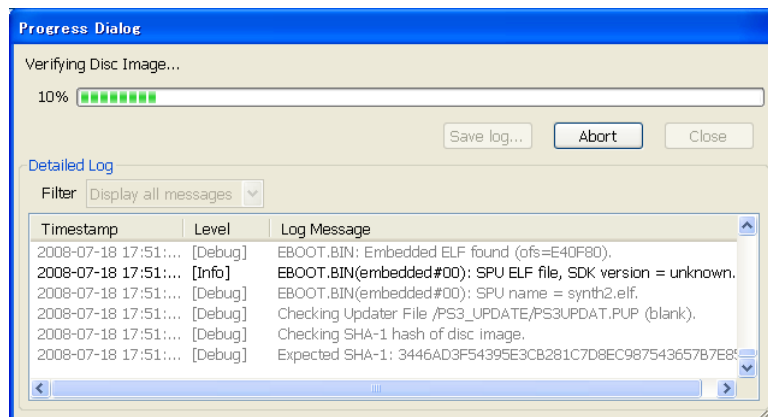
Click on the [Show] button to open the dialog for image information.

**Figure 20 Dialog for Image Information**



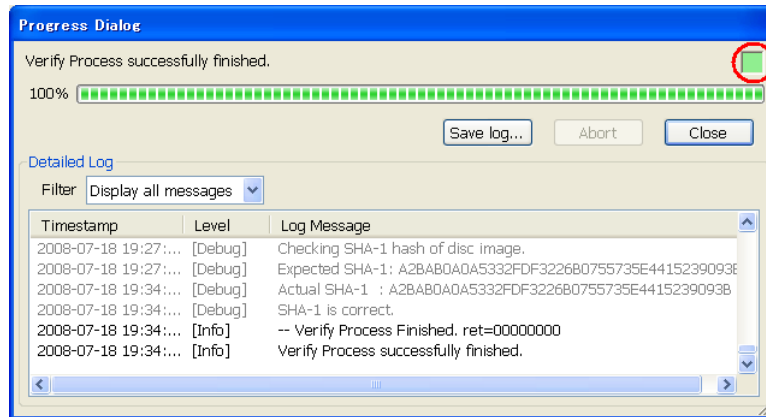
Select the Iso image file, or the drive containing the Blu-ray Disc, to verify, and click on the [Verify] button. The verification will be started and a progress dialog will be displayed.

**Figure 21 Progress Dialog during Verification**



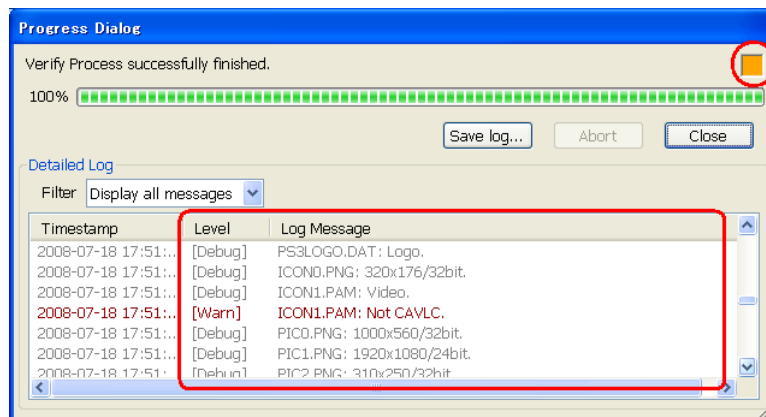
If the verification completes without an error or warning being detected, the message, "Verify Process successfully finished." will be displayed, and a green square will be displayed on the upper right section of the dialog.

**Figure 22 Example of Having No Error or Warning Detected in the Verification Result**

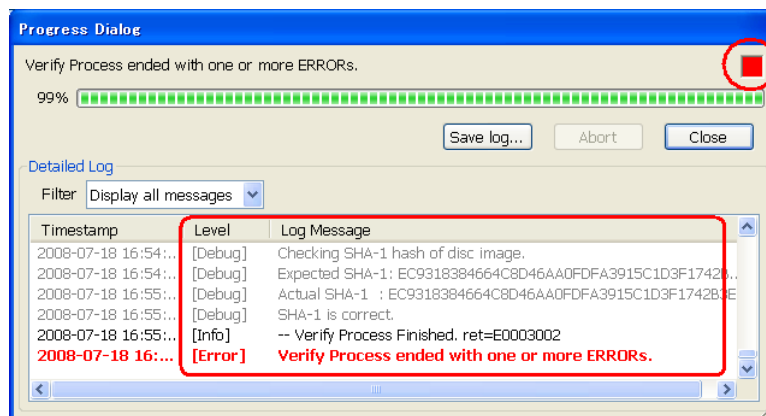


If an error or warning is detected during the verification result, the square displayed on the upper right section of the dialog will be orange or red, respectively. Confirm the error/warning from the log details.

**Figure 23 Example of the Verification Result Containing a Warning**



**Figure 24 Example of the Verification Result Containing an Error**



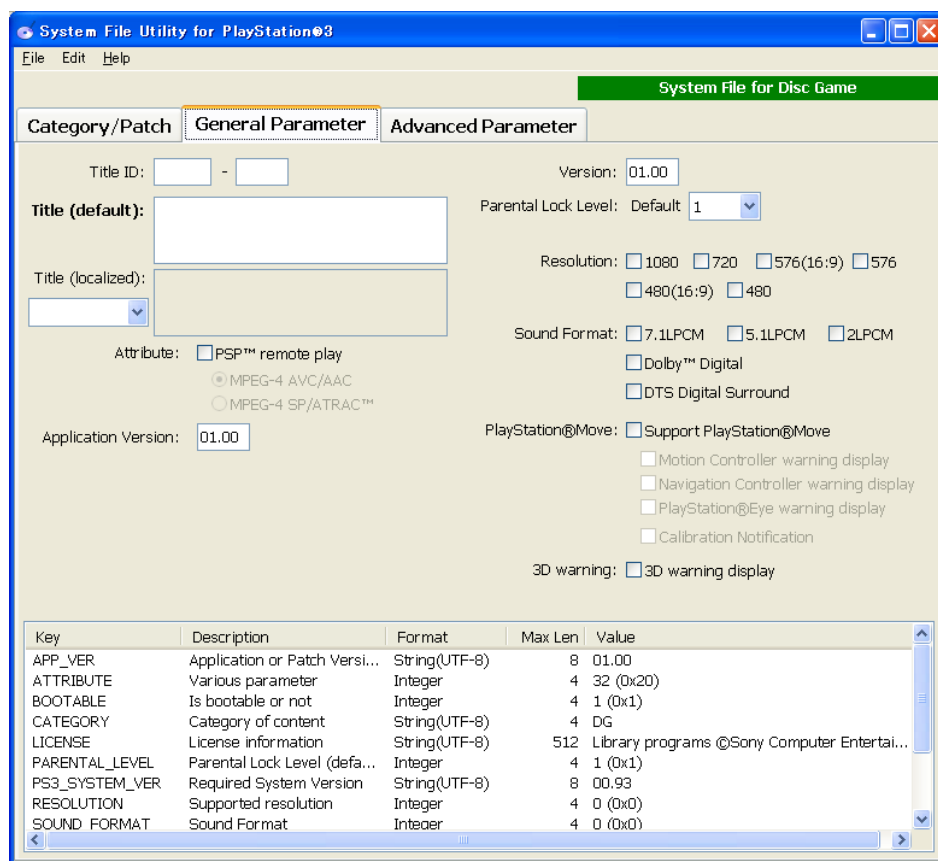
## 4 Creating a System File

This chapter describes how to create a system file using the System File Utility (ps3sys.exe).

### Starting up the System File Utility

Start up the System File Utility (ps3sys.exe). The General Parameter tab will first open.

**Figure 25 Window (General Parameter Tab) upon System File Utility Startup**



#### Note

If the message, "The application failed to initialize properly." is displayed and the utility cannot be started up, .NET Framework may not be installed. Please check your operating environment.

## Selecting the Category and Setting the Program/Patch

### Select Category

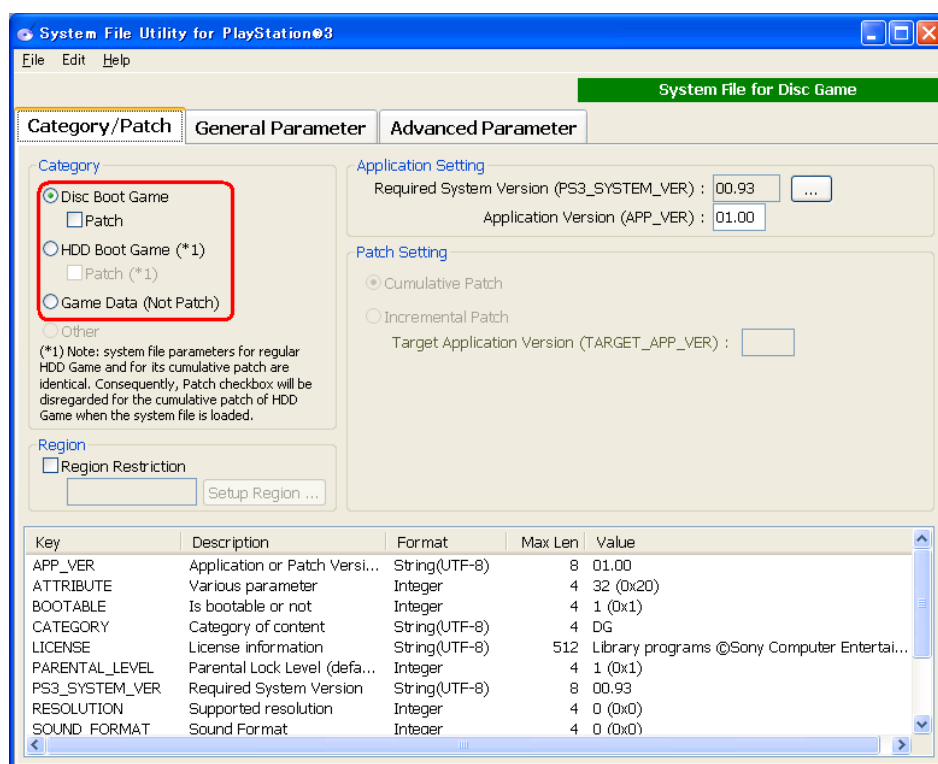
Open the [Category/Patch] tab. Select the category for the system file you want to create.

- System file for a disc boot game
- System file for a disc boot game patch
- System file of an HDD boot game
- System file for an HDD boot game patch
- System file for a game data

#### Note

Although it is possible to change the selected category later on, part of the input data may then be lost.

**Figure 26 Select the Category**



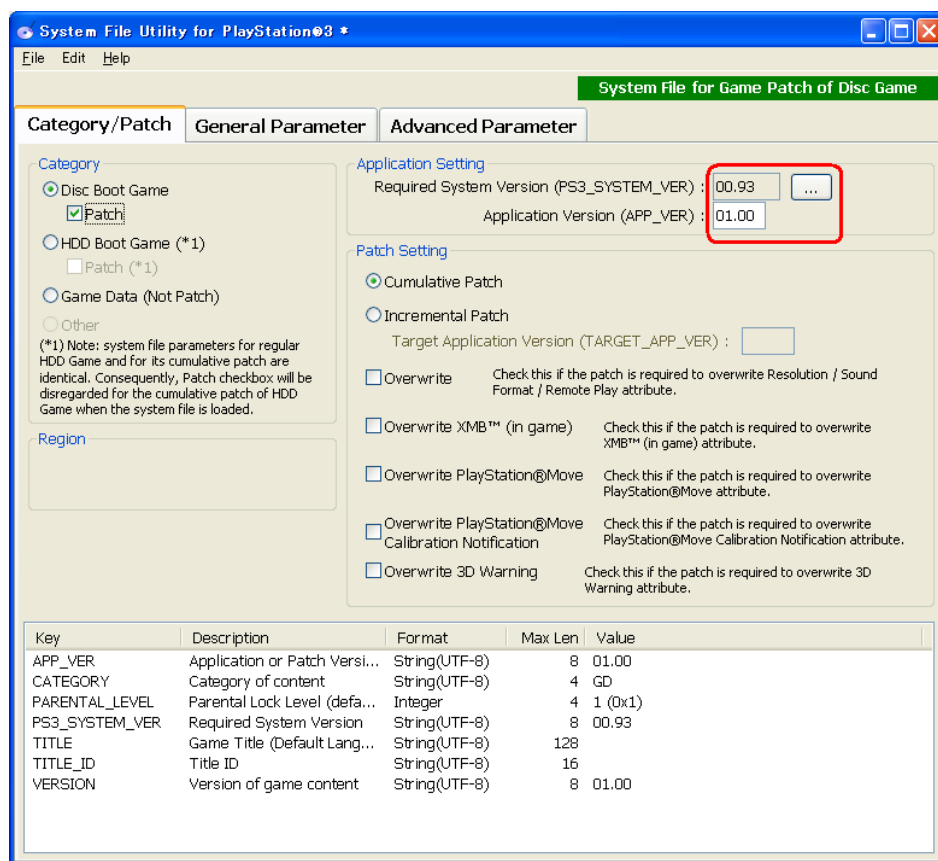
## Settings regarding the Application

When selecting a category other than the game data, the settings regarding the application must be entered at the upper right section of the window.

To set the [Required System Version], click on the [...] button and select a program file (EBOOT.BIN for example), to be included in the applicable package. The SDK version will be read from that program file and set to [Required System Version].

For [Application Version], set the application version number to be used for re-mastering or for managing patches.

**Figure 27 Application Settings**



## Settings regarding the Patch

When a patch is selected as the category, the settings regarding the patch must be entered at the center right section of the window.

First, make a selection between the cumulative patch and the incremental patch. For an incremental patch, input the [Target Application Version].

For a disc boot game patch, the Resolution, XMB™ (in game), PlayStation®Move, or 3D warning settings written on the disc can be overwritten using a patch. To do so, mark the [Overwrite] checkbox, the [Overwrite XMB™ (in game)] checkbox, the [Overwrite PlayStation®Move] checkbox, etc.

For details on patches, refer to the "Patch Overview" document.

**Figure 28 Patch Settings**

**System File Utility for PlayStation®3**

File Edit Help

System File for Game Patch of Disc Game

Category/Patch General Parameter Advanced Parameter

Category

- ☒ Disc Boot Game
  - ☒ Patch
  - ☐ HDD Boot Game (\*1)
    - ☐ Patch (\*1)
  - ☐ Game Data (Not Patch)
  - ☐ Other

(\*1) Note: system file parameters for regular HDD Game and for its cumulative patch are identical. Consequently, Patch checkbox will be disregarded for the cumulative patch of HDD Game when the system file is loaded.

Region

Application Setting

Required System Version (PS3\_SYSTEM\_VER) : 00.93 ...

Application Version (APP\_VER) : 01.00

Patch Setting

- ☒ Cumulative Patch
- ☐ Incremental Patch
  - Target Application Version (TARGET\_APP\_VER) :

☒ Overwrite Check this if the patch is required to overwrite Resolution / Sound Format / Remote Play attribute.

☒ Overwrite XMB™ (in game) Check this if the patch is required to overwrite XMB™ (in game) attribute.

☒ Overwrite PlayStation®Move Check this if the patch is required to overwrite PlayStation®Move attribute.

☒ Overwrite PlayStation®Move Calibration Notification Check this if the patch is required to overwrite PlayStation®Move Calibration Notification attribute.

☒ Overwrite 3D Warning Check this if the patch is required to overwrite 3D Warning attribute.

Key	Description	Format	Max Len	Value
APP_VER	Application or Patch Versi...	String(UTF-8)	8	01.00
CATEGORY	Category of content	String(UTF-8)	4	GD
PARENTAL_LEVEL	Parental Lock Level (defa...	Integer	4	1 (0x1)
PS3_SYSTEM_VER	Required System Version	String(UTF-8)	8	00.93
TITLE	Game Title (Default Lang...	String(UTF-8)	128	
TITLE_ID	Title ID	String(UTF-8)	16	
VERSION	Version of game content	String(UTF-8)	8	01.00

### Note

For the Region field, refer to the "Category/Patch Tab" section of chapter 9.



## Inputting Parameters

Input the following parameters from the [General Parameter] tab. Details of the parameters can be found in the "General Parameter Tab" section of chapter 9.

- Title ID
- Version
- Title (default)
- Title (localized) (optional)
- Parental Lock Level (Default)
- PSP™ remote play (optional) (\*1)
- Application Version (\*1) (\*2)
- Resolution (\*1)
- Sound Format (\*1)
- PlayStation®Move (optional) (\*1)
- 3D warning (optional)

(\*1) Cannot be entered depending on the selected category.

(\*2) Can also be entered from the Category/Patch tab.

**Figure 29 Inputting Parameters (General Parameter Tab)**

The screenshot shows the 'System File Utility for PlayStation®3' window with the 'General Parameter' tab selected. The following parameters are highlighted with red boxes:

- Title ID: SMPL - 00001
- Version: 01.00
- Title (default): Default Title Name
- Title (localized): 日本語タイトル名
- Japanese (selected in dropdown)
- Attribute: ☐ PSP™ remote play, ☒ MPEG-4 AVC/AAC, ☐ MPEG-4 SP/ATRAC™
- Application Version: 01.00
- Parental Lock Level: Default 1
- Resolution: ☒ 1080, ☐ 720, ☐ 576(16:9), ☐ 576, ☐ 480(16:9), ☒ 480
- Sound Format: ☐ 7.1LPCM, ☒ 5.1LPCM, ☒ 2LPCM, ☐ Dolby™ Digital, ☐ DTS Digital Surround
- PlayStation®Move: ☒ Support PlayStation®Move, ☒ Motion Controller warning display, ☐ Navigation Controller warning display, ☐ PlayStation®Eye warning display, ☐ Calibration Notification
- 3D warning: ☐ 3D warning display

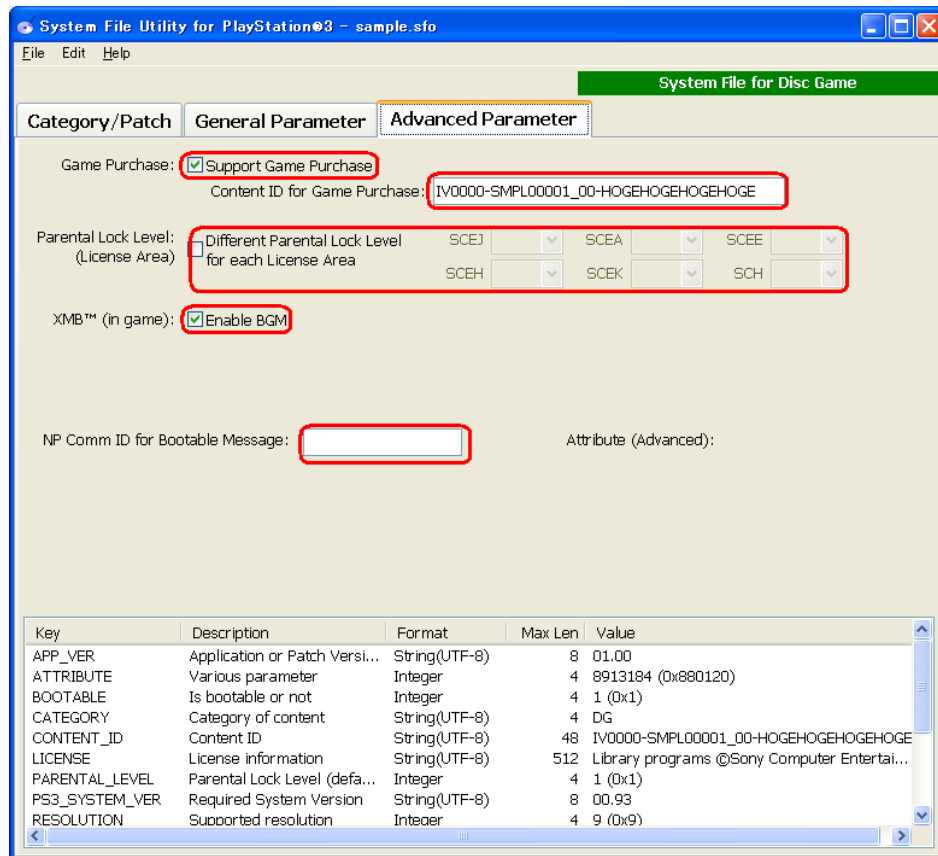
Key	Description	Format	Max Len	Value
APP_VER	Application or Patch Versi...	String(UTF-8)	8	01.00
ATTRIBUTE	Various parameter	Integer	4	8913184 (0x880120)
BOOTABLE	Is bootable or not	Integer	4	1 (0x1)
CATEGORY	Category of content	String(UTF-8)	4	DG
CONTENT_ID	Content ID	String(UTF-8)	48	IV0000-SMPL00001_00-HOGEHOGEHOGEHOGE
LICENSE	License information	String(UTF-8)	512	Library programs ©Sony Computer Entertai...
PARENTAL_LEVEL	Parental Lock Level (defa...	Integer	4	1 (0x1)
PS3_SYSTEM_VER	Required System Version	String(UTF-8)	8	00.93
RESOLUTION	Supported resolution	Integer	4	9 (0x9)

Enter the following parameters using the [Advanced Parameter] tab, as necessary.

- Game Purchase (optional) (\*1)
- Parental Lock Level (License Area) (optional)
- XMB™ (in game) (optional) (\*1)
- NP Comm ID for Bootable Message (optional) (\*1)

(\*1) Cannot be entered depending on the selected category.

**Figure 30 Inputting Parameters (Advanced Parameter Tab)**

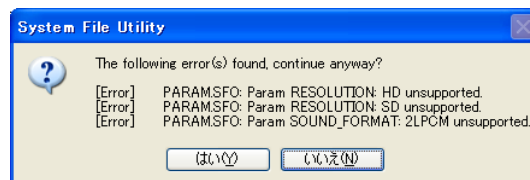


## Save the System File

From the [File] menu, select [Save System File] to save the set content to the system file.

If there is an error or warning in the content, the following dialog may be displayed. Confirm the content of the error or warning and decide whether or not to proceed with the save.

**Figure 31 Error/Warning upon Saving the System File**



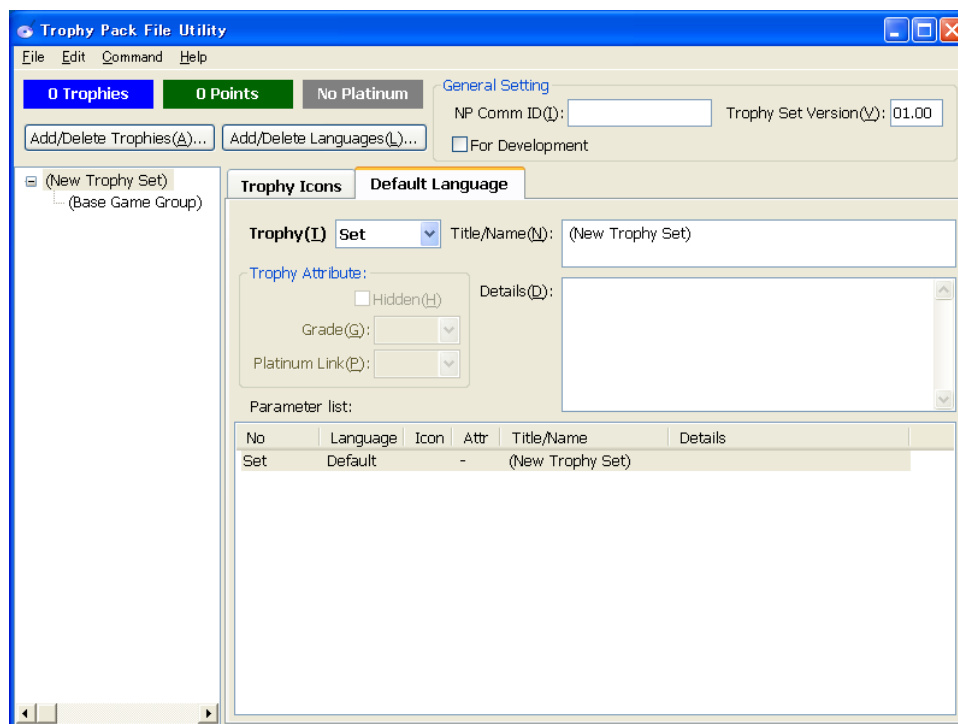
## 5 Creating and Checking a Trophy Pack File

This chapter describes the procedure for creating and checking a trophy pack file using the Trophy Pack File Utility (ps3trp.exe).

### Starting up the Trophy Pack File Utility

When you start up the Trophy Pack File Utility (ps3trp.exe), the main window will first open.

**Figure 32 (Main) Window upon Trophy Pack File Utility Startup**



#### Note

If the "Application could not be correctly initialized." message is displayed and the utility cannot be started up, .NET Framework may not be installed. Please check your operating environment.

## Creating a Trophy Pack File

The procedure for creating a trophy pack file is as follows.

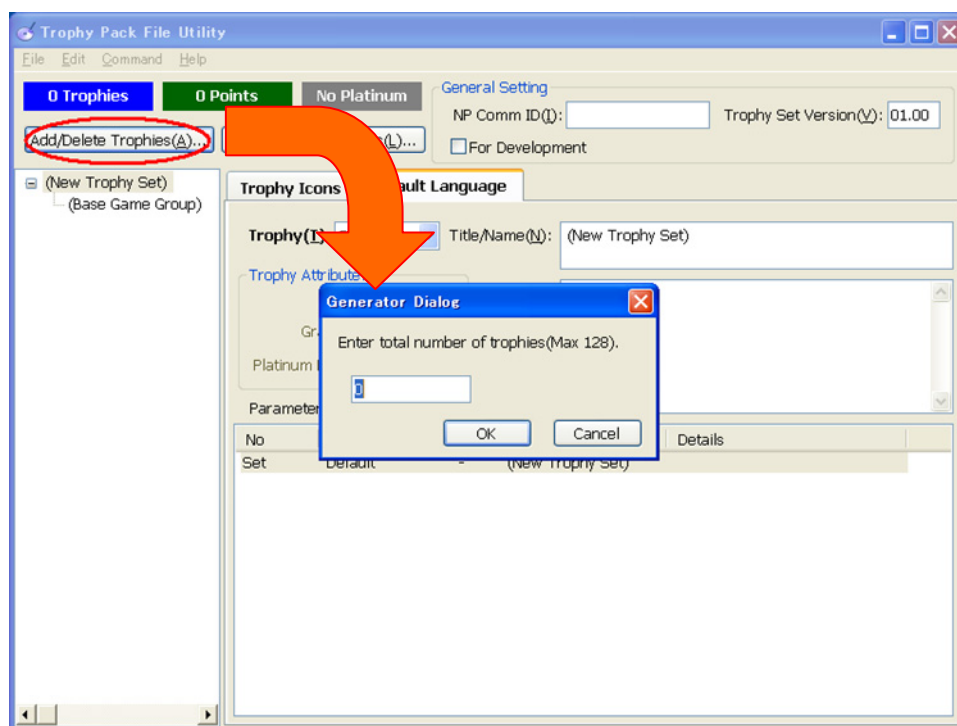
- (1) Specify the number of trophies
- (2) Specify the supported languages
- (3) Specify the trophy set's general information
- (4) Specify the trophy set's language-specific text (title and details)
- (5) Specify the trophy attributes and language-specific text (name and details)
- (6) Specify the trophy groups (in case it contains expansion packs)
- (7) Specify the still image icons of the trophy set, trophy groups and the trophies
- (8) Save the file

### (1) Specify the number of trophies

First, set the number of trophies in the trophy set.

Click on the [Add/Delete Trophies ...] button in the main window. Enter the number of trophies in the dialog that opens.

**Figure 33 Setting the Number of Trophies**



When the number of trophies is set, the individual trophies will be shown in the tree view on the lefthand side of the main window.

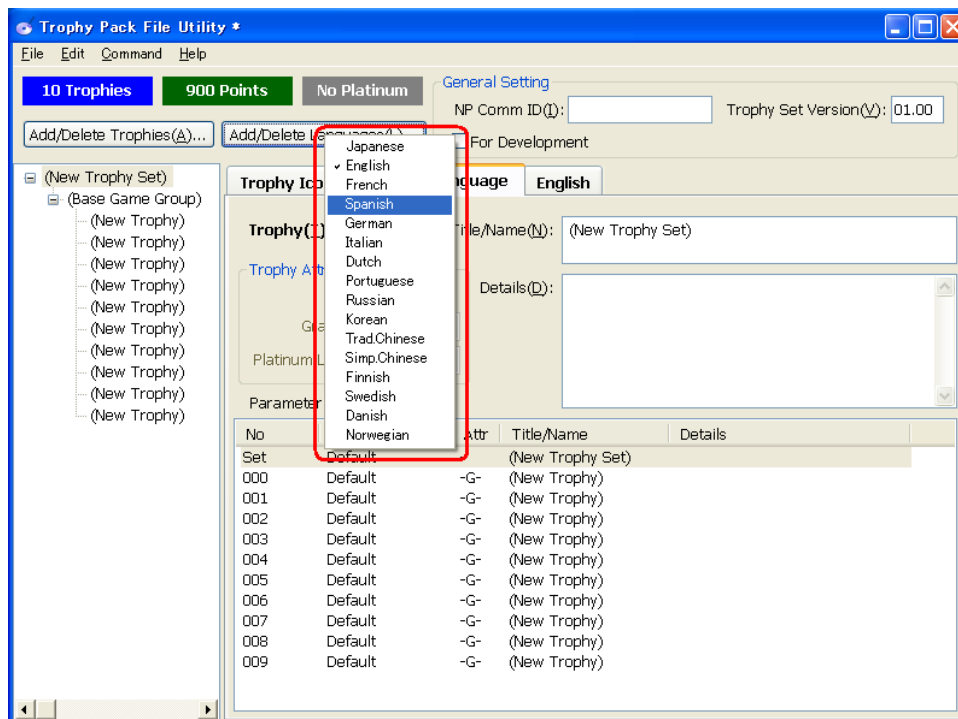
#### Note

Individual trophies can also be added or deleted by right-clicking the tree view, and selecting [Add Trophy] or [Delete Trophy] in the context menu that appears.

## (2) Specify the supported languages

Click on the [Add/Delete Languages ...] button in the main window. The menu for adding and deleting the languages to support in the trophy set will appear.

**Figure 34 Setting the Supported Languages**



Tick/untick the languages shown in the menu. This will add/delete individual language tabs to the right of the main window.

### Note

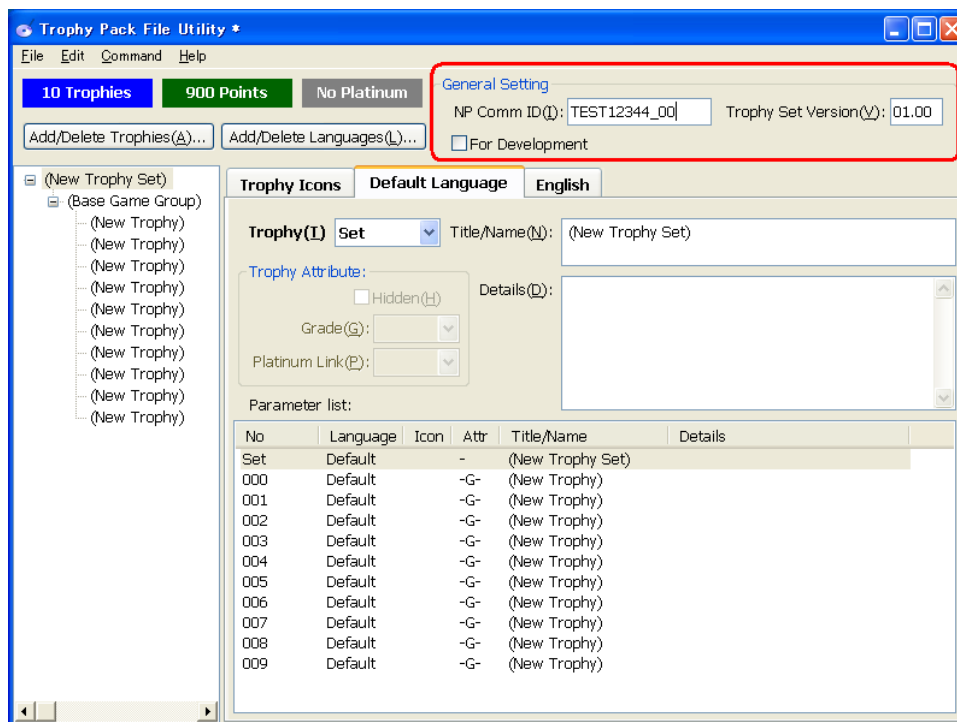
Text information in the default language is required. Therefore, the default language tab is shown from the beginning and cannot be deleted.

### (3) Specify the trophy set's general information

Enter the NP Communication ID and trophy set version in the text boxes in the upper right of the main window.

[For Development] checkbox is for development purpose. Refer to "NP Trophy Overview" for details.

**Figure 35 Setting the Trophy Set's General Information**

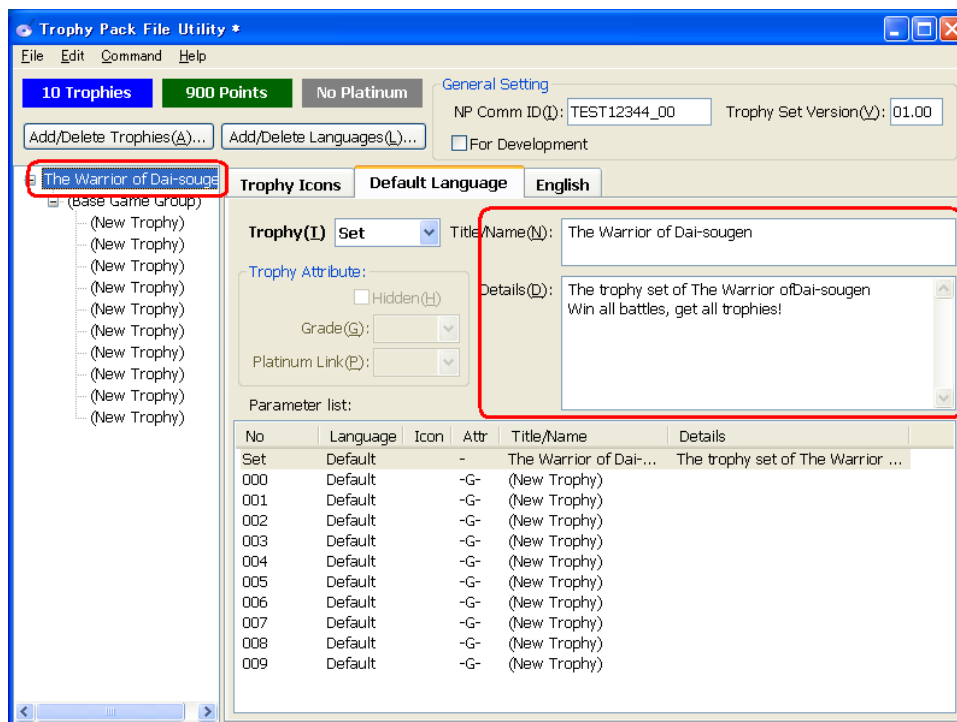


#### (4) Specify the trophy set's language-specific text (title and details)

Select the trophy set at the root of the tree view on the lefthand side of the main window. Enter the trophy set title and details in the [Title/Name] and [Details] fields on the righthand side of the window.

If multiple languages are supported, open each language tab and enter this information for that language.

**Figure 36 Setting the Trophy Set's Language-Specific Text**

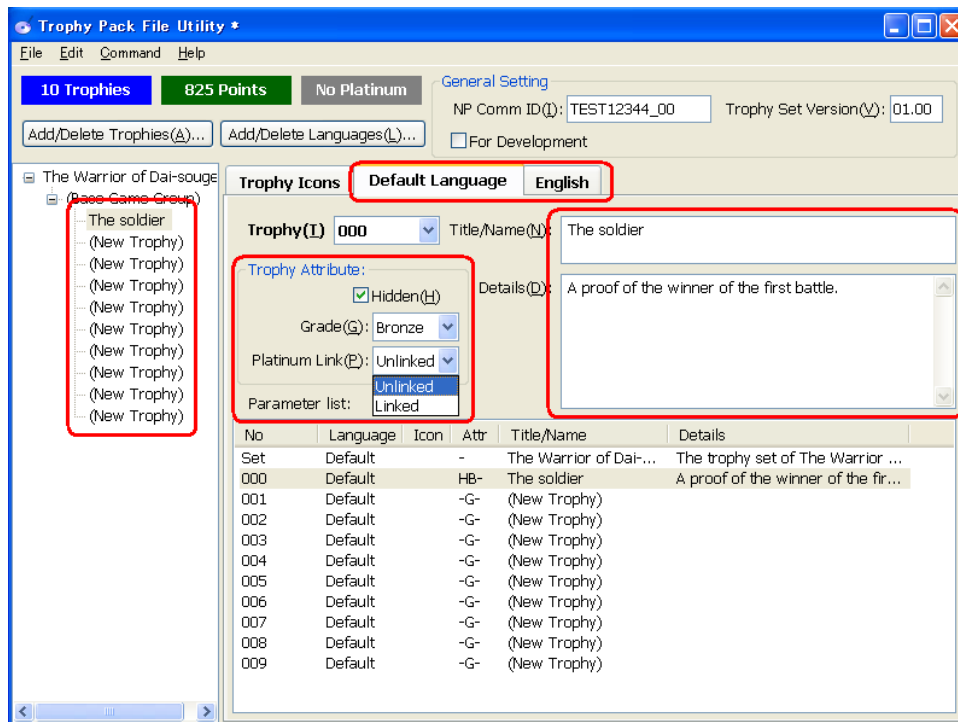


**(5) Specify the trophy attributes and language-specific text (name and details)**

Set the attributes and language-specific text of the individual trophies.

- (1) Select a trophy in the tree view on the lefthand side of the main window.
- (2) Select one of the language tabs and set the trophy's show/hide attribute, grade, and platinum link attribute in the [Trophy Attribute] area.
- (3) Then open each language tab and enter the trophy name and details in that language in the [Title/Name] and [Details] fields.
- (4) Repeat Steps (1) - (3) for all of the trophies.

**Figure 37 Setting the Trophy Attributes and Language-Specific Text**





**(6) Specify the trophy groups (in case it contains expansion packs)**

If the trophy pack file contains expansion packs, trophy groups must be set.

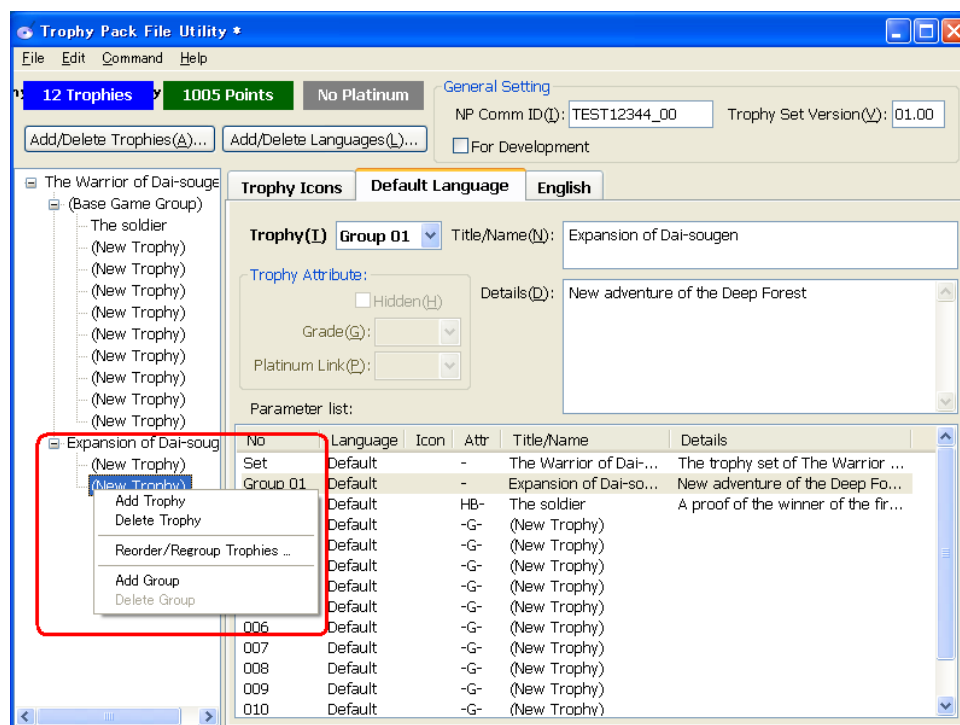
**Add a trophy group**

Right-click the tree view on the left hand-side of the main window and select the "Add Group" menu in order to add a new group. Specify the language-specific text of the trophy group in the same manner as "(4) Specify the trophy set's language-specific text (title and details)".

**Add trophies to the trophy group**

Select a trophy group in the tree view on the left hand-side of the window, right-click on the applicable group and select the "Add Trophy" menu in order to add a new trophy to that group. Specify the attributes and language-specific text of the trophy in the same manner as "(5) Specify the trophy attributes and language-specific text (name and details)".

**Figure 38 Setting the trophy groups**



## (7) Specify the still image icons of the trophy set, trophy groups and the trophies

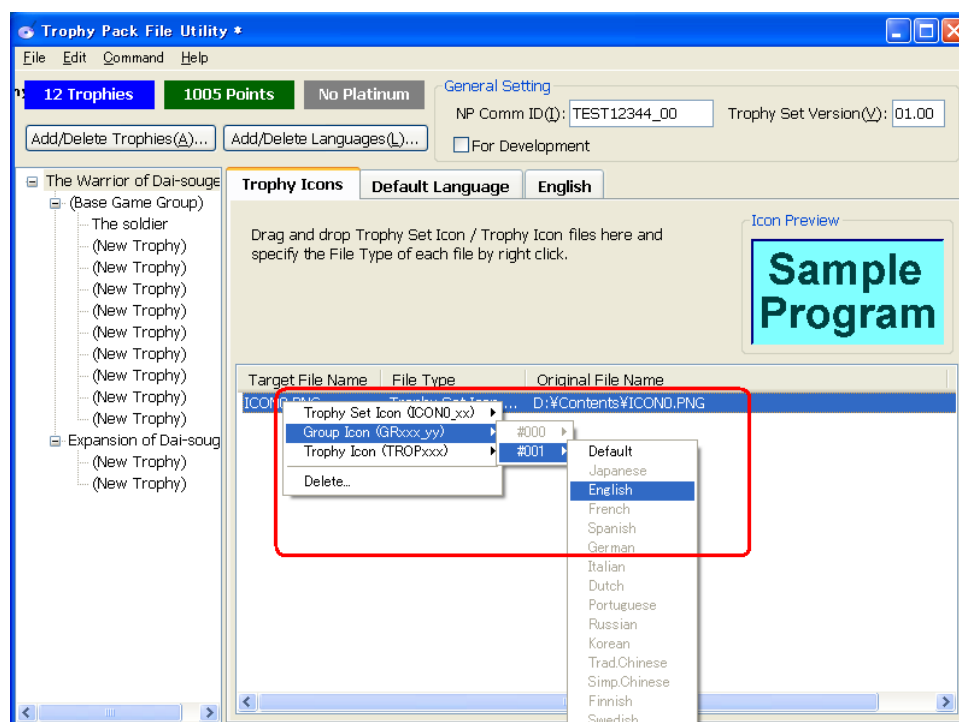
Open the [Trophy Icons] tab, and drag the still image icon files for the trophy set, the trophy groups and the trophies onto the tab area.

Right-click the filename of the icon file for the trophy set in the list view at the bottom of the window, and select the applicable language in the [Trophy Set Icon] submenu.

Right-click the filename of the icon file for the trophy groups in the list view, and select the applicable group ID and language in the [Group Icon] submenu.

Right-click the filename of each icon file for the trophies in the list view, and select the trophy ID in the [Trophy Icon] submenu.

**Figure 39 Setting the Still Image Icons**



### Default Filenames

If the filenames of icons are set as follows before dropping them onto the tab area, there will be no need to make selections from the menu.

Icon	Default Filename
Trophy set still image icon (default language)	ICON0.PNG
Trophy set still image icon (other languages)	ICON0_xx.PNG (xx is a 2-digit integer indicating the language)
Trophy group still image icon (default language)	GRxxx.PNG (xxx is a 3-digit integer indicating the Group ID)
Trophy group still image icon (other languages)	GRxxx_yy.PNG (xxx is a 3-digit integer indicating the Group ID, yy is a 2-digit integer indicating the language)
Trophy still image icon	TROPxxx.PNG (xxx is a 3-digit integer indicating the trophy ID)

### Note

A different trophy set icon and different trophy group icon can be specified per language, but the trophy icons are common to all the languages.

## (8) Save the File

From the [File] menu, select [Save Trophy Pack File] and save the \*.TRP file.

### Note

It is also possible to save the trophy pack file during configuration. However, it is possible for an error dialog (like Figure 41) to appear in such cases.

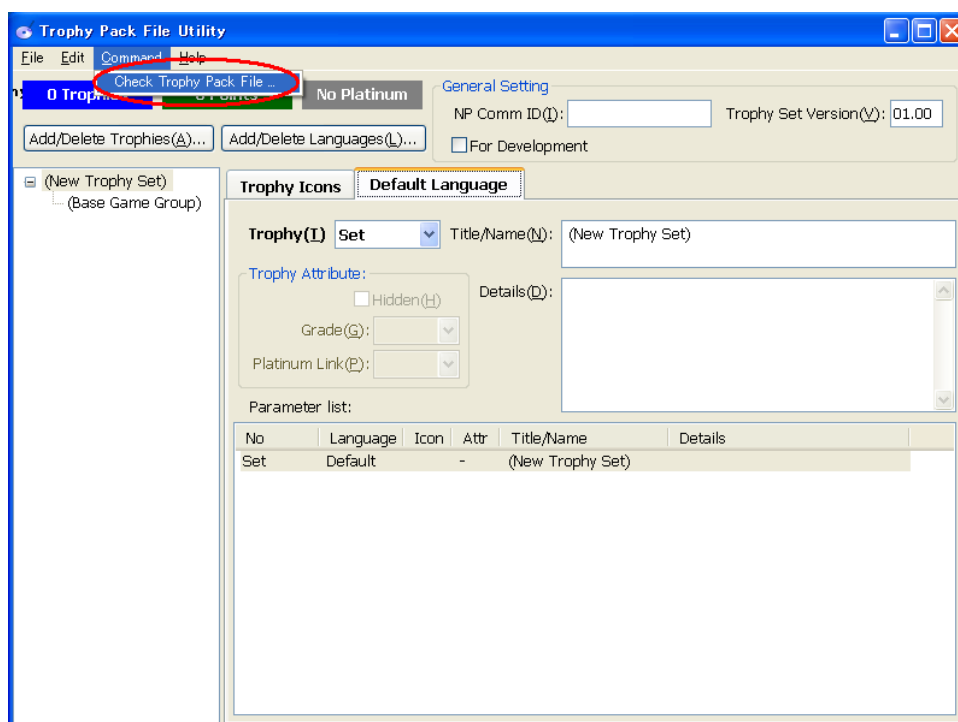
## Checking a Trophy Pack File

The procedure for checking a trophy pack file is as follows.

### (1) Select the Target File to Be Checked

From the [Command] menu, select [Check Trophy Pack File ...] and select the \*.TRP file to check.

Figure 40 Selecting the Target File

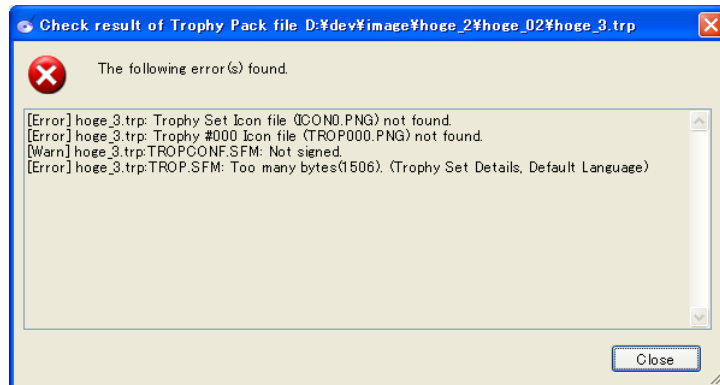


## (2) View the Check Results

When the check finishes, a dialog with the check results will open. Check this dialog for any messages.

If there are errors or warnings, the dialog will be as shown below.

**Figure 41 Check Results Indicating Errors**



## 6 Using the BD Emulator

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This chapter explains how to use the BD emulator features with the Generator.

The Generator can create a disc image (Emu image) for the BD emulator in the same manner as creating an Iso image file. An Emu image can be written onto the BD emulator HDD, to be executed instead of a Blu-ray Disc, on the Reference Tool or Debugging Station. The following methods can be used to write an Emu image to the BD emulator HDD.

- Create and write the Emu image file via the network
- Directly write the Emu image to a locally-connected BD emulator HDD

For details, refer to the "Reference System Supplement" document.

### Starting up and Editing the Project

Following the same procedure as chapter 3, "Creating an Iso Image File and a Blu-ray Disc", start up the Generator and edit the project.

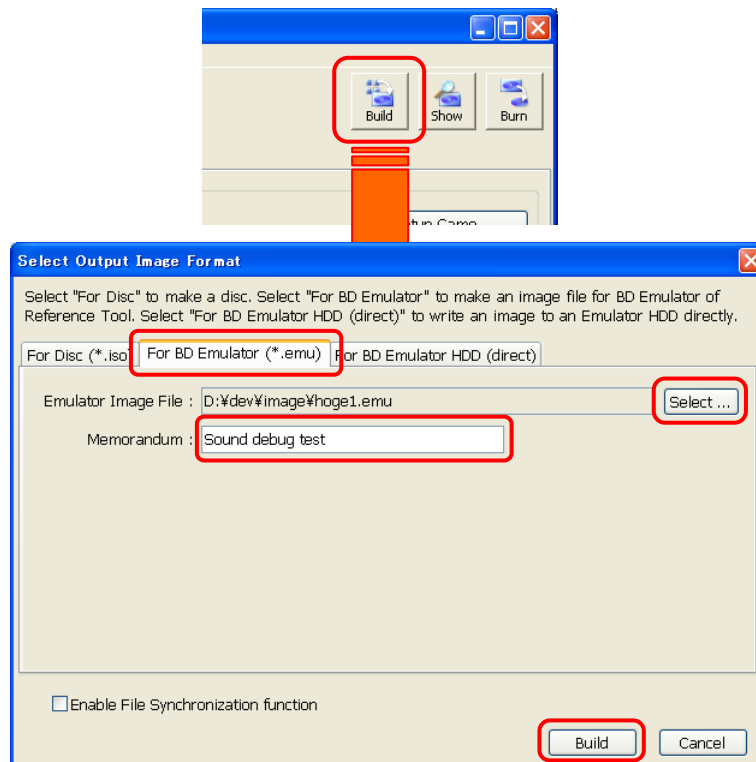
When you finish editing the project, click on the [Build] button. If no error or warning is detected, the dialog for starting the build will open. If an error or warning is detected, the dialog for displaying pre-build verification results will open. Please check the content of the error or warning from here.

## Creating an Emu Image File and Writing It via the Network

From the For BD Emulator (\*.emu) tab of the dialog for starting the build, select the output destination of the Emu image file and click on the [Build] button. The creation of the Emu image file will be started.

As an option, enter a description of the Emu image to [Memorandum]. The Memorandum will be displayed on the management tool of the Reference Tool, for example.

**Figure 42 Creating an Emu Image File**

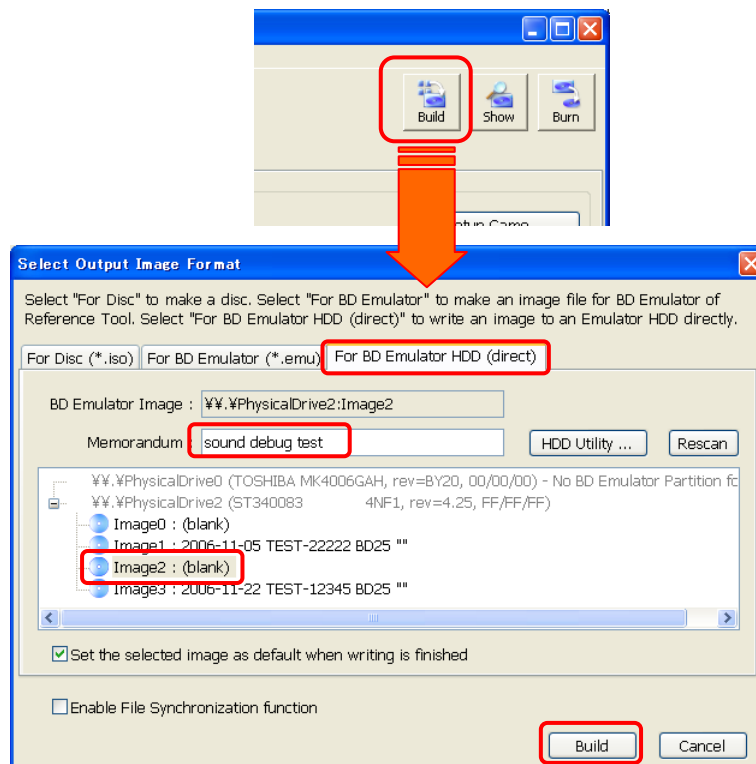


Write the created Emu image file onto a BD emulator HDD connected to the Reference Tool using the `dtcfsutil` command. It is also possible to use the BD Emulator HDD Utility feature of the Generator (described later) to write the file to a locally-connected BD emulator HDD.

## Directly Writing the Emu Image to a Locally-Connected BD Emulator HDD

In the dialog for starting the build, open the For BD Emulator HDD (direct) tab to write the Emu image directly to a locally-connected BD emulator HDD (in this case, an Emu image file will not be created).

**Figure 43 Writing Directly to a BD Emulator HDD**



At the center of the dialog of the For BD Emulator HDD (direct) tab, a list of locally-connected HDDs and the Emu image areas stored on them will be displayed. Select the write destination from this list and click on the [Build] button. The Emu image will be directly written to the selected area.

### Note

On Windows Vista, the list of HDDs may not be displayed unless the Generator is executed with the manager privilege. In such a case, please run the Generator with the administrator privilege.

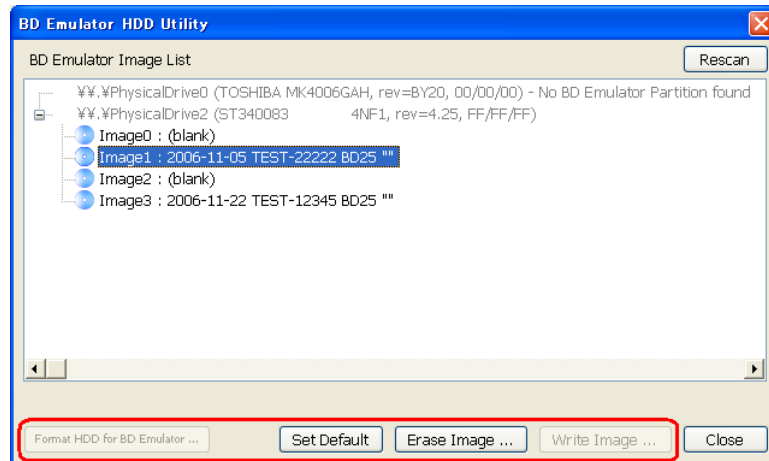
### Note

You cannot overwrite an area, to which an Emu image has already been written, using another Emu image. Click on the [HDD Utility ...] button, open the BD Emulator HDD Utility dialog, and delete the existing Emu image first before writing a new one onto the area.

## BD Emulator HDD Utility

Either select the [BD Emulator HDD Utility] from the Command menu of the Generator or click on the [HDD Utility ...] button of the For BD Emulator HDD (direct) tab on the dialog for starting the build, to open the BD Emulator HDD Utility dialog.

**Figure 44 BD Emulator HDD Utility Dialog**



The following operations can be performed from this dialog.

- Display a list of Emu images stored on the BD emulator HDD
- Format the BD emulator HDD ([Format HDD for BD Emulator ...] button)  
Note: All the contents of the HDD will be destroyed.
- Write an Emu image file onto the BD emulator HDD ([Write Image ...] button)
- Erase an Emu image stored on the BD emulator HDD ([Erase Image ...] button)
- Change the Emu image used upon startup ([Set Default] button)

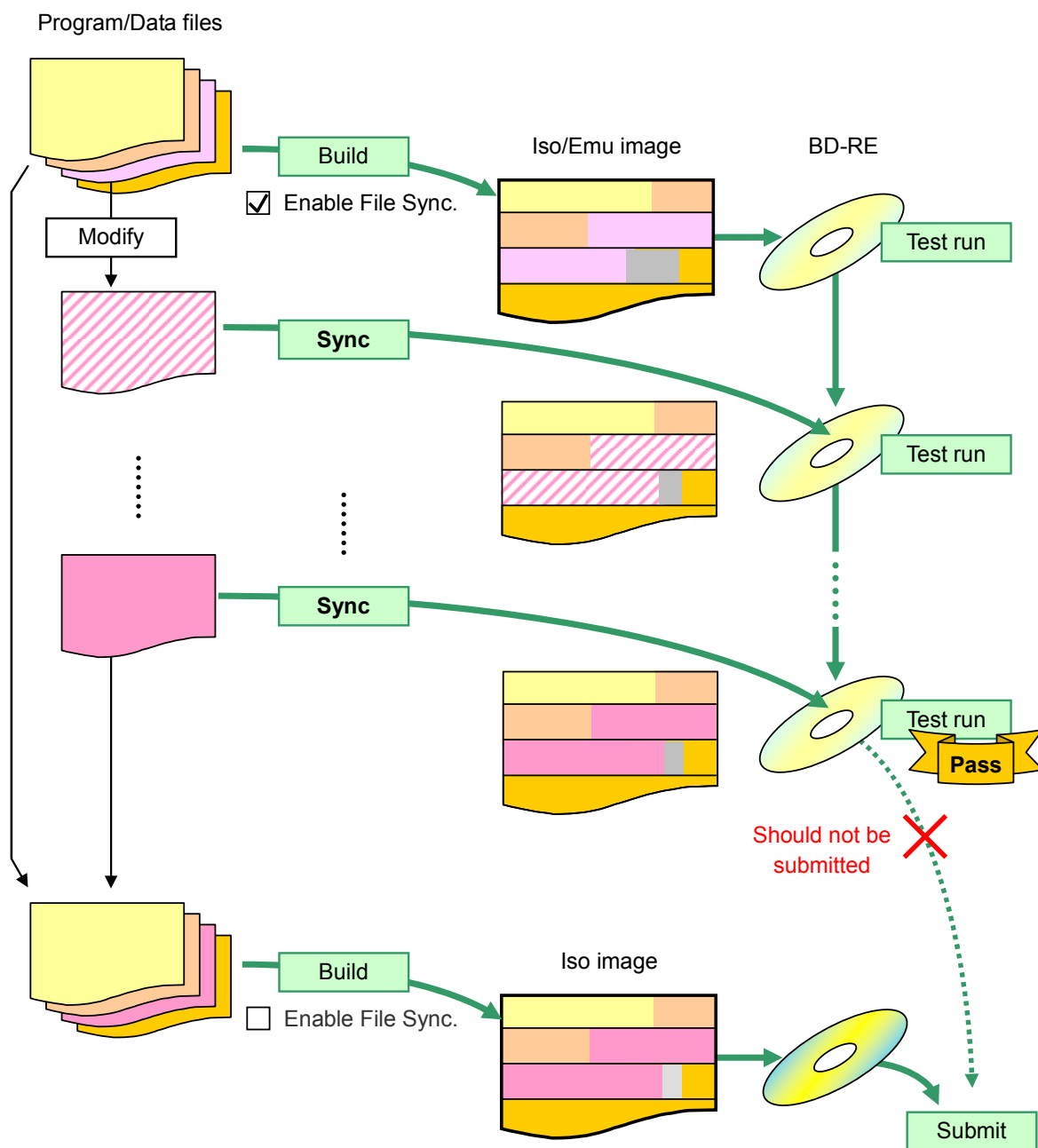


## 7 File Synchronization Function

### Overview

The file synchronization function is one of the features provided by the Generator; this function overwrites/updates specified file(s) written to Iso/Emu image files, BD-RE disc, or within an image on the BD emulator HDD. Because this function enables the update of only the files that have been modified, you will be freed from the burden of having to recreate the entire image that the files are a part of.

**Figure 45 Overview of the File Synchronization Function**



The file synchronization function supports the overwriting of a file that is already included within an image. A file cannot be added or deleted. It is also not possible to change a filename. A file cannot be overwritten as a file with a size that is larger than its original size or as a file with a size that is larger than the area size that has been reserved for that file.

This file synchronization function can only be used to create an image for performing a test run. Once the test is completed, make sure to disable the file synchronization function and to recreate the disc before submitting it as a master disc.

## Overwrite Processing Using the File Synchronization Function

There are two ways to execute overwrite processing using the file synchronization function, as follows.

- (a) Synchronize per project:  
Specify a project and overwrite all the files with new timestamps at a time.
- (b) Synchronize per file:  
Specify one file and overwrite it.

Each processing procedure is described below.

### (a) Synchronization per Project

The synchronization function per project is not yet implemented.

### (b) Synchronization per File

The synchronization function per file is currently only supported by the Command Line Version Generator.

In the Command Line Version Generator, synchronization is taken per file using the `sync_file` command. For details, refer to the "sync\_file Command" section of chapter 12.

## Reserving the Area

If there is a file that may become larger in size after its modification, reserve an area of the maximum size that you expect to be sufficient for that file, upon first creating the Iso/Emu image, by following the steps below.

- (1) Set a reserved area for a file that may become larger in size
- (2) Enable the file synchronization function and create an Iso/Emu image

Detailed procedure is as follows.

### (1) Set a Reserved Area for a File That May Become Larger in Size

To set a reserved area using the GUI Version Generator, right-click on the applicable file from the Directory tab or Layout tab, and select "Reserve File size ...". For details, refer to the "Directory Tab" section of chapter 8.

To set a reserved area using the Command Line Version Generator, edit the `rsv_len` attribute of the `<file>` element of the project file. For details, refer to "<file> Element" of the "Project File Elements" section in "Appendix B: Project File (\*.gp3) Specifications".

**(2) Enable the File Synchronization Function and Create an Iso/Emu Image**

When an image is created with the file synchronization function enabled, the extra space left out of the size reserved in step (1) will serve as the reserved area for extension when the file is overwritten.

To enable the file synchronization function on the GUI Version Generator, mark the [Enable File Synchronization function] checkbox in the dialog for starting the build. For details, refer to the "Dialog for Starting the Build" section of chapter 8.

To enable the file synchronization function on the Command Line Version Generator, execute the `build` command with the `rsv_sync` option. For details, refer to the "build Command" section of chapter 12.

**Note**

When the file synchronization function is disabled, the extra space left out of the reserved area will be free space - in other words, the physical position of the file on the disc for testing with the function enabled and the physical position of the file on the master disc to be submitted will be the same.

**Note**

If the file size upon overwriting the file is larger than the reserved area, overwrite will fail and the processing will result in an error.

## 8 Reference: Disc Image Generator for PlayStation®3

This chapter describes the various features of the Generator in detail.

### Files and Directories Created by the Generator

Most of the files and directories included in a project are selected by the user using the Directory tab. However, some of the directories and files are reserved by the system. These are created by the Generator according to the configuration set from the Volume tab or the dialog for game settings. The following shows the directory names to be included in a project, how to create the directories, and how to set the files stored under the directories.

Directory Name	How to Create the Directory	How to Set Files in the Directory
/ (Root directory)	Created automatically	Reserved (files cannot be placed)
/PS3_GAME/	Volume tab: either set the [Disc Boot Game] or [Install Packages] checkbox ON	Volume tab: [Setup Game ...] button -> Dialog for game settings
/PS3_GAME/USRDIR/	Volume tab: set the [Disc Boot Game] checkbox ON	Drag-and-drop files to the Directory tab
/PS3_GAME/USRDIR/subdirectory	Drag-and-drop to the Directory tab, or create a new directory	Drag-and-drop files to the Directory tab
/PS3_GAME/C00/	Volume tab: set the [Change the setting after Game Purchase (C00)] checkbox ON	Volume tab: [Setup Game (C00) ...] button -> Dialog for game settings
/PS3_GAME/TROPDIR/	Volume tab: set the [Trophy] checkbox ON	Reserved (files cannot be placed)
/PS3_GAME/TROPDIR/(NPcommID name)/	Create a new directory from the Directory tab (*1)	Drag-and-drop files to the Directory tab (*2)
/PS3_GAME/HTMLDIR/	Volume tab: set the [Web content] checkbox ON	Drag-and-drop files to the Directory tab
/PS3_GAME/INSDIR/	Volume tab: set the [Patches for Disc Boot Game] checkbox ON	Volume tab: [Setup Patch Param ...] button -> Dialog for game settings, or Volume tab: [Setup Patch Files ...] button -> Dialog for content files
/PS3_GAME/PKGDIR/	Volume tab: set the [Install Packages] checkbox ON	Volume tab: [Setup Package Root ...] button -> Dialog for game settings
/PS3_GAME/PKGDIR/PKGxx/	Volume tab: enter the number of packages to the [Number of Packages] combo box	Volume tab: [Setup Package ...] button -> select a package number -> Dialog for game settings
/PS3_CONTENT/	Volume tab: set the [Video Items (unencrypted)] or [Theme Items (unencrypted)] checkbox ON	Reserved (files cannot be placed)
/PS3_CONTENT/VIDEODIR/	Volume tab: set the [Video Items (unencrypted)] checkbox ON	Volume tab: [Setup Video Root ...] button -> Dialog for game settings

Directory Name	How to Create the Directory	How to Set Files in the Directory
/PS3_CONTENT/VIDEODIR/Dxxx/	Volume tab: enter the number of video content data in the [Number of Video Items] combo box	Volume tab: [Setup Video Item ...] button -> select content number -> Dialog for game settings
/PS3_CONTENT/THEMEDIR/	Volume tab: set the [Theme Items (unencrypted)] checkbox ON	Volume tab: [Setup Theme Root ...] button -> Dialog for game settings
/PS3_CONTENT/THEMEDIR/D000	Created automatically	Volume tab: [Setup Theme Items ...] button -> Dialog for content files
/PS3_EXTRA/	Volume tab: set the [Extra Contents (new format)] checkbox ON	Volume tab: [Setup Content Root ...] button -> Dialog for game settings
/PS3_EXTRA/Dxxx/	Volume tab: [Setup Content Items ...] button -> drop extra content data files to the dialog for content files	Volume tab: [Setup Content Items ...] button -> Dialog for content files -> double-click on the extra content data file -> Dialog for game settings
Other	Reserved or created automatically	Reserved or created automatically

(\*1) The directory name should be identical to the NP Communication ID.

(\*2) The filename must be TROPHY.TRP.

## Starting up the Generator

Drag-and-drop an existing project file (\*.gp3) to ps3gen.exe. The Generator can then be started up with the project file already loaded. Moreover, if you have the \*.gp3 extension linked to ps3gen.exe on the Windows Explorer, for example, you will be able to start up the Generator with the project file already loaded, by just double-clicking on the project file.

## File Menu

### New Project ...

Creates a new project. Contents being edited will be cleared.

### Open Project ...

Opens an existing project file. Contents being edited will be cleared.

### Save Project

Saves the project being edited as a file. When saving for the first time, a dialog for entering the filename will open.

### Save as ...

Saves the project being edited under a different name.

### Exit

Terminates the Generator.

## Edit Menu

### Add License Information File

Adds the license information file (/PS3\_GAME/LICDIR/LIC.DAT) to a project file created with an earlier version of the Generator.

This menu is invalid for project files that already have license information files.

## Command Menu

### Disc Boot Game

This is equivalent to the [Disc Boot Game] checkbox of the Volume tab. Refer to the "Volume Tab" section.

### Install Packages

This is equivalent to the [Install Packages] checkbox of the Volume tab. Refer to the "Volume Tab" section.

### Video Items (unencrypted)

This is equivalent to the [Video Items (unencrypted)] checkbox of the Volume tab. Refer to the "Volume Tab" section.

### Theme Items (unencrypted)

This is equivalent to the [Theme Items (unencrypted)] checkbox of the Volume tab. Refer to the "Volume Tab" section.

### Extra Contents (new format)

This is equivalent to the [Extra Contents (new format)] checkbox of the Volume tab. Refer to the "Volume Tab" section.

### Setup Game ...

This is equivalent to the [Setup Game...] button of the Volume tab. Refer to the "Volume Tab" section.

### Setup Package Root ...

This is equivalent to the [Setup Package Root ...] button of the Volume tab. Refer to the "Volume Tab" section.

### Setup Package

This is equivalent to the [Setup Package ...] button of the Volume tab. Refer to the "Volume Tab" section.

### Setup Video Root ...

This is equivalent to the [Setup Video Root ...] button of the Volume tab. Refer to the "Volume Tab" section.

### Setup Video Item

This is equivalent to the [Setup Video Item ...] button of the Volume tab. Refer to the "Volume Tab" section.

### Setup Theme Root ...

This is equivalent to the [Setup Theme Root ...] button of the Volume tab. Refer to the "Volume Tab" section.

### Setup Theme Items ...

This is equivalent to the [Setup Theme Items ...] button of the Volume tab. Refer to the "Volume Tab" section.

**Setup Content Root ...**

This is equivalent to the [Setup Content Root ...] button of the Volume tab. Refer to the "Volume Tab" section.

**Setup Content Items ...**

This is equivalent to the [Setup Content Items ...] button of the Volume tab. Refer to the "Volume Tab" section.

**Build Disc Image ...**

This is equivalent to the [Build] button of the top panel. Refer to the "Top Panel", "Dialog for Displaying Pre-build Verification Results", and "Dialog for Starting the Build" sections.

**Show Disc Image Information ...**

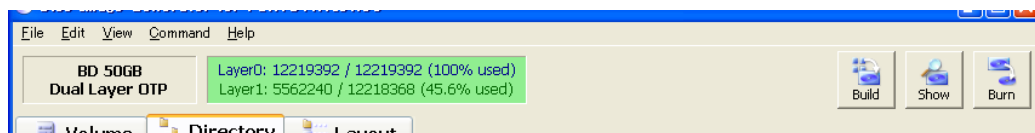
This is equivalent to the [Show] button of the top panel. Refer to the "Top Panel" and "Dialog for Image Information" sections.

**Burn Image to Recordable Disc ...**

This is equivalent to the [Burn] button of the top panel. Refer to the "Top Panel" and "Dialog for Starting the Burn" sections.

**BD Emulator HDD Utility ...**

The BD Emulator HDD Utility dialog will open irrespective of the currently opened project. Refer to the "BD Emulator HDD Utility Dialog" section.

**Top Panel****Figure 46 Example of the Top Panel****Disc Type Display**

Displays the selected disc type.

**Layer Usage Rate**

Displays the used number of sectors, and the usage rate for each layer.

If the usage rate exceeds 100%, it will be indicated in orange. In this case, change the [Disc Type] of the Volume tab and select a disc type of greater size, or reduce the size or the number of files.

**Build Button**

Click on this [Build] button to create an Iso image file/Emu image file or to write to the BD emulator HDD, from the currently opened project.

When the [Build] button is clicked on, the project will first be verified. If an error or warning is detected during the verification, the dialog for displaying pre-build verification results will open.

If an error or warning is not found during the verification of the project, or if you choose to continue the process at the dialog for displaying pre-build verification results, the dialog for starting the build will open.

Refer to the "Dialog for Displaying Pre-build Verification Results" and "Dialog for Starting the Build" sections.

## Show Button

Click on the [Show] button to open the dialog for image information irrespective of the currently opened project. Refer to the "Dialog for Image Information" section.

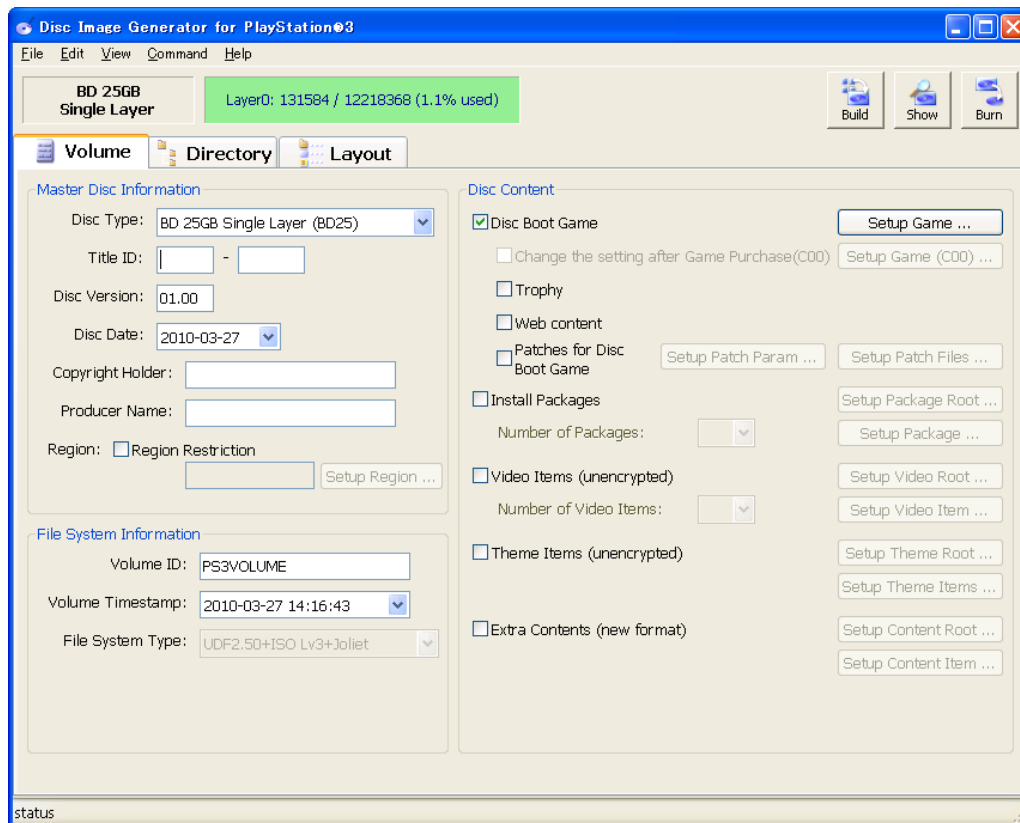
## Burn Button

Click on the [Burn] button to open the dialog for starting the burn irrespective of the currently opened project. Refer to the "Dialog for Starting the Burn" section.

## Volume Tab

The Volume tab is used for entering and displaying general information of the master disc to be created.

**Figure 47 Example of the Volume Tab**



## Disc Type

Select the disc type (physical format). Refer to the "Appendix A: Blu-ray Disc Specifications".

## Title ID

Represents the product code of the disc. The product code consists of 4 upper-case alphabet characters and 5 numbers.

## Disc Version

Represents the version of the disc. Set "01.00" for the first version, "01.01" for the first modification, "01.02" for the second modification, and so forth.

## Disc Date

Represents the date of disc creation.



**Copyright Holder**

Represents the copyright holder. Up to 32 alphabetic characters can be entered.

**Producer Name**

Represents the producer. Up to 32 alphabetic characters can be entered.

**Region**

Represents the disc's region restriction. For details on the region restriction, refer to the "Application Requirements" document.

**Note**

Region restriction is a feature added from system software 3.30. This cannot be used in earlier versions. When using the region restriction, please contact SCE in advance.

**Volume ID**

Represents the volume identifier that will be stored in the file system.

**Volume Timestamp**

Represents the volume creation date/time that will be stored in the file system. This date/time will also be used as the creation date/time for the directories to be included in the disc image.

**File System Type**

Represents the types of file systems to be stored on the disc. This item cannot be altered.

**Disc Boot Game Checkbox**

Indicates whether or not a disc boot game is included in the disc. Mark this checkbox to include a disc boot game in the disc (the box is checked in default settings).

**Setup Game ... Button**

Opens the dialog for game settings to set the system file and content information files for a disc boot game. Refer to the "Dialog for Game Settings" section.

**Note**

The files edited from this dialog for game settings will be stored under the /PS3\_GAME directory.

**Change the setting after Game Purchase(C00) Checkbox**

If the disc boot game supports the game purchase feature, this represents whether or not to have different settings before and after the game purchase. If the disc boot game does not support this feature, the item cannot be selected.

**Note**

To support the game purchase feature, open the dialog for game settings from the [Setup Game ...] button, and mark the [Support Game Purchase] checkbox of the Advanced Parameter tab.

**Setup Game (C00) ... Button**

If the disc boot game supports the game purchase feature, the dialog for game settings will open to set the system file and content information files for the disc boot game after the game purchase.

The settings that can be changed before/after the game purchase are as follows.

- Title (default)
- Title (localized)
- Parental Lock Level (Default)
- Parental Lock Level (License Area)
- PSP™ remote play

- Resolution
- Sound Format
- Content Information Files

**Note**

The files edited in this dialog for game settings will be stored under the /PS3\_GAME/C00 directory.

**Trophy Checkbox**

Indicates whether or not the disc boot game supports the trophy system.

**Web Content Checkbox**

Indicates whether or not the disc boot game contains a web content area.

**Patches for Disc Boot Game Checkbox**

Indicates whether or not patch packages that are automatically applied to the disc boot game are included.

**Setup Patch Param ... Button****Setup Patch Files ... Button**

Contact SCE regarding the usage of these buttons.

**Install Packages Checkbox**

Represents whether or not install packages are included in the disc. Check this box if you want to include install packages in the disc (the box is not checked in default settings). A disc containing install packages is also called an install disc. For details on the install disc, refer to the "Game Disc Specifications" document.

**Setup Package Root ... Button**

Opens the dialog box for game settings to set the system file and the content information files for the install disc.

**Note**

The files edited in this dialog for game settings will be stored under the / PS3\_GAME/PKGDIR directory.

**Number of Packages Combo Box**

Represents the number of install packages included in the disc.

**Setup Package ... Button**

Opens the dialog for game settings to set the system file, content information files, and install package file for each of the install packages.

**Note**

The files edited in this dialog for game settings will be stored under the /PS3\_GAME/PKGDIR/PKGxx directory (where xx is a 2-digit integer).

**Video Items (unencrypted) Checkbox**

Represents whether or not video content data is included in the disc. Check this box if you want to include video content data in the disc (the box is not checked in default settings).

A disc containing content data is also called a content disc. For details on content discs, refer to the "Game Disc Specifications" document.

**Setup Video Root ... Button**

Opens the dialog for game settings to set the system file and content information files for a video content disc.

**Note**

The files edited from this dialog for game setting will be stored under the /PS3\_CONTENT/VIDEODIR directory.

**Number of Video Items Combo Box**

Represents the number of video content data that is stored on the disc.

**Setup Video Item ... Button**

Opens the dialog for game settings to set the system file, content information files, and video content data file for each of the video content data.

**Note**

The files edited from this dialog for game settings will be stored under the /PS3\_CONTENT/VIDEODIR/Dxxx directory (where xxx is a 3-digit integer).

**Theme Items (unencrypted) Checkbox**

Represents whether or not theme content data is included in the disc. Check this box if you want to include theme content data in the disc (the box is not checked in default settings).

A disc containing content data is also called a content disc. For details on content discs, refer to the "Game Disc Specifications" document.

**Setup Theme Root ... Button**

Opens the dialog for game settings to set the system file and content information files for a theme content disc.

**Note**

The files edited from this dialog for game settings will be stored under the /PS3\_CONTENT/THEMEDIR directory.

**Setup Theme Items ... Button**

Opens the dialog for content files to set the theme content data files.

**Note**

The files edited from this dialog for content files will be stored under the /PS3\_CONTENT/THEMEDIR/D000 directory.

**Extra Contents (new format) Checkbox**

Represents whether or not extra contents are included in the disc. Check this box if you want to include install packages and content data in a new format in the disc (the box is not checked in default settings).

A disc including extra contents may be referred to as an extra content disc. For details on extra content discs, refer to the "Game Disc Specifications" document.

**Note**

Extra content cannot be stored together with previously-formatted install packages, video content data, and/or theme content data on the same disc.

**Setup Content Root ... Button**

Opens the dialog for game settings to set the system file and content information files for an extra content disc.

**Note**

Files edited using this dialog for game settings will be stored under the /PS3\_EXTRA directory.

**Setup Content Items ... Button**

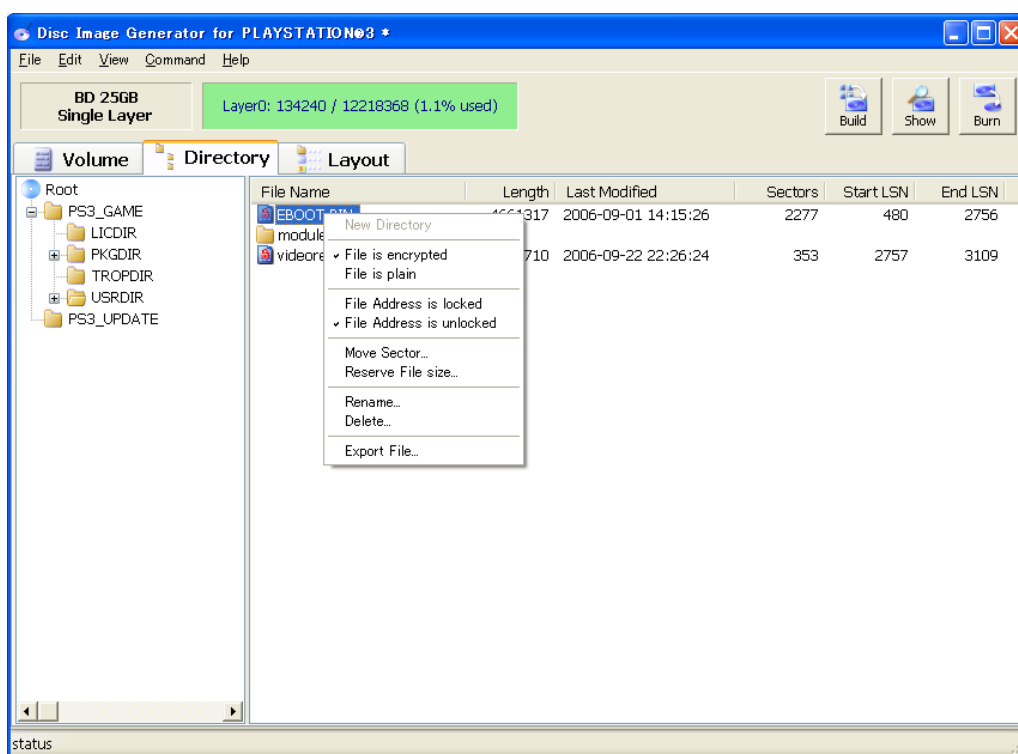
Opens the dialog for content files to set extra content data files and each system file and content information file for contents.

**Note**

Files edited using this dialog for content files will be stored under the /PS3\_EXTRA/Dxxx directory (where xxx represents a 3-digit integer).

**Directory Tab**

The Directory tab allows you to directly set the files to be included in a project, and the directory tree within the project (other than the reserved files).

**Figure 48 Example of the Directory Tab**

The Directory tab consists of the tree view on the lefthand side, and the list view on the righthand side.

The tree view shows the directories included in the project. A file or directory can be dragged-and-dropped onto the tree view for addition to the project.

The list view shows the files and directories stored in the directory selected in the tree view. In the list view as well, a file or directory can be dragged-and-dropped for addition to the opened directory. When right-clicking over the list view, the following operations can be performed from the displayed context menu.

**Note**

Files and directories with reserved names cannot be added, created, renamed, have their attributes modified, or deleted. For information about reserved file and directory names, see the "Game Master Disc Requirements" document.

**New Directory**

Creates a new directory.

**File is encrypted**

A check on this item means that the encryption attribute of the file is on.

You can also select this item to enable the encryption attribute. Files dropped onto the Generator will by default have the encryption attribute enabled.

**File is plain**

A check on this item means the encryption attribute of the file is off.

You can also select this item to disable the encryption attribute.

**File Address is locked**

A check on item means the sector address of the file is locked.

You can also select this item to lock the sector address.

**Note**

Files with locked sector addresses may be affected (i.e. the lock may be released) by operations on other files such as moving files, adding files, changing the lock, changing the encryption attribute or renaming a file.

**File Address is unlocked**

A check on this item means the sector address of the file is unlocked.

You can also select this item to unlock the sector address.

Files with unlocked sector addresses will have their sector addresses automatically calculated. Files dropped onto the Generator will by default not have their sector addresses locked.

**Move Sector ...**

Opens the dialog for entering the sector address of the selected file. Files with appropriate sector addresses specified will automatically be in a state where their sector addresses are locked.

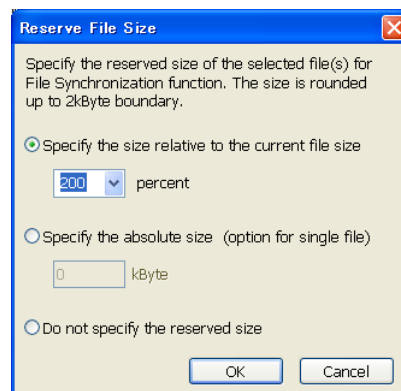
If an inappropriate sector address is specified, for example, if the specified area is already being used, the specified sector address will automatically be unlocked.

**Reserve File size ...**

Opens the dialog for setting the size of the reserved area for the selected file.

This reserved area will mainly be used by the file synchronization function. Refer to chapter 7, "File Synchronization Function".

**Figure 49 Dialog for Reserving the File Size**



The size of the area to reserve can be set in 2 ways using this dialog.

- Specify the size relative to the current file size:  
The value that is the product of (the current file size) multiplied by the (entered value), divided by 100, and then rounded up to the nearest multiple of 2KB, will be set as the size of the reserved area.
- Specify the absolute size:  
The value of the entered value rounded up to the nearest multiple of 2KB will be set as the size of the reserved area.

Although it is possible to select multiple files at the same time and to set a reserved area for them, this setting is only possible by specifying the size relative to the current file sizes.

If the size of the set reserved area is smaller than the actual size of the file, this setting will be ignored.

If the size of the set reserved area is larger than the actual size of the file, the difference of the (size of the reserved area) minus the (actual file size) will be allocated at the end of the file as a gap upon building the Iso/Emu image.

**Note**

The size of the reserved area will be saved to the rsv\_len attribute of the <file> element for the project file.

**Rename ...**

Changes the name of the file or directory.

**Delete ...**

Deletes the file or directory from the project.

**Export File ...**

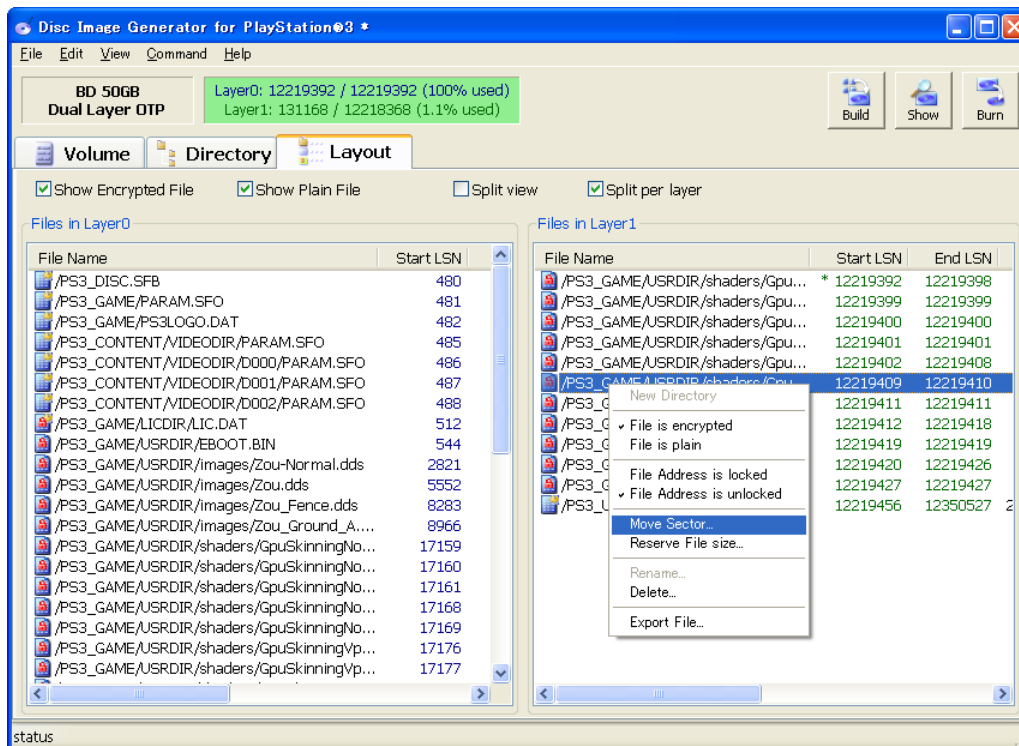
Saves the selected file onto the PC. This feature is useful when you want to individually save a file whose actual body does not exist outside the project, such as, a system file.

This menu item does not affect the state of the project.

## Layout Tab

The Layout tab shows the files contained in the project in the order that they will be placed on the disc image. Drag-and-drop the files to the Layout tab to rearrange the order of the files to be placed on the disc image.

**Figure 50 Example of the Layout Tab**



### Split view Checkbox

When marked, the list view is split into 2 boxes - one on top of the other - where files can be dragged and dropped between the 2 list views.

### Split per layer Checkbox

This item is available only if the Disc Type is BD 50GB Dual Layer OTP. When marked, the list view is split into 2 boxes - one for each layer - that are set side-by-side where files can be dragged and dropped between the 2 list views. Files that are dragged to the right list view will be placed on Layer1.

The same processing as those carried out from the Directory tab can be performed by right-clicking on a file in the Layout tab, and selecting an appropriate processing for it from the displayed context menu (some items are unavailable). For details, refer to the "Directory Tab" section.

### Note

Files with reserved names cannot have their attributes modified and cannot be deleted. For information about reserved filenames, see the "Game Master Disc Requirements" document.

## Dialog for Game Settings

Of the files contained in a project, use the dialog for game settings to make settings regarding the system file parameters and content information files here.

More specifically, the following settings can be made.

- Settings for the disc boot game (system file parameters, content information files)
- Settings for the disc boot game after game purchase (system file parameters, content information files)
- Settings for the install disc (system file parameters, content information files)
- Settings for each install package (system file parameters, content information files, install package file)
- Settings for the video content disc (system file parameters, content information files)
- Settings for each video content data (system file parameters, content information files, video content data file)
- Settings for the theme content disc (system file parameters, content information files)
- Settings for extra content disc (system file parameters, content information files)
- Settings for each extra content (system file parameters, content information file)

The relationships between each disc content and the files to be set, with the tab to be used, are as follows.

Disc Content	File to Set	Required/Optional	Tab to Be Used
Disc boot game (*1)	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	(*2)	Content Information Files tab
Disc boot game after game purchase (when supporting the game purchase feature)	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	(*2)	Content Information Files tab
Install disc	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	(*2)	Content Information Files tab
(Each) individual package	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	(*2)	Content Information Files tab
	Install package file	Required	Install Package File tab
Video content disc	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	All optional	Content Information Files tab
(Each) video content data	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	All optional	Content Information Files tab
	Video content data file	Required	Content Data File (Video) tab
Theme content disc	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	All optional	Content Information Files tab
Extra content disc	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	(*2)	Content Information Files tab



Disc Content	File to Set	Required/Optional	Tab to Be Used
Each content in an extra content disc	System file	Required	General Parameter tab, Advanced Parameter tab
	Content information files	(*3)	Content Information Files tab

(\*1) For the setting of program files and data files for a disc boot game, use the Directory tab instead of the dialog for game settings.

(\*2) Only required for ICON0.PNG. Other content information files are optional.

(\*3) Only required for ICON2.PNG. Other content information files are optional.

### Dialog for Game Settings: File Menu

#### Import System File ...

Imports the selected system file parameters to the system file being edited. The parameters to be imported are as follows.

- Title (default)
- Title (localized)
- Parental Lock Level (Default)
- Parental Lock Level (License Area)
- Resolution
- Sound Format

### Dialog for Game Settings: Edit Menu

#### Add parameter APP\_VER ...

Adds the Application Version (APP\_VER) parameter to a system file created with an old version of the Generator.

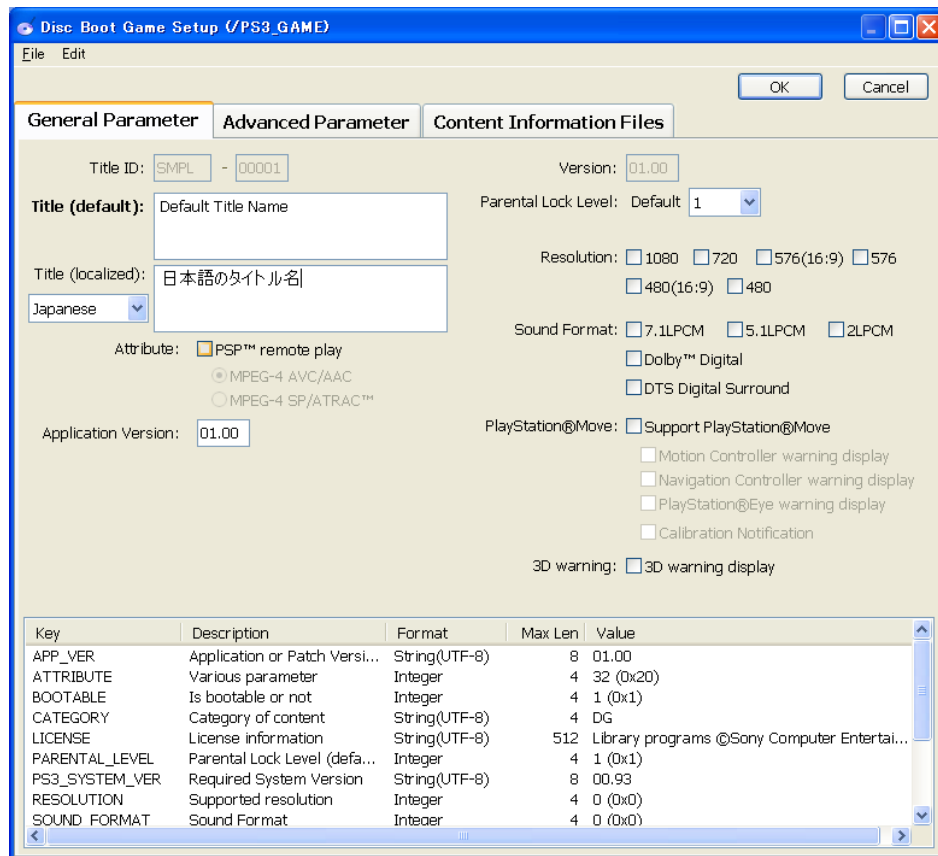
#### Note

This feature takes no meaning if the APP\_VER parameter already exists or if the system file does not require the APP\_VER parameter (for example, an install package).

## Dialog for Game Settings: General Parameter Tab

The General Parameter tab is used for entering and checking parameters that are normally included in system files.

**Figure 51 Example of the Dialog for Game Settings: General Parameter Tab**



### Title ID

Displays the product code of the disc (product code of the package when setting an install package).

#### Note

For entering the title ID, use the Volume tab instead of the dialog for game settings.

### Title (default)

Represents the default title name of the content being set.

For restrictions on the length and types of strings, as well as on the number of linefeeds, refer to the "Content Information Specifications" document.

### Title (localized)

Represents the title name of the content being set, in each language (optional).

### PSP™ remote play Checkbox

Indicates whether or not remote play from PSP™ (PlayStation®Portable) is supported in the disc boot game (optional).

For details, refer to the "Remote Play Utility Overview" document.

This item is invalid for content other than disc boot games.

**Application Version**

Represents the application version of the disc boot game. It is used for re-mastering and for managing patches. For details, refer to the "Patch Overview" document.

This item is invalid for content other than disc boot games.

**Version**

Represents the version of the disc.

**Note**

For entering the version, use [Disc Version] of the Volume tab instead of the dialog for game settings.

**Parental Lock Level (Default)**

Represents the default parental lock level of the content being set.

**Resolution**

Represents the display resolutions supported by the disc boot game.

For the meaning of each checkbox, refer to the "Application Requirements (Graphics)" document and the "System Software Overview" document.

This item is invalid for content other than disc boot games.

**Sound Format**

Represent the sound format supported by the disc boot game. Refer to the "System Software Overview" document.

This item is invalid for content other than disc boot games.

**PlayStation®Move**

Represents whether or not the disc boot game supports the PlayStation®Move motion controller.

This item is invalid for content other than disc boot games.

**Support PlayStation®Move Checkbox**

Check when the disc boot game supports the PlayStation®Move motion controller.

**Motion Controller warning display Checkbox/****Navigation Controller warning display Checkbox/****PlayStation®Eye warning display Checkbox**

Check to display a warning display by the system software upon game startup regarding the use of the PlayStation®Move motion controller, PlayStation®Move navigation controller, or PlayStation®Eye, respectively.

**Calibration Notification Checkbox**

Check to display a notification to the user by the system software when the geomagnetic sensor of the PlayStation®Move motion controller has not been calibrated.

**3D warning display Checkbox**

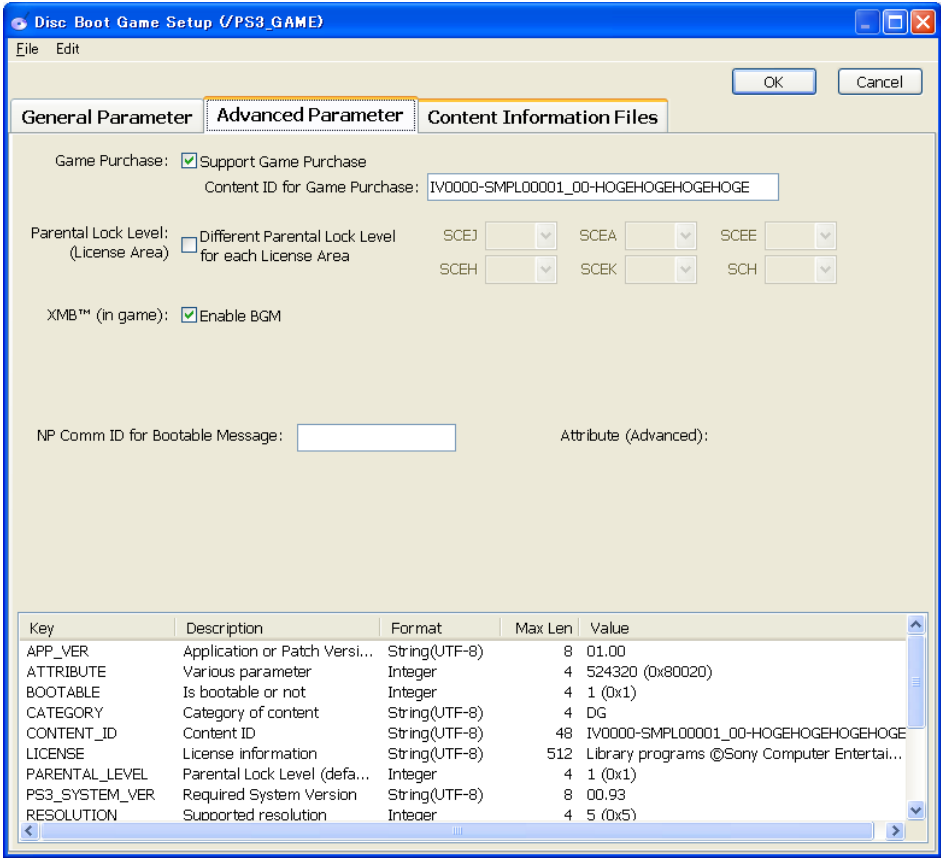
Check to display a warning display upon game startup regarding stereoscopic 3D viewing.

For details, refer to the "Application Requirements (Graphics)" document.

Dialog for Game Settings: Advanced Parameter Tab

The Advanced Parameter tab enables you to enter and check special parameters included in the system files.

Figure 52 Example of the Dialog for Game Settings: Advanced Parameter Tab



Support Game Purchase

Indicates whether or not the disc boot game supports the game purchase feature (optional).  
For details on the game purchase feature, refer to the "NP DRM Overview" document.  
This item is invalid for content other than disc boot games.

Content ID for Game Purchase

When the disc boot game supports the game purchase feature, this item represents the content ID of the license package.

Different Parental Lock Level for each License Area

Indicates whether or not the content being set has a different parental lock level set for each license area (optional).

SCEJ/SCEA/SCEE/SCEH/SCEK/SCH

When the content being set has a different parental lock level set for each license area, this menu represents the parental lock level of each area.

Note

Contact SCE on how to set a different parental lock level for each license area.

## Enable BGM

Indicates whether or not the disc boot game supports the system BGM feature (optional: enabled by default).

This menu is invalid when setting content other than disc boot games.

## NP Comm ID for Bootable Message

Indicates the NP Communication ID to be used when sending/receiving a bootable invitation message.

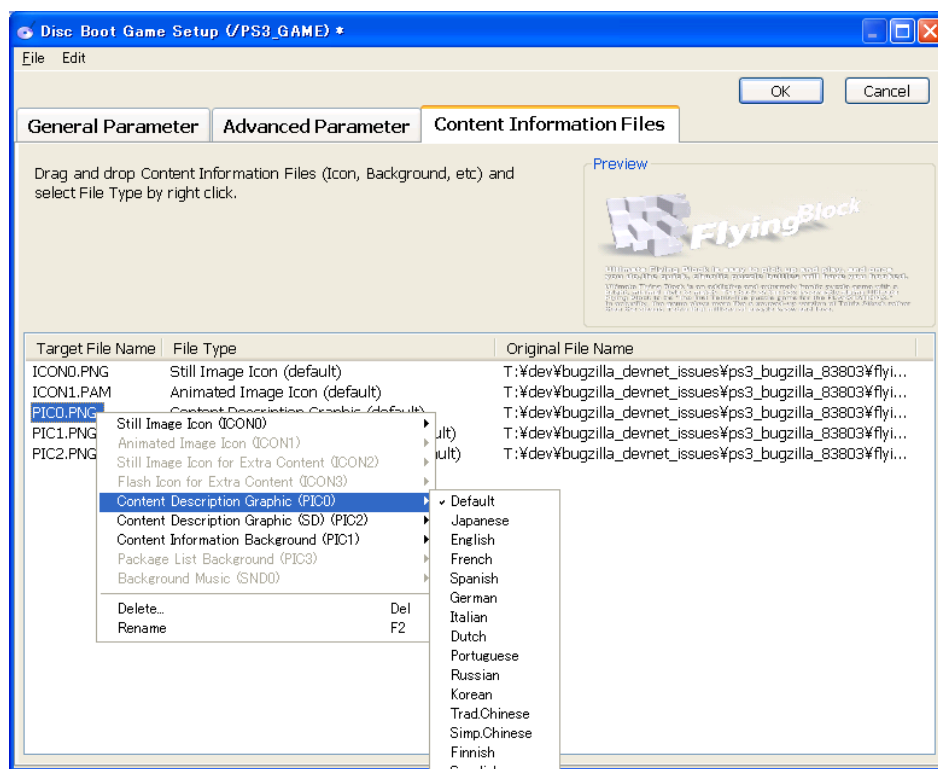
For details about the feature, refer to the "NP Basic Overview" document.

## Dialog for Game Settings: Content Information Files Tab

The Content Information Files tab is used to set content information files.

For details on content information files, refer to the "Game Master Disc Requirements" document and the "Content Information Specifications" document.

**Figure 53 Example of the Dialog for Game Settings: Content Information Files Tab**



When you drop a file within the tab, the file will be added to the list view.

When you select a file from this list view, a preview image will be displayed in [Preview].

### Note

The preview feature does not support movie icons or BGM.

Moreover, from the context menu displayed by right-clicking on a file, the file can be appropriately renamed.

### Note

The renaming operation can be skipped by changing the filename as appropriate before dropping the file within the tag.

**Still Image Icon (ICON0) Menu**

Renames the file as a still image icon file.

**Animated Image Icon (ICON1) Menu**

Renames the file as an animated image icon file.

**Still Image Icon for Extra Content (ICON2) Menu**

Renames the file as a still image icon file for extra content.

This menu is only valid when an extra content data is set.

**Animated Image Icon for Extra Content (ICON3) Menu**

Renames the file as an animated image icon file for extra content.

This menu is only valid when an extra content data is set.

**Content Description Graphic (PIC0) Menu**

Renames the file as a content description graphic file (high-resolution).

**Content Description Graphic (SD) (PIC2) Menu**

Renames the file as a content description graphic file (standard-resolution).

**Content Information Background (PIC1) Menu**

Renames the file as a content information background file.

**Package List Background (PIC3) Menu**

Renames the file as a package list background image file. This menu is only valid when an install disc or a content disc is set.

**Background Music (SND0) Menu**

Renames the file as a BGM file.

**Japanese/English/French/...**

Renames the file as content information file for each language.

**Delete ...**

Deletes the file from the project.

**Rename ...**

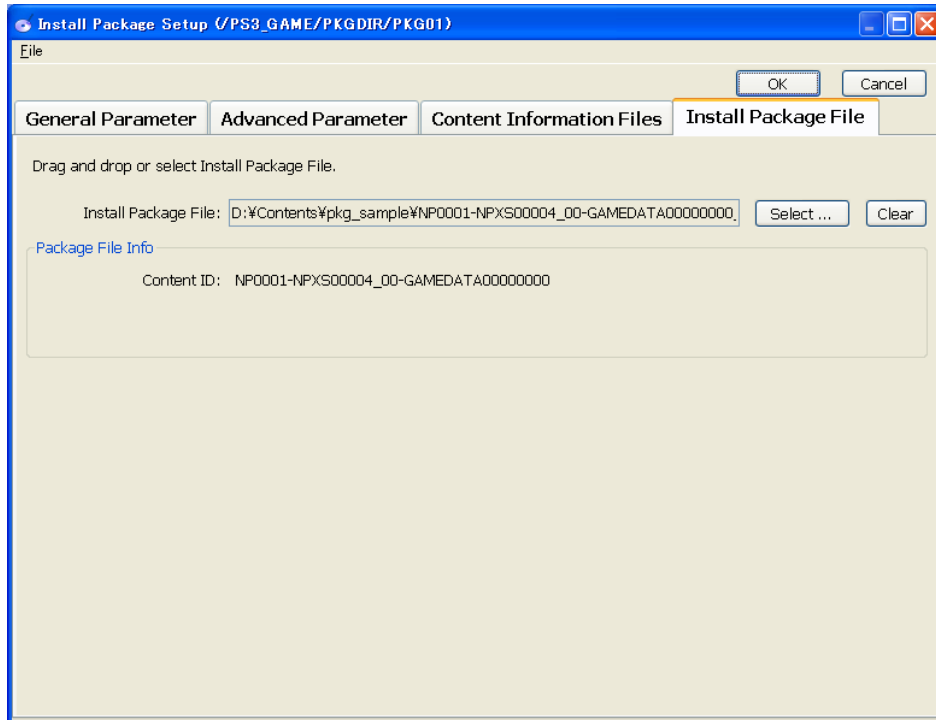
Renames the file manually.

**Dialog for Game Settings: Install Package File Tab/Content Data File (Video) Tab**

The Install Package File tab is used for setting an install package file. It is only displayed when you are setting an install package.

The Content Data File (Video) tab is used for setting a video content data file. It is only displayed when you are setting a video content data file.

**Figure 54 Example of the Dialog for Game Settings: Install Package File Tab**



In either of the above cases, drop the file within the tab, or select the file from the dialog that opens upon clicking on the [Select] button, to set the file.

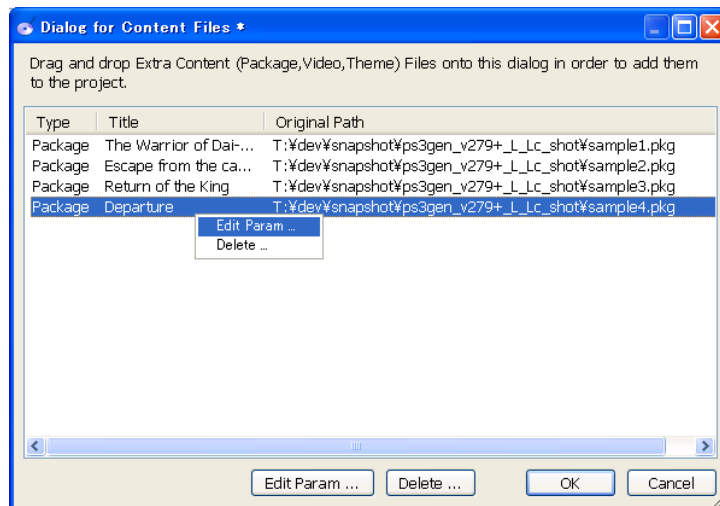
## Dialog for Content Files

The dialog for content files is used to make settings regarding the content data files in a project.

More specifically, the following settings can be made.

- Settings for theme content data files
- Settings for extra content data files (content data files to be included in extra contents) as well as their system files and content information files

**Figure 55 Example of the Dialog for Content Files**



### List View

Displays the list of content data files, types of contents, and title names of contents (only when setting extra content data files), in the project. By dragging and dropping files from the Explorer etc., content data files can be appended to the project.

The order displayed in the list view represents the order of content data files. To change the order, drag and drop the items within the list view.

### Edit Param ... Menu

Opens the dialog (for game settings) to set the system file and content information files of a selected content. This menu is only valid when setting an extra content data file.

The dialog for game settings can also be opened by double-clicking on a file included in the list view.

### Delete ... Menu

Deletes the selected files from a project.

### Edit Param ... Button

This is equivalent to the Edit Param ... menu.

### Delete ... Button

This is equivalent to the Delete ... menu.



### OK Button

Verifies the content of files and closes the dialog.

If there are errors in the content of files, a dialog that displays error messages will open.

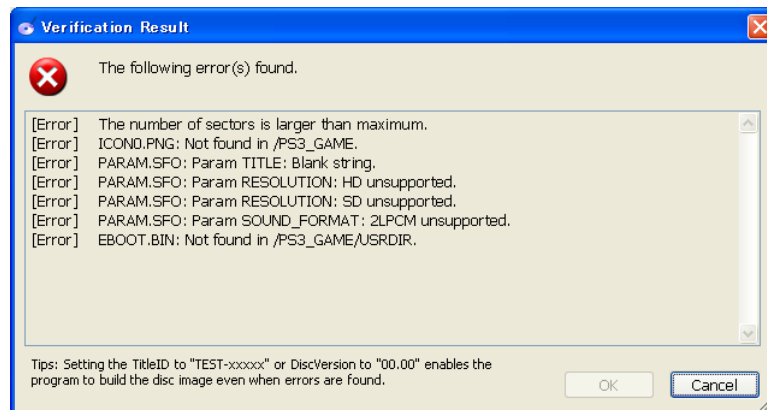
### Cancel Button

Discards the changes and closes the dialog.

## Dialog for Displaying Pre-build Verification Results

The dialog for displaying pre-build verification results is shown when errors or warnings are detected upon creating an Iso image file from a project.

**Figure 56 Example of the Dialog for Displaying Pre-build Verification Results**



If the verification result contains only warnings, you can click on the [OK] button to continue the build.

Even if the verification result contains errors, an image containing the errors can still be created with the following values.

- Set "TEST-xxxxx" (where (xxxxx is a 5-digit integer) as the Title ID
- Set "00.00" as the Disc Version

## Dialog for Starting the Build

The dialog for starting the build is displayed upon creating an Iso image file from the currently-opened project, and it can be used to set the image file's save destination.

### Enable File Synchronization function Checkbox

Creates an Iso/Emu image with the file synchronization function enabled. By default, this function is disabled.

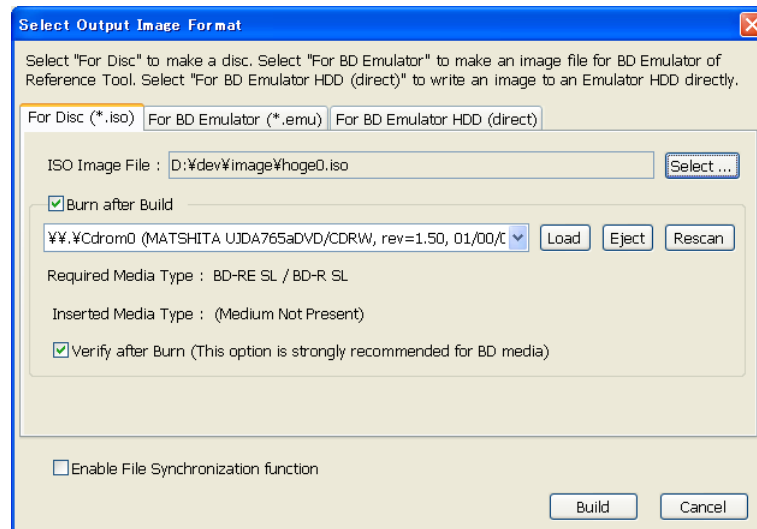
#### Note

A disc storing an image created with this file synchronization function enabled cannot be submitted as a master disc.

## Dialog for Starting the Build: For Disc (\*.iso) Tab

Select this tab when you want to create an Iso image file. Make the following settings.

**Figure 57 Example of the Dialog for Starting the Build: For Disc (\*.iso) Tab**



### ISO Image File

Select the filename of the Iso image file to be created.

### Burn after Build Checkbox

Specifies whether or not to continue writing onto a Blu-ray Disc after creating the Iso image file.

### Load/Eject Button

Closes the tray of the selected drive, or enables you to eject the media. However, this may not work on some drives.

### Rescan Button

Rescans the drives connected to the PC and allows you to update the list of drives.

### Required Media Type

Displays the types of disc media required for burning onto a disc.

The required media differs according to the Disc Type specified for the project.

### Inserted Media Type

Displays the type of disc media inserted in the selected drive.

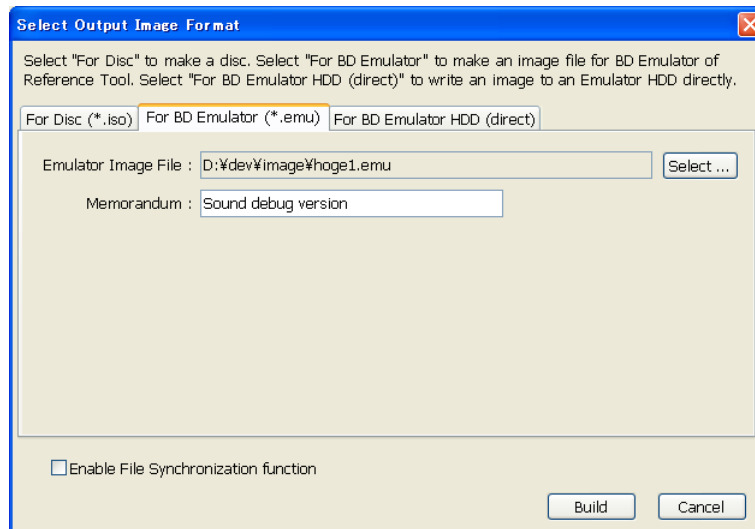
### Verify after Burn Checkbox

Specifies whether or not to continue to verify the media after burning onto a Blu-ray Disc.

**Dialog for Starting the Build: For BD Emulator (\*.emu) Tab**

If you want to create an Emu image file, select this tab and set the following.

**Figure 58 Example of the Dialog for Starting the Build: For BD Emulator (\*.emu) Tab**

**Emulator Image File**

Select the filename of the Emu image file to be created.

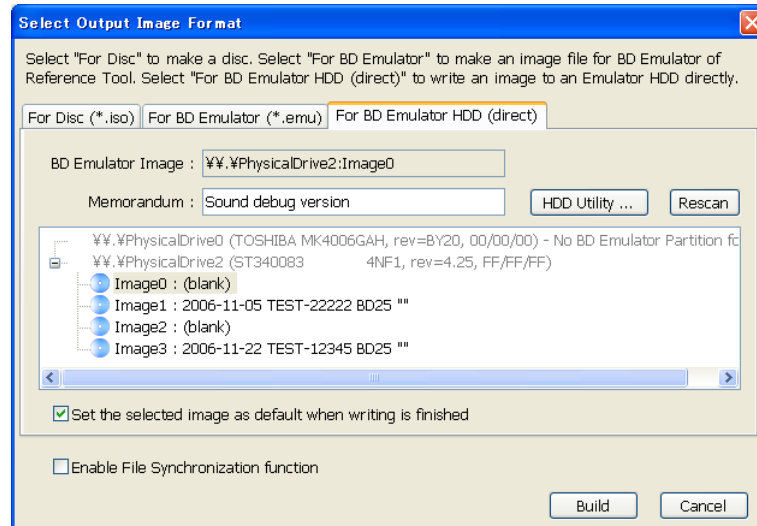
**Memorandum**

Enter a description of the Emu image file. The content entered here will be embedded onto the Emu image file, and will be available for reference from the management tool of the Reference Tool, for example.

### Dialog for Starting the Build: For BD Emulator HDD (direct) Tab

Select this tab when you want to directly write the Emu image onto the BD emulator HDD, and set the following.

**Figure 59 Example of the Dialog for Starting the Build: For BD Emulator HDD (direct) Tab**



#### BD Emulator Image

Represents the write destination of the Emu image. Select the write destination by clicking the list display at the bottom.

#### Memorandum

Enter a description for the Emu image. The content entered here will be embedded onto the Emu image and will be available for reference from the management tool of the Reference Tool, for example.

#### HDD Utility ... Button

Opens the BD emulator HDD utility dialog.

#### Rescan Button

Rescans the disk drives connected to the PC and updates the list of drives.

#### Set the selected image as default when writing is finished Checkbox

Specifies whether or not to use the written Emu image for startup after the writing of the Emu image ends.

#### Build Button

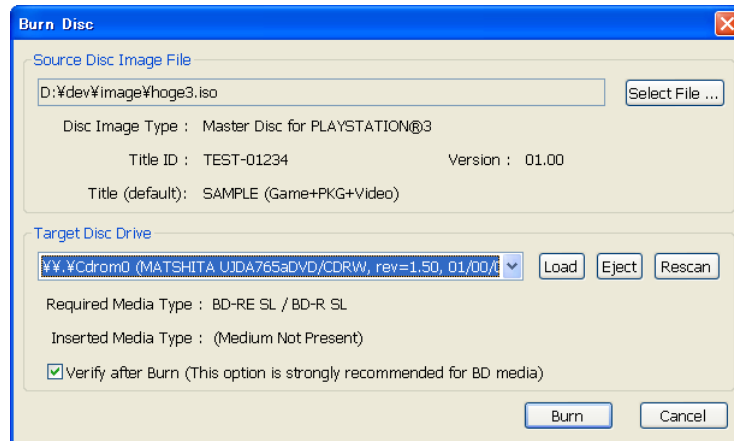
Starts the creation of an Iso image file, Emu image file, or the writing of an Emu image. The progress and result of this processing will be displayed in a progress dialog.

## Dialog for Starting the Burn

The dialog for starting the burn is displayed upon burning an existing Iso image file onto a Blu-ray Disc; it enables you to select the Iso Image file to burn.

Operations on this dialog for starting the burn will not affect the project being edited.

**Figure 60 Example of the Dialog for Starting the Burn**



### Select File ... Button

Opens the dialog for selecting the Iso image file to be written to disc.

### Disc Image Type/Title ID/Version/Title (default)

Displays the type of disc image selected, product code, version, and default title name of the included disc boot game. This information is the same as what is displayed on the dialog for image information.

### Load/Eject Button

Closes the tray of the selected drive, or enables you to eject the inserted media. However, this may not work on some drives.

### Rescan Button

Rescans the drives connected to the PC and updates the list of drives.

### Required Media Type

Displays the types of disc media required for the write.

The required media differs by the Disc Type specified for the project.

### Inserted Media Type

Displays the type of disc media inserted in the selected drive.

### Verify after Burn Checkbox

Specifies whether or not to continue verifying the media after burning to a Blu-ray Disc.

### Burn Button

Starts the burn to a Blu-ray Disc. The progress and result of this processing will be displayed in a progress dialog.

## Dialog for Image Information

The dialog for image information provides the Generator with the same features as that of the Checker.

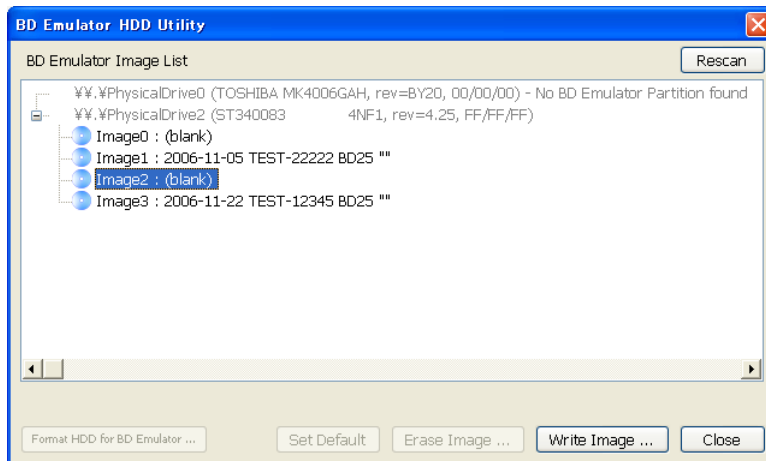
For details, refer to chapter 10, "Reference: Disc Image Checker for PlayStation®3".

The operations on the dialog for image information will not affect the project being edited.

## BD Emulator HDD Utility Dialog

The BD emulator HDD utility dialog is used to perform various operations on the BD emulator HDD.

**Figure 61 Example of the BD Emulator HDD Utility Dialog**



### BD Emulator Image List

The HDDs (including mass storage) connected to the PC are displayed in a list. If an HDD formatted for the BD emulator is found, basic information of the Emu images stored on there will also be displayed.

By selecting an HDD or an Emu image, buttons - such as the [Write Image ...] button described below, will become available.

### Rescan Button

Rescans the disk drives connected to the PC and updates the list of drives.

### Format HDD for BD Emulator ... Button

Formats the selected HDD for the BD emulator.

This item is valid when the HDD is selected in [BD Emulator Image List].

#### Note

When formatting, all the contents of the HDD - including the file systems and partitions - will be deleted. Be very careful not to delete valuable files by mistake.

### Set Default Button

Sets the selected Emu image as the default image to be used for startup.

This item is valid when an Emu image - that is neither blank nor already set as the default image, is selected in [BD Emulator Image List].

#### Note

The default Emu image will be noted with "(default)" at its tail in [BD Emulator Image List].

**Erase Image ... Button**

Deletes the selected Emu image.

This item is valid when an Emu image – that is not blank, is selected in [BD Emulator Image List].

**Write Image ... Button**

Writes an Emu image file onto an HDD. A dialog for selecting the Emu image file will open, and when a file is selected, it will be written onto the Emu image area selected in [BD Emulator Image List].

This item is valid when a blank Emu image area is selected in [BD Emulator Image List].

**Progress Dialog**

The progress dialog is displayed to show the progress and result of a processing that takes a long time, such as, the creation of an Iso image file, the write to a Blu-ray Disc, verification of a disc image, and the saving of a disc image.

For details, refer to the "Progress Dialog" section of chapter 10.

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## 9 Reference: System File Utility for PlayStation®3

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This chapter describes the various features of the System File Utility in detail.

### Starting up the System File Utility

Drag-and-drop the system file (\*.sfo) to ps3sys.exe, to start up the System File Utility with the system file already loaded. If you have the \*.sfo extension linked to ps3sys.exe on the Windows Explorer, for example, you will be able to start up the System File Utility with the system file already loaded, by just double-clicking on the system file.

### File Menu

#### **New System File for Disc Game**

Creates a new system file for a disc boot game. Contents being edited will be cleared.

#### **New System File for Game Patch of Disc Game**

Creates a new system file for a disc boot game patch. Contents being edited will be cleared.

#### **New System File for HDD Game**

Creates a new system file for an HDD boot game. Contents being edited will be cleared.

#### **New System File for Game Patch of HDD Game**

Creates a new system file for an HDD boot game patch. Contents being edited will be cleared.

#### **New System File for Game Data (Not a Game Patch)**

Creates a new system file for game data. Contents being edited will be cleared.

#### **Import System File**

Imports parameters of the selected system file to the system file being edited.

Parameters to be imported are as follows.

- Title (default)
- Title (localized)
- Parental Lock Level (Default)
- Parental Lock Level (License Area)
- Resolution
- Sound Format

#### **Open System File ...**

Opens an existing system file. Contents being edited will be cleared.

#### **Save System File**

Saves the system file being edited. When saving for the first time, a dialog to enter the filename will open.

#### **Save as ...**

Saves the system file being edited under a different name.

#### **Exit**

Terminates the System File Utility.



## Edit Menu

### Update PS3\_SYSTEM\_VER from EBOOT.BIN/SELF file ...

Opens a dialog for selecting program files, such as, EBOOT.BIN. When a program is selected, the SDK version will be read and set to [Required System Version].

This item is invalid for system files for game data.

### Add parameter APP\_VER ...

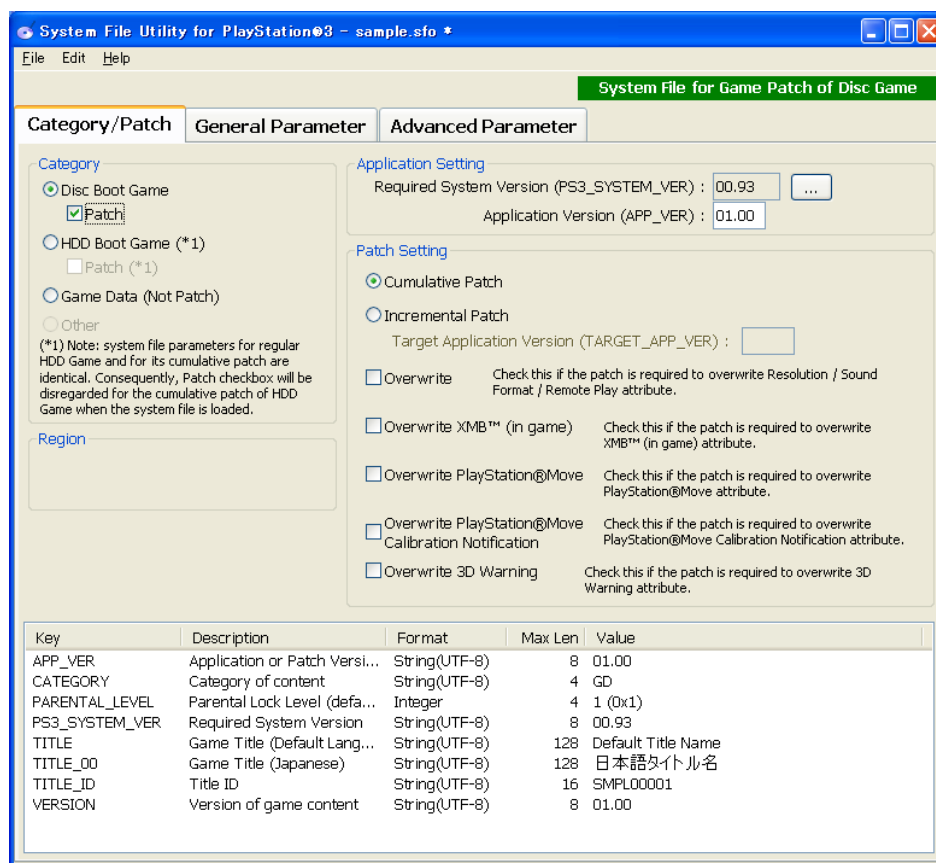
Adds the Application Version (APP\_VER) parameter to a system file created with an old version of the System File Utility.

This item is invalid for system files for game data, or for system files that already hold the APP\_VER parameter.

## Category/Patch Tab

The Category/Patch tab allows you to enter/check settings related to the category and the patch of a system file.

**Figure 62 Example of the Category/Patch Tab**



### Disc Boot Game Radio Button

Indicates whether the category is a disc boot game (patch included). Click to change the category.

### Patch Checkbox

Indicates whether the category is a disc boot game patch or not. Click to change the category.

### HDD Boot Game Radio Button

Indicates whether the category is an HDD boot game (patch included). Click to change the category.

### Patch Checkbox

Indicates whether the category is an HDD boot game patch. Click to change the category.

#### Note

When opening an existing system file for an HDD boot game patch, it may be recognized as a system file for an HDD boot game. When editing such a system file, make sure to first set the [Patch] checkbox on.

### Game Data (Not Patch) Radio Button

Indicates whether the category is a game data. Click to change the category.

### Region

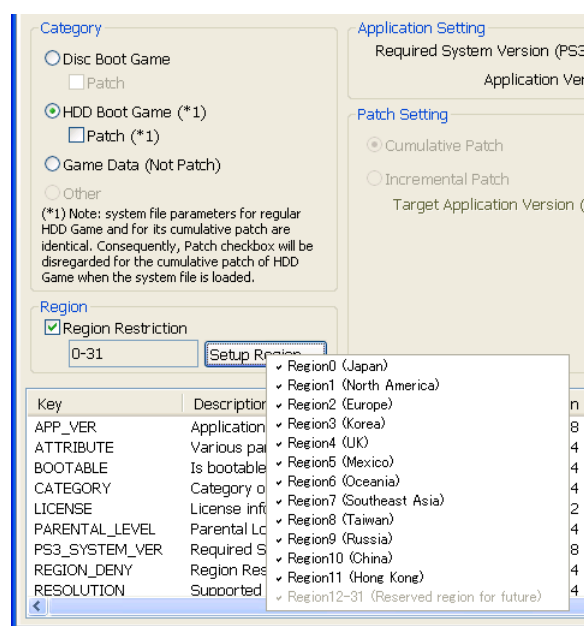
Represents the region restriction of a disc boot game or HDD boot game that includes this system file. This item is valid when the category is a disc boot game, HDD boot game, or a patch of the HDD boot game.

For details on the region restriction, refer to the "Application Requirements" document.

#### Note

Region restriction is a feature added from system software 3.30. This cannot be used in earlier versions. When using the region restriction, please contact SCE in advance.

**Figure 63 Display Example of a Region Restriction**



### Required System Version

Represents the system software version required upon running a disc boot game/HDD boot game that includes this system file.

Click on [...] to display a dialog for selecting program files, such as, EBOOT.BIN. When a program file is selected, the SDK version will be read and set to [Required System Version].

This item is invalid if the category is a game data.

**Application Version**

Represents the version of the application or patch that includes this system file. It is used for re-mastering and for managing patches. For details, refer to the "Patch Overview" document.

This item is invalid when the category is a game data.

**Cumulative Patch Radio Button**

Represents that the patch, which includes this system file, is a cumulative patch. For details, refer to the "Patch Overview" document.

This item is only valid when the category is a patch.

**Incremental Patch Radio Button**

Represents that the patch, which includes this system file, is an incremental patch. For details, refer to the "Patch Overview" document.

This item is only valid when the category is a patch.

**Target Application Version**

When the patch that includes this system file is an incremental patch, this represents the version of the target application or patch. For details, refer to the "Patch Overview" document.

This item is only valid when the category is an incremental patch.

**Overwrite Checkbox**

Indicates whether or not the patch that includes this system file will overwrite the settings of the resolution, sound format, and remote play attributes of the disc boot game applicable for a patch.

This item is only valid when the category is a disc boot game patch.

**Overwrite XMB™ (in game) Checkbox**

Indicates whether or not the patch that includes this system file will overwrite the settings of the XMB™ (in game) attributes of the disc boot game applicable for a patch.

This item is only valid when the category is a disc boot game patch.

**Overwrite PlayStation®Move Checkbox**

Indicates whether or not the patch that includes this system file will overwrite the settings of the PlayStation®Move attributes of the disc boot game applicable for a patch.

This item is only valid when the category is a disc boot game patch.

**Overwrite PlayStation®Move Calibration Notification Checkbox**

Indicates whether or not the patch that includes this system file will overwrite the settings of the PlayStation®Move Calibration Notification attributes of the disc boot game applicable for a patch.

This item is only valid when the category is a disc boot game patch.

**Overwrite 3D Warning Checkbox**

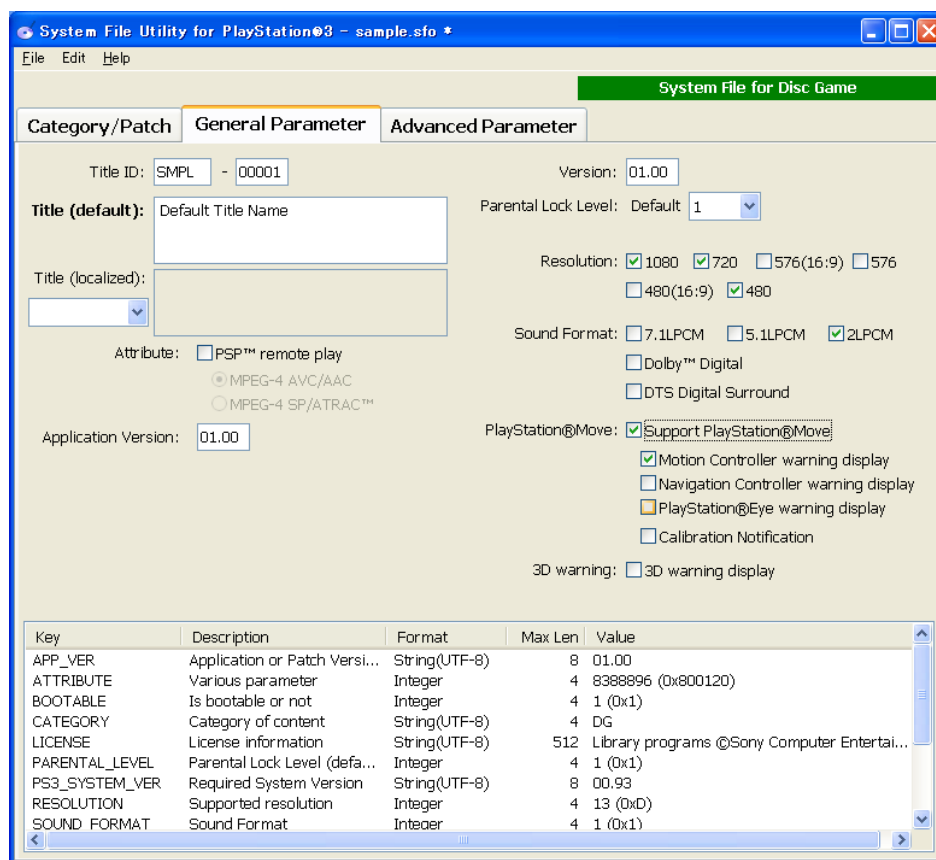
Indicates whether or not the patch that includes this system file will overwrite the settings of the 3D warning attributes of the disc boot game applicable for a patch.

This item is only valid when the category is a disc boot game patch.

## General Parameter Tab

The General Parameter tab allows you to enter/check general parameters that are included in system files.

**Figure 64 Example of the General Parameter Tab**



### Title ID

Represents the product code of the game content (disc boot game, HDD boot game, game patch, etc.) that includes this system file.

### Title (default)

Represents the default title name of the game content that includes this system file. For the length and type of strings, and regarding limitations on the number of linefeeds, refer to the "Content Information Specifications" document.

### Title (localized)

Represents the title name in each language for the game content that includes this system file (optional).

### PSP™ remote play Checkbox

Indicates whether or not to support remote play from PSP™ (PlayStation®Portable) for game content that includes this system file (optional).

For details, refer to the "Remote Play Utility Overview" document.

This item is valid when the category is a disc boot game, a disc boot game patch (if the overwrite attribute is enabled), an HDD boot game, or an HDD boot game patch.

### Application Version

Represents the version of the application or patch that includes this system file. Can also be entered using the Application Version of the Category/Patch tab.

For details, refer to the item of the Category/Patch tab, as well as the "Patch Overview" document.

This item is invalid if the category is a game data.

**Version**

Represents the version number of the master for the game content that includes this system file.

**Parental Lock Level (Default)**

Represents the default parental lock level of the game content that includes this system file.

**Resolution**

Represents the display resolutions supported by the game content that includes this system file.

For details, refer to the "Application Requirements (Graphics)" document and the "System Software Overview" document.

This item is valid when the category is a disc boot game, a disc boot game patch (if the overwrite attribute is enabled), an HDD boot game, or an HDD boot game patch.

**Sound Format**

Represents the sound formats supported by the game content that includes this system file.

For details, refer to the "System Software Overview" document.

This item is valid when the category is a disc boot game, a disc boot game patch (if the overwrite attribute is enabled), an HDD boot game, or an HDD boot game patch.

**PlayStation®Move**

Represents whether or not the game content including this system file supports the PlayStation®Move motion controller (optional).

**Support PlayStation®Move Checkbox**

Check when the game content supports the PlayStation®Move motion controller.

**Motion Controller warning display Checkbox/****Navigation Controller warning display Checkbox/****PlayStation®Eye warning display Checkbox**

Check to display a warning display by the system software upon game startup regarding the use of the PlayStation®Move motion controller, PlayStation®Move navigation controller, or PlayStation®Eye, respectively.

This item is valid when the category is a disc boot game, a patch for the disc boot game with Overwrite PlayStation®Move attribute enabled, an HDD boot game, or a patch for the HDD boot game.

**Calibration Notification Checkbox**

Check to display a notification to the user by the system software when the geomagnetic sensor of the PlayStation®Move motion controller has not been calibrated.

This item is valid when the category is a disc boot game, a patch for the disc boot game with Overwrite PlayStation®Move Calibration Notification attribute enabled, an HDD boot game, or a patch for the HDD boot game.

**3D warning display Checkbox**

Check to display a warning display upon game startup regarding stereoscopic 3D viewing.

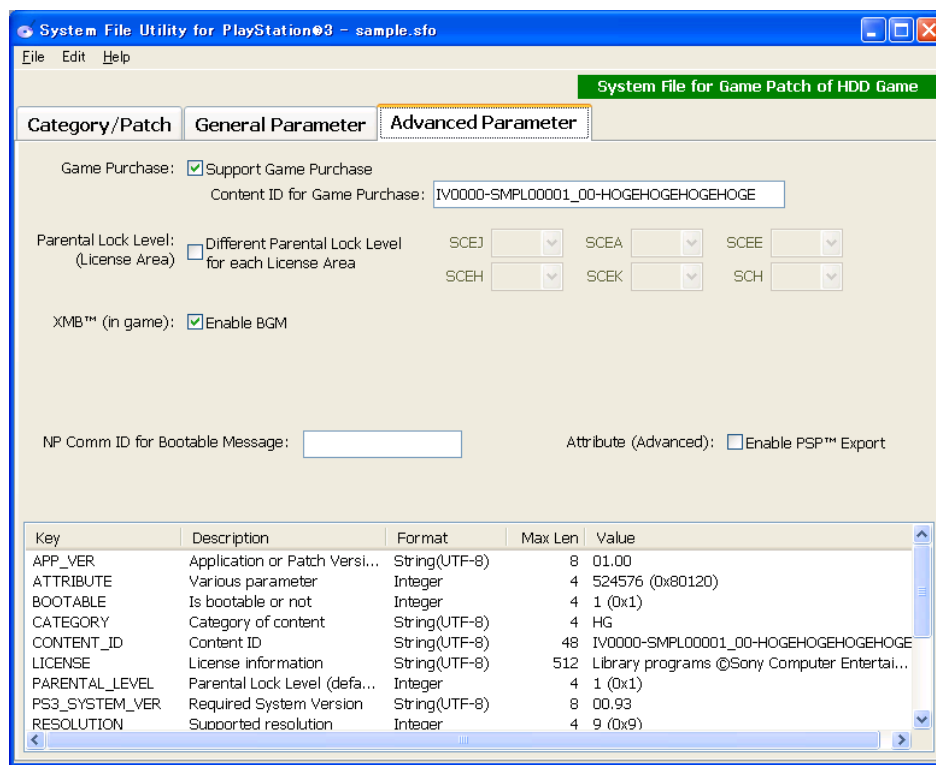
For details, refer to the "Application Requirements (Graphics)" document.

This item is valid when the category is a disc boot game, a patch for the disc boot game with Overwrite 3D Warning attribute enabled, an HDD boot game, or a patch for the HDD boot game.

## Advanced Parameter Tab

The Advanced Parameter tab enables you to enter/check special parameters that are included in system files.

**Figure 65 Example of the Advanced Parameter Tab**



### Support Game Purchase Checkbox

Indicates whether or not the game content that includes this system file supports the game purchase feature (optional).

For details on the game purchase feature, refer to the "NP DRM Overview" document.

This item is valid when the category is a disc boot game, an HDD boot game, or an HDD boot game patch.

### Content ID for Game Purchase

When the game content supports the game purchase feature, this item represents the content ID of the license package.

### Different Parental Lock Level for each License Area Checkbox

Indicates whether the game content that contains this system file has a different parental lock level setting for each license area (optional).

### SCEJ/SCEA/SCEE/SCEH/SCEK/SCH

When the game content that includes this system file has a different parental lock level set for each license area, this item represents the parental lock level of each area.

#### Note

Please contact SCE on how to set a different parental lock level for each license area.

**Enable BGM Checkbox**

Indicates whether or not the game content that includes this system file supports the system BGM feature (optional: enabled by default).

This item is valid when the category is a disc boot game, a disc boot game patch [if the overwrite XMB™ (in game) attribute is enabled], an HDD boot game, or an HDD boot game patch.

**None**

Do not mark this checkbox for all game contents created with an SDK earlier than SDK 2.4.0.

**NP Comm ID for Bootable Message**

Indicates the NP Communication ID to be used when sending/receiving a bootable invitation message.

For details about the feature, refer to the "NP Basic Overview" document.

**Enable PSP™ Export Checkbox**

This checkbox is normally not used.

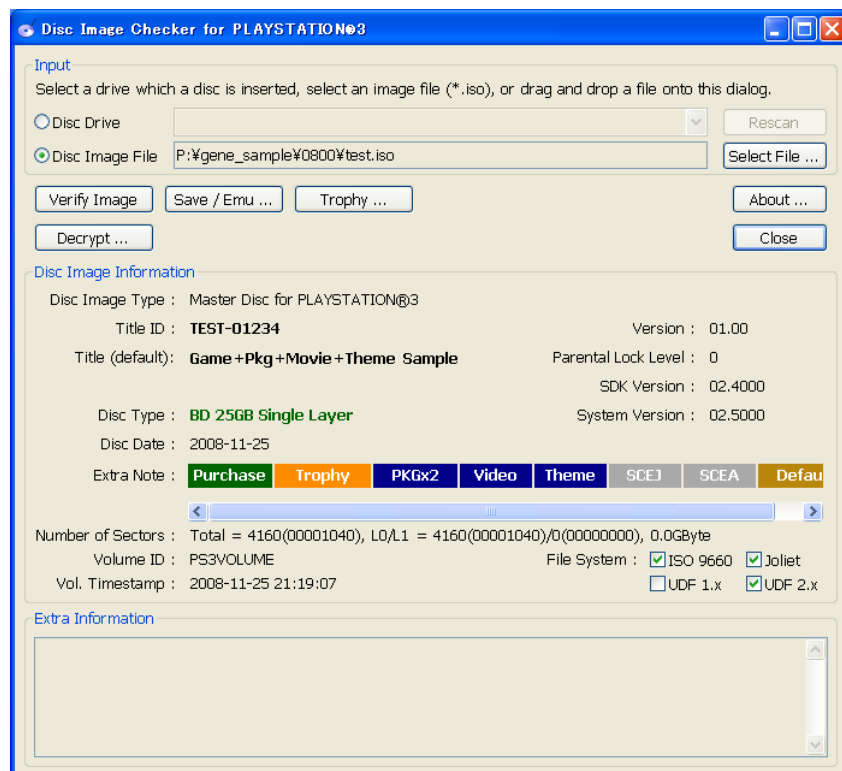
# 10 Reference: Disc Image Checker for PlayStation®3

This chapter describes the various features of the Checker in detail.

## Starting up the Checker

Drag-and-drop an Iso image file (\*.iso) to ps3chk.exe to start up the Checker with the Iso image file already loaded. Moreover, if you have the \*.iso extension linked to ps3chk.exe on the Windows Explorer, for example, will be able to start up the Checker with the Iso image file already loaded, just by double-clicking on the Iso image file.

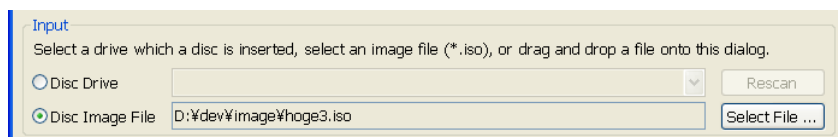
**Figure 66 Example of the Checker**





## Input Group Box

**Figure 67 Example of the Input Group Box**



### Disc Drive Radio Button

Directly reads the disc image for display or verification from an optical drive. When the optical drive is selected from a list, information of the disc that is mounted on that drive will be displayed in [Disc Image Information].

### Rescan Button

Rescans the optical disk drives connected to the PC and updates the list of [Disc Drive].

### Disc Image File Radio Button

Reads the disc image to be displayed or verified from the Iso Image file.

### Select File ... Button

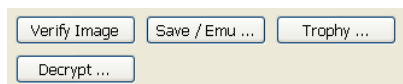
Opens the dialog to select an Iso image file. When an Iso image file is selected, its information will be displayed in [Disc Image Information].

### Note

The Iso image file can also be selected by directly dropping it to the Checker screen.

## Buttons

**Figure 68 Example of the Buttons**



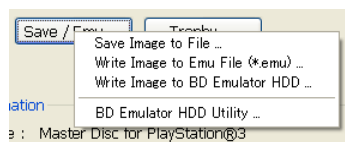
### Verify Image Button

Verifies the selected disc image. The progress and result of the verification will be displayed in a progress dialog.

### Save / Emu ... Button

Saves the disc image, or displays the menu of BD emulator functions.

**Figure 69 Example of the Save/Emu Button Menu**



### Save Image to File ...

Saves the selected disc image as an Iso image file. Disc image verification can also be performed upon saving. The progress and result of the save will be displayed in a progress dialog.

**Write Image to Emu File (\*.emu) ...**

Converts and saves the selected disc image to an Emu image file. Disc image verification is not performed upon saving. The progress and result of the save will be displayed in a progress dialog. A memorandum can be entered optionally.

**Write Image to BD Emulator HDD ...**

Saves the selected disc image to the BD emulator HDD. Disc image verification is not performed upon saving. The progress and result of the save will be displayed in a progress dialog. A memorandum can be entered optionally.

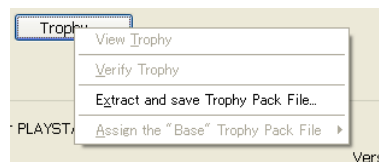
**BD Emulator HDD Utility ...**

Opens the BD Emulator HDD Utility dialog. For details, refer to the section "BD Emulator HDD Utility Dialog" in Chapter 7.

**Trophy ... Button**

Displays the processing menu for the trophy pack file included in the disc image.

**Figure 70 Example of the Trophy Button Menu**



This item is only valid when a trophy pack file is included in the selected disc image.

**Note**

The menu contains unimplemented features.

**Extract and save Trophy Pack File ...**

Extracts the trophy pack file from the disc image and saves it onto the PC.

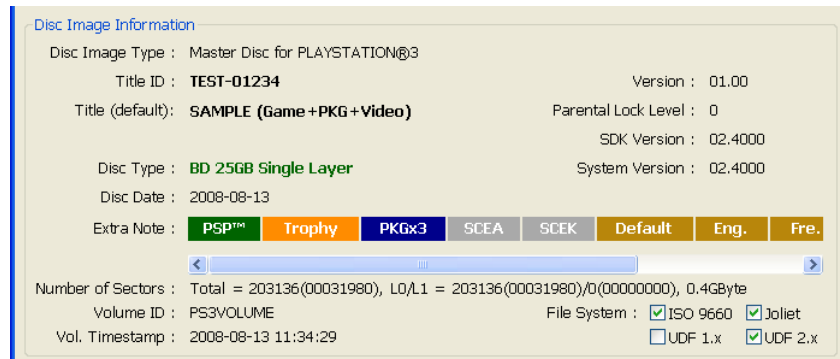
**Decrypt ... Button**

Opens the decrypt/save file dialog.

## Disc Image Information Group Box

[Disc Image Information] displays general information of the selected disc image.

**Figure 71 Example of the Disc Image Information Group Box**



### Disc Image Type

Displays the type of disc image or an error message.

Display	Description
Master Disc for PlayStation®3	Iso image for PlayStation®3 (Blu-ray Disc or an Iso image file)
Emulator Image (Not a Master Disc)	Emu image file for PlayStation®3
Unknown Disc	The disc image is not for PlayStation®3
Unknown Disc (File System not found)	File system does not exist
Not a Disc Image File or cannot be read. Error=xxxxxxxx	Either a file other than an image file has been selected, or the image cannot be read
Device is opened by other software.	Either the optical drive is being used by another application, the disc does not exist, or it is being read

### Title ID

Represents the product code of the disc image.

### Version

Represents the version of the disc image.

### Title (default)

Represents the default title name of the disc boot game included in the disc image.

### Parental Lock Level

Represents the default parental lock level of the disc boot game included in the disc image.

### Disc Type

Represents the type of the disc image (physical format).

### Disc Date

Represents the date the disc image was created.

### SDK Version

Represents the SDK version by which the disc boot game including in the disc image was developed.

## System Version

Represents the version of the system software required to run the contents of the disc image.

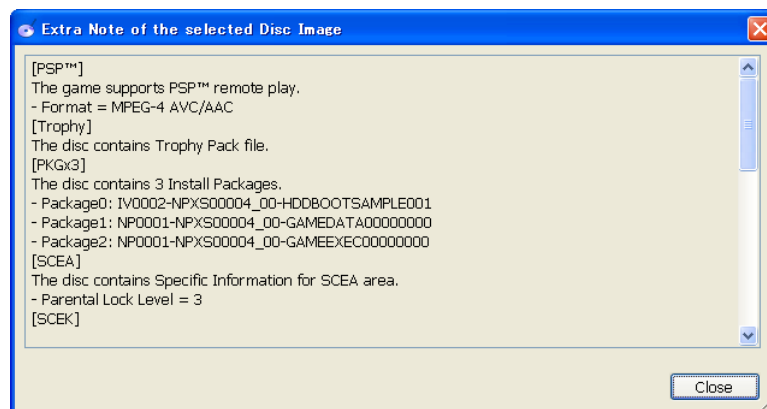
## Extra Note

Represents other important information regarding the contents of the disc image.

Icon	Description
NoGame	The disc does not contain a disc boot game
PSP™	The disc boot game in the disc supports remote play from PSP™ (PlayStation®Portable)
Purchase	The disc boot game in the disc supports the game purchase feature
PS Move	The disc boot game in the disc supports the PlayStation®Move motion controllers
Trophy	The disc boot game in the disc supports the trophy system
PKGx3 (Example)	The disc contains 3 install packages
Web	The disc boot game in the disc contains web content
PATCH	The patch packages that are automatically applied to the disc boot game is contained in the disc
Video	The disc contains video content data
Theme	The disc contains theme content data
EXTRAx3 (Example)	Extra contents comprising 3 contents are included in the disc
Region	Region restriction is set to the disc
SCEA (Example)	Special settings have been made for the SCEA license area
Default	Default content information is set to the disc boot game of the disc (Note: because default content information is required, this icon is usually displayed)
Eng. (Example)	English-localized content information is set for the disc boot game of the disc

Click on the icon displayed in [Extra Note] to show details.

**Figure 72 Example of the Details of the Extra Note**



## Number of Sectors

Indicates the number of sectors per disc image layer, as well as the total sum of the sectors.

## Volume ID

Indicates the volume IDs of the file systems in the disc image.

**Vol. Timestamp**

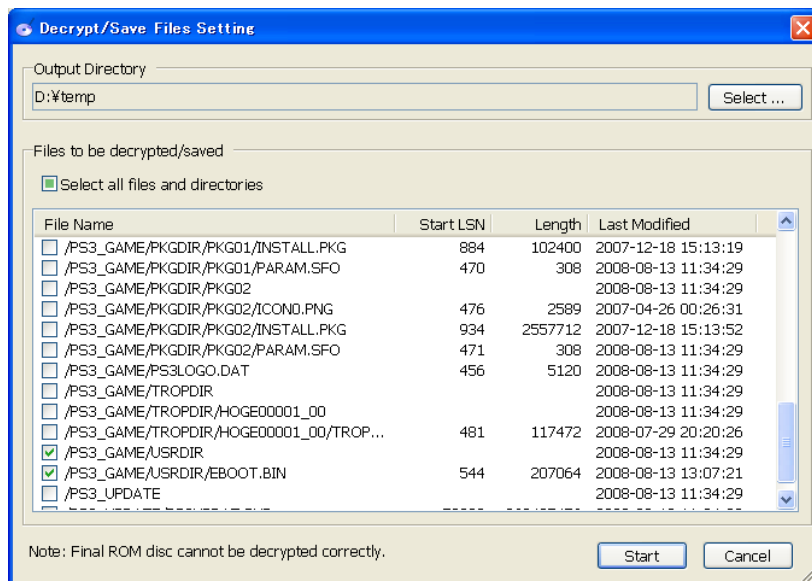
Indicates the volume creation date and time of the file system in the disc image.

**File System**

Indicates the types of file systems in the disc image.

**Decrypt/Save File Dialog**

The decrypt/save file dialog is used to extract files from the selected disc image and to save them.

**Figure 73 Example of the Decrypt/Save File Dialog****Note**

Most files on the disc image are stored with encryption. Such files will be corrupt and have no meaning if it is directly copied from a Blu-ray Disc using the Explorer, for example. Use the decrypt/save file dialog to save the file.

**Output Directory**

Select the save target directory name. Each file will be stored with the directory name selected here as its root directory.

Example)

If the output directory is D:\temp, /PS3\_GAME/USRDIR/EBOOT.BIN will be stored in the D:\temp\PS3\_GAME\USRDIR\EBOOT.BIN path.

**Select all files and directories Checkbox**

Select all files and directories.

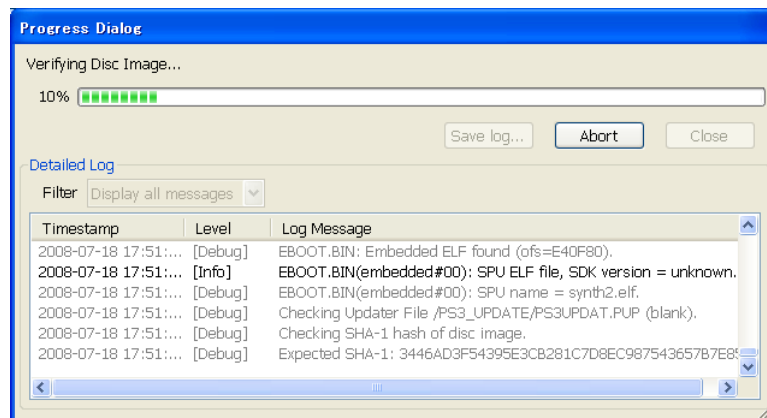
**Start Button**

Starts the file save. The progress and result of the save will be displayed in a progress dialog.

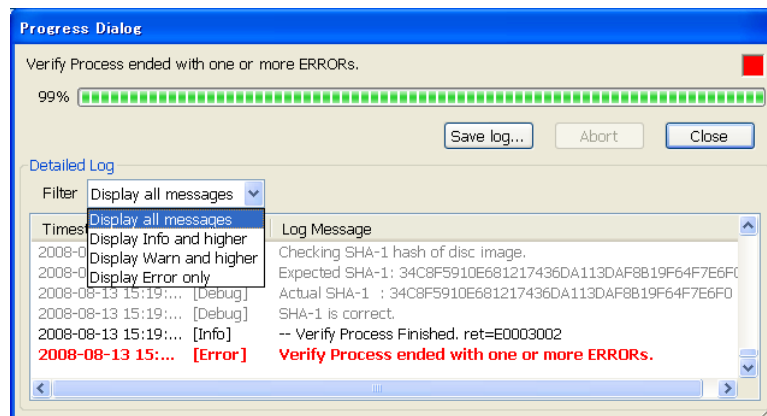
## Progress Dialog

The progress dialog is used to show the progress and result of a process that takes time, such as, the creation of an Iso image file, the write to a Blu-ray Disc, and the verification and save of a disc image.

**Figure 74 Example of the Progress Dialog (In-progress)**



**Figure 75 Example of the Progress Dialog (after Completion)**



### Save log ... Button

Opens a dialog to save a log file of the processing result.

This item is invalid during processing.

### Abort Button

Aborts the processing. Depending on the timing, it may take a few minutes until the processing is actually aborted.

**Filter**

Applies a filter to the messages of the displayed result log.

This item is invalid during processing.

Filter Setting	Description
Display all messages	Display all messages
Display Info and higher	Display [Info] and higher messages. [Debug] messages are not displayed.
Display Warn and higher	Display [Warn] and [Error] messages. [Debug], [Info] and [Note] messages are not displayed.
Display Error only	Display [Error] messages. [Debug], [Info], [Note] and [Warn] messages are not displayed.

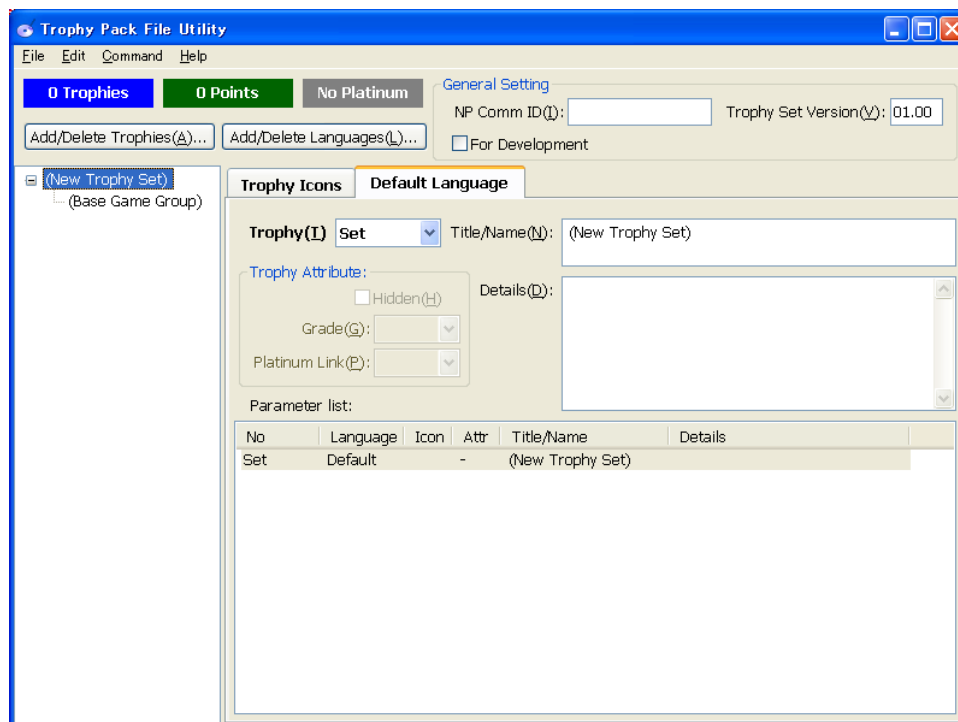
# 11 Reference: Trophy Pack File Utility for PlayStation®3

In this chapter, the various features of the Trophy Pack File Utility are described in detail.

## Starting up the Trophy Pack File Utility

Drag-and-drop the trophy pack file (\*.trp) to ps3trp.exe, to start up the Trophy Pack File Utility with the trophy pack file already loaded. Moreover, if you have the \*.trp extension linked to ps3trp.exe on the Windows Explorer, for example, you will be able to start up the Trophy Pack File Utility with the trophy pack file already loaded, just by double-clicking on the trophy pack file.

**Figure 76 Window upon Trophy Pack File Utility Startup**



## File Menu

### New Trophy Pack File

Creates a new trophy pack file. Contents being edited will be cleared.

### Open Trophy Pack File ...

Opens an existing trophy pack file. Contents being edited will be cleared.

### Save Trophy Pack File

Saves the trophy pack file that is currently being edited. Incompletely configured files can also be saved as trophy pack files. However, the file will be checked for errors during the save, and an error dialog will appear after the save if an error is found.

### Save Trophy Pack File as ...

Saves the current trophy pack file under a different filename. Incompletely configured files can also be saved as trophy pack files. However, the file will be checked for errors during the save, and an error dialog will appear after the save if an error is found.



**Save Trophy Pack File as old format...**

Saves the trophy pack file that is currently being edited in the old format. The old format does not contain group information. Files with incomplete configuration can also be saved as trophy pack files. The file will be checked for errors during the save, and an error dialog will appear after the save if any error is found.

**Open Trophy Description File ...**

Opens an existing trophy description file (\*.trx). Contents being edited will be cleared. For specification of trophy description file, refer to "Appendix D: Trophy Description File (\*.trx) Specifications".

**Save Trophy Description File ...**

Saves the contents being edited to a trophy description file.

**Import Config (Non-Language Information) ...**

Imports the following non-language information from the config information file (\*.sfn). Contents being edited will be cleared.

- NP Communication ID
- Trophy set version
- Number of trophies
- Each trophy's hidden attribute
- Each trophy's grade
- Each trophy's platinum link attribute

**Export Config (Non-Language Information) ...**

Exports the non-language information of the trophy pack file being edited, to the config information file (\*.sfn).

**Import Language Information ...**

Loads the language-specific text of the selected language tab from the language information file (\*.sfm). All of the language-specific text entered before this time will be discarded. The following information will be loaded.

- Title of the trophy set in the selected language
- Details of the trophy set in the selected language
- Name of each trophy in the selected language
- Details of each trophy in the selected language

**Export Language Information ...**

Writes the language-specific text of the selected language tab to the language information file (\*.sfm).

**Exit**

Terminates the Trophy Pack File Utility.

**Command Menu****Check Trophy Pack File ...**

Checks the trophy pack file to see if its content is completely configured and if its format is correct. First, a dialog for selecting the trophy pack file will appear. After a file is selected, the check results for that file will be shown.

This command checks the selected file, regardless of which trophy pack file is currently being edited. It does not affect the content of the current trophy pack file.

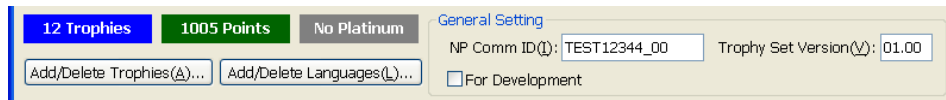
## Edit Menu

### Reorder Trophies ...

Opens a dialog for reordering trophies.

## Top Panel

**Figure 77 Example of the Top Panel**



### XXX Trophies

Indicates the total number of trophies.

### XXX Points

Indicates the total number of points the trophies are worth.

### Platinum / No Platinum

Indicates whether or not there is a platinum trophy in the trophy set.

### Add/Delete Trophies ... Button

Opens a dialog to enter the number of trophies. If the value entered is greater than the current number of trophies, new trophies will be added accordingly. If the new value is smaller, trophies at the end of the list will be deleted.

### Add/Delete Languages ... Button

Opens a menu showing all the languages that can be added to a trophy set. A language that has already been added has a tick on it. Selecting an unselected language will add a language tab for that language. Unselecting an existing language will delete that language tab.

### NP Comm ID

Represents the NP Communication ID. The NP Communication ID must be in the format "XXXXYYYY\_ZZ" with capital letters for XXXX, and numerals for YYYYY and ZZ.

### Trophy Set Version

Represents the trophy set version. The trophy set version must be in the format "XX.YY" with numerals for both XX and YY.

### For Development checkbox

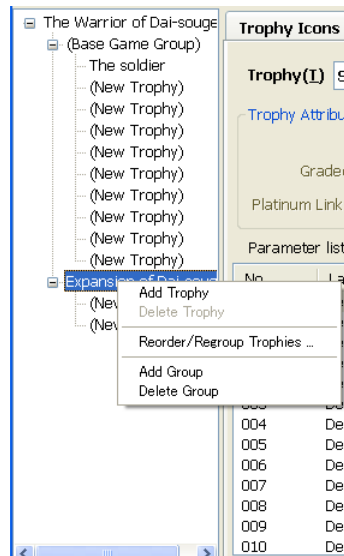
Represents a flag to re-install Trophy Pack Files to the system software. Refer to "NP Trophy Overview" for details.

## Tree View

The tree view on the lefthand side of the main window shows the trophy set title as the root node, and the names of the individual trophies as child nodes. When the root node or a child node is selected, information of the trophy set or trophy will be shown to its right in the Trophy Icons tab or language tab.

Right-click on the tree view to display the following context menu.

**Figure 78 Example of the Tree View**



### Add Trophy Menu

Adds one trophy to the end of the list in the selected group.

### Delete Trophy Menu

Deletes the selected trophy.

### Reorder/Regroup Trophies ... Menu

Opens a dialog for for changing the order of trophies and/or trophy groups.

### Add Group Menu

Adds one trophy group to the end of the list.

### Delete Group Menu

Deletes the selected trophy group and its all trophies contained.

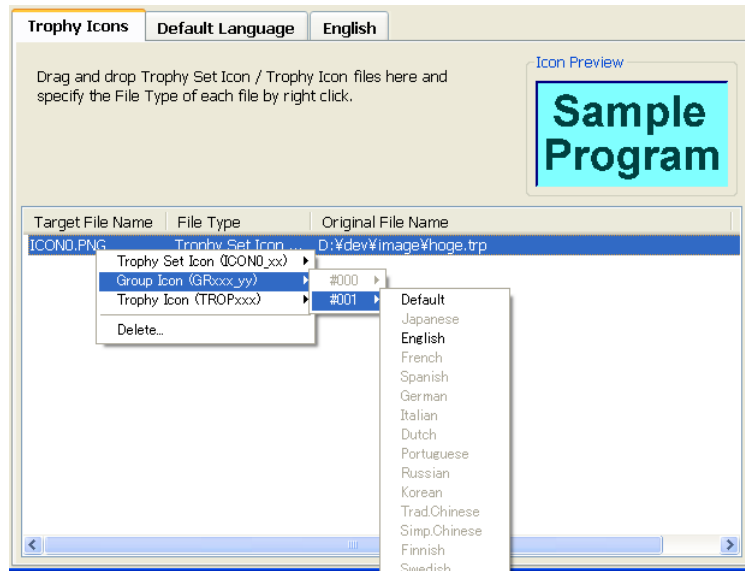
## Trophy Icons Tab

The Trophy Icons tab shows a list of the icon files included in the trophy pack file. Icon files can be added to the trophy pack file by dragging the files onto the Trophy Icons tab.

Select an icon file in the list to show a preview of the icon.

Right-click an icon file in the list to display the following context menu.

**Figure 79 Example of the Trophy Icons Tab**



### Trophy Set Icon (ICON0\_xx) Menu

Sets the right-clicked icon as the still image icon of the trophy set. A different trophy set still image icon can be specified per language; select the language in the submenu.

### Group Icon (GRxxx\_yy) Menu

Sets the right-clicked icon as the still image icon of the trophy group. A different trophy group still image icon can be specified per group ID and per language; select the group ID and the language in the submenu.

### Trophy Icon (TROPxxx) Menu

Sets the right-clicked icon as the still image icon of a trophy. Select the trophy ID (#000 - #127) in the submenu.

### Delete ... Menu

Deletes the right-clicked icon from the trophy pack file.

## Default Language Tab and Other Language Tabs

In the Default Language tab and all the language tabs, the language-specific text of the trophy set, trophy groups and the trophies can be viewed and edited.

**Figure 80 Example of the Default Language Tab**

No	Language	Icon	Attr	Title/Name	Details
Set	Default	Y	-	The Warrior of Dai...	The trophy set of The Warrior ...
Group 01	Default	-	-	Expansion of Dai-so...	New adventure of the Deep Fo...
000	Default	HB-		The soldier	A proof of the winner of the fir...
001	Default		-G-	(New Trophy)	
002	Default		-G-	(New Trophy)	
003	Default		-G-	(New Trophy)	
004	Default		-G-	(New Trophy)	
005	Default		-G-	(New Trophy)	
006	Default		-G-	(New Trophy)	
007	Default		-G-	(New Trophy)	
008	Default		-G-	(New Trophy)	
009	Default		-G-	(New Trophy)	
010	Default		-G-	(New Trophy)	

### Trophy (Upper Left)

Represents the trophy to view/edit in the tab. Select "Set" to display the trophy set. Select "Group 00" - "Group 31" to display the content of the trophy group with the corresponding group ID. Select a number (000 - 127) to display the content of the trophy with the corresponding trophy ID.

### Hidden Checkbox

Indicates the show/hide attribute of the selected trophy. This item is enabled only when a trophy is selected.

### Grade

Indicates the grade of the selected trophy. This item is enabled only when a trophy is selected.

### Platinum Link

Indicates the platinum link attribute of the selected trophy. This item is enabled only when a trophy is selected.

### Title/Name

Indicates the trophy set title when a trophy set is selected. When a trophy group is selected, the name of the selected trophy group will be shown. When a trophy is selected, the name of the selected trophy will be shown.

### Details

Indicates the trophy set details when a trophy set is selected. When a trophy group is selected, the details of the selected trophy group will be shown. When a trophy is selected, the details of the selected trophy will be shown.

### Parameter list

Indicates the list of language-specific text of the selected language for the trophy set and trophies.

# 12 Reference: Disc Image Generator for PlayStation®3

## Command Line Version

This chapter describes the various features of the Command Line Version Generator in detail.

The following commands can be used on the Command Line Version Generator.

All of them can be run as follows.

```
ps3cmd.exe command [options]
```

Moreover, all the commands return 0 for normal termination, and a non-zero value upon processing failure.

### build Command

This command reads the project file (\*.gp3) and creates an Iso image file or an Emu image file from it. Specify the project filename for input and the image filename for output.

#### Format:

```
ps3cmd.exe build [options] gp3_path image_path
```

#### Usable Options:

Option	Description
--bd_emu	Create the image file in the Emu format. When this option is not specified, the image file will be in the Iso format.
--memorandum <i>string</i>	When the output image file is in the Emu format, specifies the description string to be stored in the memo field.
--ow_ps3_date {YYYY-MM-DD Now}	Replaces the content of the <ps3_date> field in the project file with the specified date. When "Now" is specified, the date when the command is executed will be used.
--ow_ts_dir {YYYY-MM-DD hh:mm:ss Now}	Replaces the content of the <ts_dir> field in the project file with the specified date/time. When "Now" is specified, the date/time when the command is executed will be used.
--rsv_sync	Creates an Iso/Emu image file with the file synchronization function enabled. By default, this function is disabled. A disc storing an image created with this file synchronization function enabled cannot be submitted as a master disc.
--disp_prog	Displays the progress on the console window's title.
--log <i>log_path</i>	Saves the log on the specified path.

#### Example:

```
C:\>ps3cmd.exe build sample.gp3 sample.iso
```

**Reference:**

- Refer to "Appendix B: Project File (\*.gp3) Specifications" for specifications of the project file.
- Direct writing to the BD emulator HDD is not supported. When writing to the BD emulator HDD, use the `build` command together with the `conv_emu` command.

**burn Command**

This command burns the Iso image file onto the media on the specified optical disc drive. Writable media must already be inserted in the specified drive.

**Format:**

```
ps3cmd.exe burn [options] image_path drive_name
```

**Usable Options:**

Option	Description
<code>--disp_prog</code>	Displays the progress on the console window's title.
<code>--log log_path</code>	Saves the log on the specified path.

**Example:**

```
C:\>ps3cmd.exe burn sample.iso \\.Cdrom0
```

**sync\_file Command**

Overwrites a file included on a BD-RE disc, Iso image file, Emu image file, or within an image on the BD emulator HDD, with the contents of the specified file.

If the applicable file does not exist within the specified image, and/or the file size is larger than the reserved area, an error will occur.

**Format:**

```
ps3cmd.exe sync_file [options] src_path  
{drive_name|iso_path|emu_path|emu_drive_name}:trg_path
```

**Usable Options:**

Option	Description
<code>--log log_path</code>	Saves the log on the specified path.

**Example:**

Each of the following examples overwrites EBOOT.BIN within an image with a new file.

(BD-RE)

```
C:\>ps3cmd.exe sync_file C:\EBOOT_new.BIN \\.Cdrom0:/PS3_GAME/USRDIR/EBOOT.BIN
```

(ISO image file)

```
C:\>ps3cmd.exe sync_file C:\EBOOT_new.BIN C:\sample.iso:/PS3_GAME/USRDIR/EBOOT.BIN
```

(BD emulator HDD)

```
C:\>ps3cmd.exe sync_file C:\EBOOT_new.BIN \\.PhysicalDrive2:Image1:/PS3_GAME/USRDIR/EBOOT.BIN
```

## verify Command

This command verifies the Iso image file or the media on the specified optical disc drive.

### Format:

```
ps3cmd.exe verify [options] {image_path|drive_name}
```

### Usable Options:

Option	Description
--disp_prog	Displays the progress on the console window's title.
--log log_path	Saves the log on the specified path.

### Example:

```
C:\>ps3cmd.exe verify sample.iso (verify Iso image file)
C:\>ps3cmd.exe verify \\.Cdrom0 (verify media)
```

## veri\_file Command

This command verifies a single program file (SELF file or SPRX file).

### Format:

```
ps3cmd.exe veri_file [options] file_path
```

### Usable Options:

Option	Description
--sdk_ver xxx	Specifies a 3-digit integer for the SDK version to be used upon verifying the program file. This option must always be specified.

### Example:

```
C:\>ps3cmd.exe veri_file --sdk_ver 240 sample.self
```

## veri\_dir Command

This command verifies the directory containing the system file (PARAM.SFO).

### Format:

```
ps3cmd.exe veri_dir dir_path
```

### Example:

```
C:\>ps3cmd.exe veri_dir C:\sample_dir
```



## conv\_emu Command

When the `--bd_emu_hdd` option is specified, this command writes the Emu image file, Iso image file, or the content on a specified optical disc to the BD emulator HDD. Select the output destination by its BD emulator image name. The output destination must be made blank, in advance, using the `erase_emu_hdd` command, for example.

When the `--bd_emu` option is specified, this command writes the Iso image file or the content on a specified optical disc to the Emu image file.

### Format:

```
ps3cmd.exe conv_emu --bd_emu_hdd [options]
                        {drive_name|iso_path|emu_path} emu_image_name

ps3cmd.exe conv_emu --bd_emu [options] {drive_name|iso_path} emu_path
```

### Usable Options:

Option	Description
<code>--bd_emu_hdd</code>	Indicates that the output is the BD emulator HDD.
<code>--bd_emu</code>	Indicates that the output is the Emu image file.
<code>--memorandum string</code>	Specifies text to store in the memo field (optional).
<code>--disp_prog</code>	Displays the progress to the console window's title.
<code>--log log_path</code>	Saves the log on the specified path.

### Example:

```
C:\>ps3cmd.exe conv_emu --bd_emu_hdd sample.emu \\.\\PhysicalDrive2:Image1

C:\>ps3cmd.exe conv_emu --bd_emu --memorandum "Rev.2" \\.\\Cdrom0 sample.emu
```

### Reference:

- The list of selectable BD emulator image names can be obtained with the `list_emu_hdd` command.

## erase\_emu\_hdd Command

This command deletes the image stored on the BD emulator HDD.

### Format:

```
ps3cmd.exe erase_emu_hdd emu_image_name
```

### Example:

```
C:\>ps3cmd.exe erase_emu_hdd \\.\\PhysicalDrive2:Image1
```

### Reference:

- The list of selectable BD emulator image names can be obtained with the `list_emu_hdd` command.

## set\_emu\_hdd Command

Of the images stored on the BD emulator HDD, this command sets the default image to be used upon startup.

### Format:

```
ps3cmd.exe set_emu_hdd emu_image_name
```

**Example:**

```
C:\>ps3cmd.exe set_emu_hdd \\.\PhysicalDrive2:Image1
```

**Reference:**

- The list of selectable BD emulator image names can be obtained with the `list_emu_hdd` command.

## calc\_gp3 Command

This command reads the project file (\*.gp3), updates the contents included in the project file such as file locations and parameters, and writes them to another file.

**Format:**

```
ps3cmd.exe calc_gp3 [options] gp3_path out_gp3_path
```

**Usable Options:**

Option	Description
<code>--ow_ps3_date {YYYY-MM-DD Now}</code>	Replaces the content of the <ps3_date> field in the project file with the specified date. When "Now" is specified, the date when the command is executed will be used.
<code>--ow_ts_dir {YYYY-MM-DD hh:mm:ss Now}</code>	Replaces the content of the <ts_dir> field in the project file with the specified date/time. When "Now" is specified, the date/time when the command is executed will be used.

**Example:**

```
C:\>ps3cmd.exe calc_gp3 --ow_ts_dir Now sample.gp3 sample_new.gp3
```

**Reference:**

- The `build` command first updates the contents of a project, and then writes to an image file. It does not save a project file. The `calc_gp3` command only updates the contents of a project and saves to a new project file.

## make\_sfo Command

This command creates a system file (\*.sfo) from the parameter description file (\*.sfx).

### Format:

```
ps3cmd.exe make_sfo [options] sfx_path sfo_path
```

### Usable Options:

Option	Description
--eboot <i>eboot_path</i>	Specifies the boot program file (EBOOT.BIN) for extracting the SDK version. When creating a system file for the HDD boot game or a patch, this must always be specified.
--noeboot	Specifies not to extract the SDK version. Use it to create a system file for a game data that is not a patch.

### Example:

```
C:\>ps3cmd.exe make_sfo --eboot ebootbin.self sample.sfx sample.sfo
C:\>ps3cmd.exe make_sfo --noeboot sample.sfx sample.sfo
```

### Reference:

- For specifications of the parameter description file, refer to the "Appendix C: Parameter Description File (\*.sfx) Specifications".

## make\_trp Command

This command creates a trophy pack file (\*.trp) from the trophy description file (\*.trx).

### Format:

```
ps3cmd.exe make_trp trx_path trp_path
```

### Example:

```
C:\>ps3cmd.exe make_trp sample.trx sample.trp
```

### Reference:

- For specifications of the trophy description file, refer to the "Appendix D: Trophy Description File (\*.trx) Specifications".

## extract\_trp command

This command extracts the trophy description file (\*.trx) and icon files from trophy pack file (\*.trp) and saves them. The icon files are saved in the same directory with the trophy description file.

### Format:

```
ps3cmd.exe extract_trp trp_path trx_path
```

### Example:

```
C:\>ps3cmd.exe extract_trp sample.trp sample.trx
```

## list\_disc\_drive Command

This command displays the list of optical disc drives connected to the PC. When you add the `--verbose` option, the drive's product name and firmware revisions will also be displayed.

### Example (without the `--verbose` option)

```
C:\>ps3cmd.exe list_disc_drive
```

<Output example>

```
\\.\Cdrom0
\\.\Cdrom1
```

### Example (with the `--verbose` option)

```
C:\>ps3cmd.exe list_disc_drive --verbose
```

<Output example>

```
\\.\Cdrom0 (MATSHITA UJDA765aDVD/CDRW, rev=1.50, 01/00/00)
\\.\Cdrom1 (PIONEER BD-RW BDR-101A, rev=0S87, FF/FF/FF)
```

### Reference:

- For the drive name to be specified in a `burn` or `verify` command, use the string (example: `\\.\Cdrom0`) displayed without the `--verbose` option.
- Note that a drive being used by another application, or being opened by the Explorer, for example, may not be displayed on the list.

## list\_emu\_hdd Command

This command displays a list of images stored on the BD emulator HDD that is connected to the PC. When you add the `--verbose` option, the output will be a tree structure of the drive and images. The drive's product name, firmware revisions, image creation dates and product codes will also be displayed.

### Example (without the `--verbose` option)

```
C:\>ps3cmd.exe list_emu_hdd
```

<Output example>

```
\\.\PhysicalDrive2:Image0
\\.\PhysicalDrive2:Image1
\\.\PhysicalDrive2:Image2
\\.\PhysicalDrive2:Image3
```

### Example (with the `--verbose` option)

```
C:\>ps3cmd.exe list_emu_hdd --verbose
```

<Output example>

```
\\.\PhysicalDrive2 (WDC WD800UE-22HCT0 , rev=09.0, FF/FF/FF)
+- Image0 : 2008-04-20 SMPL-30130 BD25 "Sample 01.00"
+- Image1 : 2008-07-07 SMPL-01324 BD25 "TEST Vista" (default)
+- Image2 : (blank)
+- Image3 : (blank)
```

### Reference:

- For the BD emulator image name to be specified in a `conv_emu` command etc., use the string (example: `\\.\PhysicalDrive2:Image0`) displayed without the `--verbose` option.

## **list Command**

This command remains for compatibility purposes but may be deleted in the future. It is equivalent to the `list_disc_drive --verbose` command.

## **version Command**

This command displays the version number.

## **help Command**

This command displays the list of commands and options provided by the Command Line Version Generator.

### **Example:**

```
C:\>ps3cmd.exe help
```

## Appendix A: Blu-ray Disc Specifications

### Physical Formats and Media

#### Physical Formats

The physical formats adopted for PlayStation®3 game discs and the corresponding disc media to be submitted are as follows.

Physical Formats	Disc Media to Be Submitted
BD-ROM 25GB Single Layer	BD-R/BD-RE 25GB Single Layer
BD-ROM 50GB Dual Layer	BD-R/BD-RE 50GB Dual Layer

#### Note regarding Dual Layer

When creating a title whose commercial disc will be a Dual Layer disc, the disc to be submitted must also use a Dual Layer media.

The scheme of writing each layer onto a different media is not adopted.

#### Points to Note When Using Commercially Available Writing Software

In addition to using a Generator, the processing of writing an Iso image file to a BD/BD-RE media can be done using a commercially-available writing software compatible with the ISO format. Many commercially available writing software support the ISO format. When using commercially available writing software, note the following.

#### Note regarding Dual Layer

To stringently verify the operation of a Dual Layer title, it is necessary to perform the write with the layer jump position aligned to that of the BD-ROM that is to be mass-produced.

On the Generator window, the number of sectors in Layer 0/Layer 1 is displayed in the upper section of the Volume tab, Directory tab, and the Layout tab – make settings accordingly and perform the write. The layer jump positions can also be checked using the show disc image information command of the Generator.

#### Note regarding Spare Areas

Depending on the manner by which a BD-R/BD-RE media is formatted, spare areas may be allocated on it. These spare areas prevent positioning of sectors on a BD-R/BD-RE media to match that of the BD-ROM DISC, even when the write processing reaches normal termination. Thus, you cannot use it to verify operation, or submit it as a master disc.

When using commercially available software to write to a BD-R/BD-RE media, make settings to prevent the creation of spare areas.

### File Systems

#### File Systems for the Game Disc

For all physical media, the file systems are ISO 9660 Level 3, Joliet, and the UDF 2.50 Bridge format. Joliet is prioritized by the Reference Tool in the recognition of file systems used on game discs.

#### Filename Restrictions

Filenames that include characters outside the ASCII range are not supported by the Generator. In addition, filenames that include the following characters are not supported.

- Control characters (0x00-0x1F/0x7F characters in ASCII)

- \* (asterisk)
- : (colon)
- ; (semicolon)
- ?
- " (double quotation)
- <
- >
- |
- / (slash)
- \ (backslash)

### Filename Length Restrictions

The maximum length of a game disc filename is 61 characters [when a period (.) is excluded from the filename] or 62 characters [when a period (.) is included in the filename].

### Full Path Length Restrictions

The maximum length of the full path of files and directories to be included in the game disc is 255 characters.

### File System Size Restrictions

There is a restriction on the size of the file system that is stored in the game disc. A game disc with a file system exceeding this restriction cannot be created. The maximum is approximately 30000 – 35000 for the total number of files and directories combined. Note that the value may be varied as a result of the directory configuration and the lengths of filenames.

## Disc Variations

A PlayStation®3 Blu-ray Disc can contain the following contents.

- 0 or 1 disc boot game
- 0 or more packages (install packages) like the HDD boot game package to be installed onto the HDD
- 0 or more unencrypted video files (video content data)
- 0 or more unencrypted theme files (theme content data)

From system software 3.30 onwards, the install package, video content data, and theme content data can be stored all together. Refer to the "Extra Content Disc" section for more information.

#### Note

For more details on disc variations and the directory configuration of each content, refer to the "Game Disc Specifications" document.

### Install Disc

A disc containing 1 or more install packages can also be called an install disc.

### Setting the Install Disc

The system software displays the icon of the install disc independently from the icon of the disc boot game. To set the content information to be used for displaying an install disc, click on the [Setup Package Root ...] button of the Generator's Volume tab and use the dialog for game settings that will open.

### **Setting the Install Package**

Each install package, in addition to the install package file that is used for the installing, contains a system file and content information files. To set these files, click on the [Setup Package ...] button of the Generator's Volume tab and use the dialog for game settings that will open.

### **Content Disc**

A disc containing 1 or more content data can also be called a content disc. Currently, video content data and theme content data are defined as content data.

#### **Setting the Video Content Disc**

A disc containing 1 or more video content data can also be called a video content disc.

The system software displays the icon of the video content disc independently from the icon of the disc boot game. To set content information to be used for displaying a video content disc, click on the [Setup Video Root ...] button of the Generator's Volume tab and use the dialog for game settings that will open.

#### **Setting Video Content Data**

Each video content data, in addition to a video file, contains a system file and content information files. To set these files, click on the [Setup Video Item ...] button of the Generator's Volume tab and use the dialog that for game settings that will open.

#### **Setting the Theme Content Disc**

A disc containing 1 or more theme content data can also be called a theme content disc.

The system software displays the icon of the theme content disc independently from the icon of the disc boot game. To set content information to be used for displaying a theme content disc, click on the [Setup Theme Root ...] button of the Generator's Volume tab and use the dialog for game settings that will open.

#### **Setting Theme Content Data**

Each theme content data consists of a theme file. To set theme files, click on the [Setup Theme Items ...] button of the Generator's Volume tab and use the dialog for content files that will open.

### **Extra Content Disc**

The extra content disc is a new format disc supported from system software 3.30. It is able to store content data (install package, video content data, and theme content data) equivalent to an install disc or a content disc, all together.

<b>Note</b>
-------------

The extra content disc cannot store install packages and content data in the previous format.
---

#### **Setting the Extra Content Disc**

The system software displays the icon of the extra content disc independently from the icon of the disc boot game. To set content information to be used for displaying a extra content disc, click on the [Setup Content Root ...] button of the Generator's Volume tab and use the dialog for game settings that will open.

#### **Setting Extra Content Data**

1 or more content data can be included in an extra content disc. To add content data to the disc, click on the [Setup Content Items ...] button on the Volume tab of the Generator and open the dialog for content files; drag and drop content data to this dialog box. When focusing on the extra content disc icon on the system software, the individual content data stored in the disc will be displayed. To set the content information and system files used in this display, select the applicable content data from the dialog for content files, click on the [Edit Param ...] button, and use the dialog for game settings that will open.



### **Notes on Creating the Install Disc/Content Disc/Extra Content Disc**

When creating an install disc, content disc or an extra content disc, various restrictions apply for the project and the system files – please use the GUI Version Generator (even when using the Command Line Version Generator, directly use the project file created by the GUI Version Generator as is).

---

## Appendix B: Project File (\*.gp3) Specifications

---

This chapter describes the specifications of the project file (\*.gp3) used in the Generator and the Command Line Version Generator.

**Note**

There are multiple project file formats. In this chapter, the formats easily usable with the Command Line Version Generator will be described. When loading a project file in the format described in this chapter to the Generator and resaving it without adding any changes to the configuration content, it may still not remain the same as the original project file.

### File Overall

The project file is written in XML format.

There are no restrictions on the character code, but the use of UTF-8 is recommended.

### Project File Elements

**<psproject> Element**

The root element of the project file must be <psproject>.

The <psproject> element must include just one of each of the following elements.

- <volume>
- <files>
- <dirs>

**<volume> Element**

The <volume> element must include just one of each of the following elements.

- <disc\_type>
- <ps3\_disc\_name>
- <ps3\_date>
- <ps3\_copyright>
- <ps3\_producer>
- <volume\_id>
- <ts\_dir>
- <fs\_type>

**<disc\_type> Element**

The content of <disc\_type> element must be "DVD5", "DVD9", "BD25" or "BD50". This value corresponds to Disc Type in the Volume tab of the Generator.

Example: <disc\_type>BD25</disc\_type>

**<ps3\_disc\_name> Element**

The content of <ps3\_disc\_name> element must be in "XXXX-YYYYY" format, with capital letters for X and numerals for Y. This value corresponds to Title ID in the Volume tab of the Generator.

Example: <ps3\_disc\_name>TEST-12345</ps3\_disc\_name>

**<ps3\_date> Element**

The content of <ps3\_date> element must be in "YYYY-MM-DD" format, with numerals for Y (year), M (month), and D (day). This value corresponds to Disc Date in the Volume tab of the Generator.

Example: <ps3\_date>2006-11-22</ps3\_date>

**<ps3\_copyright> Element**

The content of <ps3\_copyright> element must be alphabetic characters, with a maximum of 32 characters. This value corresponds to Copyright Holder in the Volume tab of the Generator.

Example: <ps3\_copyright>COPYRIGHT</ps3\_copyright>

**<ps3\_producer> Element**

The content of <ps3\_producer> element must be alphabetic characters, with a maximum of 32 characters. This value corresponds to Producer Name in the Volume tab of the Generator.

Example: <ps3\_producer>PRODUCER</ps3\_producer>

**<volume\_id> Element**

The content of <volume\_id> element corresponds to Volume ID in the Volume tab of the Generator.

Example: <volume\_id>PS3VOLUME</volume\_id>

**<ts\_dir> Element**

The content of <ts\_dir> element must be in "YYYY-MM-DD hh:mm:ss" format, with numerals for Y (year), M (month), D (day), h (hour), m (minute), and s (second). This value corresponds to Volume Timestamp in the Volume tab of the Generator.

Example: <ts\_dir>2006-11-22 12:34:56</ts\_dir>

**<fs\_type> Element**

The content of <fs\_type> element must be "UDF2.50+ISO Lv3+Joliet".

Example: <fs\_type>UDF2.50+ISO Lv3+Joliet</fs\_type>

**<files> Element**

The <files> element can have multiple <file> elements.

Note: Several <file> elements are required for a game disc.

**<file> Element**

Each <file> element corresponds to a file included in the project.

Except for certain <file> elements that are described later in this document, a <file> element must not include any content.

The <file> element must have the following attributes.

- enc attribute
- locked attribute
- rank attribute
- lsn attribute
- targ\_path attribute
- orig\_path attribute

The <file> element can optionally have the following attribute.

- rsv\_len attribute

Except for certain <file> elements that are described later in this document, a <file> element must not have any other attributes.

### enc Attribute

This indicates the encryption attribute of the file. The value must be "true" (encryption attribute on) or "false" (encryption attribute off).

For many of the files, only one specific value of the two is allowed for the encryption attribute. For example, /PS3\_GAME/USRDIR/EBOOT.BIN must always be encrypted.

### locked Attribute

This indicates the lock status of the file's sector address. The value must be "true" (locked) or "false" (unlocked).

### rank Attribute

This indicates the file's rank in the order of files. The value must be an integer from "1" to "255". Depending on the file type, some files have a set rank attribute that cannot be changed.

Filename/Type	Rank Attribute
/PS3_DISC.SFB	1
/PS3_GAME/PARAM.SFO	2
Content information files included in /PS3_GAME directory (such as ICON0.PNG)	3
/PS3_GAME/PS3LOGO.DAT	4
/PS3_GAME/LICDIR/LIC.DAT	112
Files under /PS3_GAME/USRDIR directory	128
/PS3_UPDATE/PS3UPDAT.PUP	255

If two files have the same rank attribute, the <file> element written earlier will have the smaller sector address.

### Isn Attribute

This indicates the file's sector address. The value must be an integer of 0 or larger. If the locked attribute is "false", then the value of Isn attribute will be ignored. Even when the locked attribute is "true", if the value of the Isn attribute is 0 or a sector address held by another file or file system is indicated, the file will be reassigned to a different sector address, and the value of the Isn attribute will be ignored.

### targ\_path Attribute

This indicates the full path of the file on the disc image. The value must be a string valid as a filename. The directory separator used in targ\_path must be "/".

Example: targ\_path="/PS3\_GAME/USRDIR/EBOOT.BIN"

### orig\_path Attribute

This indicates the absolute path or the relative path of the original file. For the relative path, enter the relative path from the directory in which the project file is placed. The value must be a string valid as a filename and the path of an existing file.

Example: orig\_path="C:\\game files\\USRDIR\\EBOOT.BIN"

### rsv\_len Attribute

This indicates the byte size of the reserved area for a file. The setting of this attribute is optional, and by default, its value is set to 0.

The value must be an integer of 0 or more. If a value that is smaller than the actual file size is indicated, it will be ignored.

For details, refer to chapter 7 "File Synchronization Function" and the "Reserve File size ..." item of the "Directory Tab" section in chapter 8.

### Special <file> Elements

The following <file> elements have special attributes or content.

- System file (targ\_path="PS3\_DISC.SFB")
- System file (targ\_path="PS3\_GAME/PARAM.SFO")
- Logo file (targ\_path="PS3\_GAME/PS3LOGO.DAT")
- License information file (targ\_path="PS3\_GAME/LICDIR/LIC.DAT")
- System software update file (targ\_path="PS3\_UPDATE/PS3UPDAT.PUP")

#### <file> Element for System File (targ\_path="PS3\_DISC.SFB")

The <file> element corresponding to PS3 DISC.SFB must have the following attributes.

Attribute	Value
enc	"false"
locked	"false"
rank	"1"
lsn	"0"
targ_path	"PS3_DISC.SFB"
orig_path	"" (blank)
memfile	"true"

The <file> element must include just one <ps3discsfb> element, and the <ps3discsfb> element must include just one <param> element. The <param> element must have a key attribute, and the value of the key attribute must be "TITLE\_ID". The content of the <param> element must be a product code in "XXXX-YYYYY" format, with capitals letters for X and numerals for Y. This value must be the same as the content of the <ps3\_disc\_name> element.

#### Example:

```
<file enc="false" locked="false" rank="1" lsn="0" targ_path="PS3_DISC.SFB"
  orig_path="" memfile="true">
  <ps3discsfb>
    <param key="TITLE_ID">TEST-12345</param>
  </ps3discsfb>
</file>
```

#### <file> Element for System File (targ\_path="PS3\_GAME/PARAM.SFO")

The <file> element corresponding to PS3 GAME/PARAM.SFO must have the following attributes.

Attribute	Value
enc	"false"
locked	"false"
rank	"2"
lsn	"0"
targ_path	"PS3_GAME/PARAM.SFO"
orig_path	"" (blank)
memfile	"true"

The <file> element must include just one <paramsfo> element, and the <paramsfo> element must include multiple <param> elements. A <param> element must have a key attribute and certain content. The following table is a list of required and optional <param> elements. Each element corresponds to an item in the General Parameter tab of the Generator's dialog box for game settings

Value of Key Attribute	Required/ Optional	Content of <param> Element
"TITLE_ID"	Required	Product code in "XXXXYYYYY" format (with capital letters for X and numerals for Y) (*1)
"PARENTAL_LEVEL"	Required	Integer from "0" to "11"
"PARENTAL_LEVEL_x" (x is one of J, A, E, H, K, or C)	Optional	Integer from "0" to "11" or "4294967295"
"RESOLUTION"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"SOUND_FORMAT"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"VERSION"	Required	"XX.XX" format (with numerals for X)
"APP_VER"	Required	"XX.XX" format (with numerals for X)
"TITLE"	Required	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_XX" (with an integer of two digits for XX, which represents a language)	Optional	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"ATTRIBUTE"	Optional	Integer of 0 or larger (*2)
"CONTENT_ID"	-	Content ID used in the game purchase feature Required when the game purchase feature is supported, must not exist for any other case
"NP_COMMUNICATION_ID"	Optional	"XXXXYYYYY_ZZ" format (with capital letters for X and numerals for Y and Z)

(\*1) Except for the hyphen, this value must be the same as the content of the <ps3\_disc\_name> element.

(\*2) For RESOLUTION, SOUND\_FORMAT and ATTRIBUTE, the integer values that can be set are those displayed when the corresponding checkboxes are checked in the General Parameter tab of the Generator's dialog box for game settings.

(\*3) For RESOLUTION and SOUND\_FORMAT, the following keywords can be used if a special fmt attribute (int32-enum) is set to the <param> element.

RESOLUTION: "1080", "720", "576", "576(16:9)", "480", "480(16:9)"

SOUND\_FORMAT: "7.1LPCM", "5.1LPCM", "2LPCM", "5.1Dolby", "5.1DTS"

(\*4) The characters <, >, and & have specific meanings in XML, so use "&lt;", "&gt;" and "&amp;" instead when these characters are to be included in a string. Use "&#x0a;" to include a line break in a string.

#### Example:

```
<file enc="false" locked="false" rank="2" lsn="0"
targ_path="PS3_GAME/PARAM.SFO" orig_path="" memfile="true">
  <paramsfo>
    <param key="TITLE_ID">TEST12345</param>
    <param key="TITLE">The warrior of Dai-Sougen&#x0a;Chapter 5: To the
Sea</param>
    <param key="TITLE_03">El guerrero de Dai-Sougen&#x0a;Capítulo 5: Al
mar</param>
    <param key="PARENTAL_LEVEL">3</param>
    <param key="RESOLUTION" fmt="int32-enum">1080/480</param>
    <param key="SOUND_FORMAT" fmt="int32-enum">2LPCM</param>
    <param key="VERSION">01.00</param>
    <param key="APP_VER">01.00</param>
    <param key="ATTRIBUTE">1</param>
```

```

    </paramsfo>
</file>

```

#### **<file> Element for Logo File (targ\_path="PS3\_GAME/PS3LOGO.DAT")**

The <file> element corresponding to PS3\_GAME/PS3LOGO.DAT must have the following attributes.

Attribute	Value
enc	"false"
locked	"false"
rank	"4"
lsn	"0"
targ_path	"PS3_GAME/PS3LOGO.DAT"
orig_path	"" (blank)
memfile	"true"

The <file> element must include just one <ps3logodat> element.

#### **Example:**

```

<file enc="false" locked="false" rank="4" lsn="0"
targ_path="PS3_GAME/PS3LOGO.DAT" orig_path="" memfile="true">
  <ps3logodat/>
</file>

```

#### **<file> Element for License Information File (targ\_path="PS3\_GAME/LICDIR/LIC.DAT")**

The <file> element corresponding to PS3\_GAME/LICDIR/LIC.DAT must have the following attributes.

Attribute	Value
enc	"true"
locked	"false"
rank	"112"
lsn	"0"
targ_path	"PS3_GAME/LICDIR/LIC.DAT"
orig_path	"" (blank)
memfile	"true"

The <file> element must include just one <licdat> element.

#### **Example:**

```

<file enc="true" locked="false" rank="112" lsn="0"
targ_path="PS3_GAME/LICDIR/LIC.DAT" orig_path="" memfile="true">
  <licdat/>
</file>

```

#### **<file> Element for System Software Update File (targ\_path="PS3\_UPDATE/PS3UPDAT.PUP")**

The <file> element corresponding to PS3\_UPDATE/PS3UPDAT.PUP must have the following attributes.

Attribute	Value
enc	"false"
locked	"false"
rank	"255"
lsn	"0"
targ_path	"PS3_UPDATE/PS3UPDAT.PUP"
orig_path	"" (blank)
memfile	"true"
fixed_fsize	"268435456"

The <file> element must not include any content.

**Example:**

```
<file enc="false" locked="false" rank="255" lsn="0"  
targ_path="PS3_UPDATE/PS3UPDAT.PUP" orig_path="" fixed_fsize="268435456"  
memfile="true" />
```

**<dirs> Element**

The <dirs> element can have multiple <dir> elements.

**<dir> Element**

The <dir> element corresponds to a directory included in the project.

The <dir> element must have a targ\_name attribute. The value of the targ\_name attribute indicates the directory name.

The <dir> element can have multiple <dir> elements.

**Example:**

```
<dirs>  
  <dir targ_name="PS3_GAME">  
    <dir targ_name="USRDIR" />  
  </dir>  
  <dir targ_name="PS3_UPDATE" />  
</dirs>
```

**Note:**

If the parent directory of the file indicated by the targ\_path attribute of the <file> element is not written as a <dir> element, an error will occur.



## Example of a Project File

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<psproject>
  <volume>
    <disc_type>BD25</disc_type>
    <ps3_disc_name>TEST-01234</ps3_disc_name>
    <ps3_date>2006-11-22</ps3_date>
    <ps3_copyright>COPYRIGHT</ps3_copyright>
    <ps3_producer>PRODUCER</ps3_producer>
    <volume_id>PS3VOLUME</volume_id>
    <ts_dir>2006-11-22 11:22:33</ts_dir>
    <fs_type>UDF2.50+ISO Lv3+Joliet</fs_type>
  </volume>
  <files>
    <file enc="false" locked="false" rank="1" lsn="0" targ_path="PS3_DISC.SFB"
orig_path="" memfile="true">
      <ps3discsfb>
        <param key="TITLE_ID">TEST-01234</param>
      </ps3discsfb>
    </file>
    <file enc="false" locked="false" rank="2" lsn="0"
targ_path="PS3_GAME/PARAM.SFO" orig_path="" memfile="true">
      <paramsfo>
        <param key="TITLE_ID">TEST01234</param>
        <param key="RESOLUTION">5</param>
        <param key="SOUND_FORMAT">1</param>
        <param key="VERSION">01.23</param>
        <param key="TITLE">Test Sample&#x0a;Test Sample</param>
        <param key="TITLE_01">English Test Sample</param>
        <param key="PARENTAL_LEVEL">1</param>
        <param key="APP_VER">01.00</param>
        <param key="ATTRIBUTE">1</param>
      </paramsfo>
    </file>
    <file enc="false" locked="false" rank="3" lsn="0"
targ_path="PS3_GAME/ICON0.PNG" orig_path="D:\Contents\ICON0.PNG" />
    <file enc="false" locked="false" rank="4" lsn="0"
targ_path="PS3_GAME/PS3LOGO.DAT" orig_path="" memfile="true">
      <ps3logodat/>
    </file>
    <file enc="true" locked="false" rank="112" lsn="0"
targ_path="PS3_GAME/LICDIR/LIC.DAT" orig_path="" memfile="true">
      <licdat/>
    </file>
    <file enc="true" locked="false" rank="128" lsn="0"
targ_path="PS3_GAME/USRDIR/EBOOT.BIN" orig_path="D:\Contents\EBOOT.BIN" />
    <file enc="false" locked="false" rank="255" lsn="0"
targ_path="PS3_UPDATE/PS3UPDAT.PUP" orig_path="" fixed_fsize="268435456"
memfile="true"/>
  </files>
  <dirs>
    <dir targ_name="PS3_GAME">
      <dir targ_name="LICDIR" />
      <dir targ_name="USRDIR" />
    </dir>
    <dir targ_name="PS3_UPDATE" />
  </dirs>
</psproject>
```

## Appendix C: Parameter Description File (\*.sfx) Specifications

This chapter describes the specifications of the parameter description file (\*.sfx) used by the Command Line Version Generator for creating a system file.

### File Overall

The parameter description file is written in XML format.

There are no restrictions on the character code, but the use of UTF-8 is recommended.

### Parameter Description File Elements

#### <paramsfo> Element

The root element of the parameter description file must be <paramsfo>. The <paramsfo> element must include multiple <param> elements. A <param> element must have a key attribute and certain content. Depending on the system file category, the required and optional <param> elements differ, as shown in the following table. Each element corresponds to an item in the General Parameter tab of the Generator's dialog box for game settings or the Category/Patch tab of the System File Utility.

#### Disc Boot Game

Value of Key Attribute	Required/Optional/Forbidden	Content of <param> Element
"APP_VER"	Required	"XX.XX" format (with numerals for X)
"ATTRIBUTE"	Optional	Integer of 0 or larger (*2)
"CATEGORY"	Required	"DG"
"CONTENT_ID"	-	Content ID used in the game purchase feature Required when the game purchase feature is supported, must not exist for other cases
"PARENTAL_LEVEL"	Required	Integer from "0" to "11"
"PARENTAL_LEVEL_x" (where x is one of J, A, E, H, K, or C)	Optional	Integer from "0" to "11" or "4294967295"
"RESOLUTION"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"SOUND_FORMAT"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"TITLE"	Required	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_XX" (with an integer of two digits for XX)	Optional	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_ID"	Required	Product code in "XXXXYYYYY" format (with capital letters for X and numerals for Y) (*1)
"VERSION"	Required	"XX.XX" format (with numerals for X)
"NP_COMMUNICATION_ID"	Optional	"XXXXYYYYY_ZZ" format (with capital letters for X and numerals for Y and Z)

(\*1)(\*2)(\*3)(\*4) Refer to the later-described notes.

**Disc Boot Game Patch**

Value of Key Attribute	Required/Optional/ Forbidden	Content of <param> Element
"APP_VER"	Required	"XX.XX" format (with numerals for X)
"ATTRIBUTE"	-	Integer of 0 or larger (*2) Required when the patch setting is Overwrite, Overwrite XMB™ (in game) or Overwrite PlayStation®Move; must not exist for other cases
"CATEGORY"	Required	"GD"
"PARENTAL_LEVEL"	Required	Integer from "0" to "11"
"PARENTAL_LEVEL_x" (where x is one of J, A, E, H, K, or C)	Optional	Integer from "0" to "11" or "4294967295"
"RESOLUTION"	-	Integer of 0 or larger (*2), or keywords set off with "/" (*3) Required when the patch setting is Overwrite; must not exist otherwise
"SOUND_FORMAT"	-	Integer of 0 or larger (*2), or keywords set off with "/" (*3) Required when the patch setting is Overwrite; must not exist otherwise
"TARGET_APP_VER"	-	"XX.XX" format (with numerals for X) Required for an incremental patch; must not exist otherwise
"TITLE"	Required	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_XX" (with an integer of two digits for XX)	Optional	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_ID"	Required	Product code in "XXXXYYYYY" format (with capital letters for X and numerals for Y) (*1)
"VERSION"	Required	"XX.XX" format (with numerals for X)

(\*1)(\*2)(\*3)(\*4) Refer to the later-described notes.

**HDD Boot Game**

Value of Key Attribute	Required/Optional/ Forbidden	Content of <param> Element
"APP_VER"	Required	"XX.XX" format (with numerals for X)
"ATTRIBUTE"	Optional	Integer of 0 or larger (*2)
"CATEGORY"	Required	"HG"
"CONTENT_ID"	-	Content ID used in the game purchase feature Required when the game purchase feature is supported, must not exist for other cases
"PARENTAL_LEVEL"	Required	Integer from "0" to "11"
"PARENTAL_LEVEL_x" (where x is one of J, A, E, H, K, or C)	Optional	Integer from "0" to "11" or "4294967295"
"RESOLUTION"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"SOUND_FORMAT"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"TITLE"	Required	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_XX" (with an integer of two digits for XX)	Optional	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_ID"	Required	Product code in "XXXXYYYYYY" format (with capital letters for X and numerals for Y) (*1)
"VERSION"	Required	"XX.XX" format (with numerals for X)
"NP_COMMUNICATION_ID"	Optional	"XXXXYYYYYY_ZZ" format (with capital letters for X and numerals for Y and Z)

(\*1)(\*2)(\*3)(\*4) Refer to the later-described notes.

**HDD Boot Game Patch**

Value of Key Attribute	Required/Optional/Forbidden	Content of <param> Element
"APP_VER"	Required	"XX.XX" format (with numerals for X)
"ATTRIBUTE"	Optional	Integer of 0 or larger (*2)
"CATEGORY"	Required	"HG"
"CONTENT_ID"	-	Content ID used in the game purchase feature Required when the game purchase feature is supported, must not exist for other cases
"PARENTAL_LEVEL"	Required	Integer from "0" to "11"
"PARENTAL_LEVEL_x" (where x is one of J, A, E, H, K, or C)	Optional	Integer from "0" to "11" or "4294967295"
"RESOLUTION"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"SOUND_FORMAT"	Required	Integer of 0 or larger (*2), or keywords set off with "/" (*3)
"TARGET_APP_VER"	-	"XX.XX" format (with numerals for X) Required for an incremental patch; must not exist otherwise
"TITLE"	Required	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_XX" (with an integer of two digits for XX)	Optional	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_ID"	Required	Product code in "XXXXYYYYY" format (with capital letters for X and numerals for Y) (*1)
"VERSION"	Required	"XX.XX" format (with numerals for X)
"NP_COMMUNICATION_ID"	Optional	"XXXXYYYYY_ZZ" format (with capital letters for X and numerals for Y and Z)

(\*1)(\*2)(\*3)(\*4) Refer to the later-described notes.

**Game Data That Is not a Patch**

Value of Key Attribute	Required/Optional/Forbidden	Content of <param> Element
"CATEGORY"	Required	"GD"
"PARENTAL_LEVEL"	Required	Integer from "0" to "11"
"PARENTAL_LEVEL_x" (where x is one of J, A, E, H, K, or C)	Optional	Integer from "0" to "11" or "4294967295"
"TITLE"	Required	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_XX" (with an integer of two digits for XX)	Optional	String with a maximum of 127 bytes when converted to UTF-8 (*4)
"TITLE_ID"	Required	Product code in "XXXXYYYYY" format (with capital letters for X and numerals for Y) (*1)
"VERSION"	Required	"XX.XX" format (with numerals for X)

(\*1)(\*4) Refer to the later-described notes.

In addition, for game data that is not a patch, the <paramsfo> element must have the add\_hidden attribute, and its value must be "false".

**Note:**

(\*1) Note that this does not contain a hyphen

(\*2) For RESOLUTION, SOUND\_FORMAT and ATTRIBUTE, the integer values that can be set are those displayed when the corresponding checkboxes are checked in the General Parameter tab of the Generator's dialog box for game settings.

(\*3) For RESOLUTION and SOUND\_FORMAT, the following keywords can be used if a special fmt attribute (int32-enum) is set to the <param> element.

RESOLUTION: "1080", "720", "576", "576(16:9)", "480", "480(16:9)"

SOUND\_FORMAT: "7.1LPCM", "5.1LPCM", "2LPCM", "5.1Dolby", "5.1DTS"

(\*4) The characters <, >, and & have specific meanings in XML, so use "&lt;", "&gt;" and "&amp;" instead when these characters are to be included in a string. Use "&#x0a;" to include a line break in a string.

**Example of a Parameter Description File**

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<paramsfo>
  <param key="CATEGORY">DG</param>
  <param key="TITLE_ID">TEST12345</param>
  <param key="TITLE">The warrior of Dai-Sougen&#x0a;Chapter 5: To the
Sea</param>
  <param key="TITLE_03">El guerrero de Dai-Sougen&#x0a;Capítulo 5: Al
mar</param>
  <param key="PARENTAL_LEVEL">3</param>
  <param key="RESOLUTION" fmt="int32-enum">1080/480</param>
  <param key="SOUND_FORMAT" fmt="int32-enum">2LPCM</param>
  <param key="VERSION">01.00</param>
  <param key="APP_VER">01.00</param>
</paramsfo>
```

---

## Appendix D: Trophy Description File (\*.trx) Specifications

---

This chapter describes the specifications of the trophy description file (\*.trx) used by the Trophy Pack File Utility and the Command Line Version Generator for creating a trophy pack file.

### File Overall

Trophy Description File is written in XML format.

There are no restrictions on the character code, but the use of UTF-8 is recommended.

Trophy Description File stores the following information.

- Config Information
- Language Information
- Reference to Icon files

Config Information and Language Information can be stored in a Trophy Description File directly or stored in other files (Config Information and Language Information files) and then referenced.

### Trophy Description File Elements

#### <trophytrp> Element

The root element must be <trophytrp>.

The <trophytrp> element must have one or more <file> elements.

#### <file> Element

The <file> element must have name attribute and path attribute.

Each <file> element corresponds to Config Information, Language Information or Icon according to the value of the name attribute.

If the <file> element corresponds to Config Information or Language Information, the value of the path attribute is allowed to be blank ("").

If the value of the path attribute of the <file> element is blank, the <file> element must have just one <trophyconf> element.

If the value of the path attribute of the <file> element is not blank, the <file> element must not have contents.

**name Attribute**

The value of the name attribute must be one of the followings.

Value of the name attribute	Meanings
"TROPCONF.SFM" (*1)	Config Information
"TROP.SFM"	Language Information (default language)
"TROP_xx.SFM" (xx is an integer of two digits that indicates language)	Language Information (other languages)
"ICON0.PNG"	Trophy set still-image icon (default language)
"ICON0_xx.PNG" (xx is an integer of two digits that indicates language)	Trophy set still-image icon (other languages)
"GRxxx.PNG" (xxx is an integer of three digits that indicates Group ID)	Trophy group still-image icon (default language)
"GRxxx_yy.PNG" (xxx is an integer of three digits that indicates Group ID, yy is an integer of two digits that indicates language)	Trophy group still-image icon (other languages)
"TROPxxx.PNG" (xxx is an integer of three digits that indicates the Trophy ID)	Trophy still-image icon

(\*1) Note that the value of the name attribute is not .SFN but .SFM.

**path Attribute**

This indicates the path to a Config Information File, a Language Information File or an icon file that the <file> element corresponds to.

If Config Information or Language Information are to be stored in a Trophy Description File directly as a <trophyconf> element, let the value of path attribute blank ("").

**<trophyconf> Element**

The <trophyconf> element in the <file> element is identical to the <trophyconf> element of the Config Information File or the Language Information File in the following description.

**Config Information File (\*.sfn) Specification**

Config Information File is written in XML format.

Config Information File is also used in [Import Config (Non-Language Information) ...] and [Export Config (Non-Language Information) ...] in [File] menu of Trophy Pack File Utility.

**Note**

The specification of the Config Information File created by old version of Trophy Pack File Utility is different from the specification in the following description, but the old file can be read by newer version of Trophy Pack File Utility.

The Config Information File created by newer version of Trophy Pack File Utility cannot be read by older version of Trophy Pack File Utility.

**<trophyconf> Element**

The root element of a Config Information File must be <trophyconf>.

The <trophyconf> element must have a version attribute - the value must be either "1.0" (in case it does not contain group information) or "1.1" (in case it contains group information).

The <trophyconf> element must have the following elements.

- <npcommid> element
- <trophyset-version> element



- the number of <group> elements equal to the number of trophy groups minus 1 (for version "1.1" or later)
- <trophy> elements of the same number as trophies

**Note**

Currently, a <group> element whose group ID is 000 cannot be specified; thus, the number of <group> elements is equal to the number of trophy groups - 1. This restriction will be cleared in the future.

**<npcommid> Element**

This indicates NP Communication ID.

**<trophyset-version> Element**

This indicates Trophy set version.

**<group> Element**

The <group> element must have the following attribute.

- id attribute

**Note**

Currently, a <group> element whose group ID is 000 cannot be specified. This restriction will be cleared in the future.

**id Attribute**

This indicates the Group ID of a trophy. The value must be an integer of three digits.

**<trophy> Element**

The <trophy> Element must have the following attributes.

- id attribute
- hidden attribute
- ttype attribute
- pid attribute

If version="1.1" or later, the <trophy> Element can also have the following attribute.

- gid attribute

**id Attribute**

This indicates the Trophy ID of the trophy. The value must be an integer of three digits.

**hidden Attribute**

This indicates the show/hide attribute of the trophy. The value must be "yes" if hidden, or "no" if shown.

**ttype Attribute**

This indicates the grade of the trophy. The value must be "P" if platinum, "G" if gold, "S" if silver or "B" if bronze.

**pid Attribute**

This indicates the platinum link attribute of the trophy. The value must be "000" if linked or "-1" if unlinked.

**gid Attribute**

This indicates the group ID of the group to which the trophy belongs. The value must be an integer of three digits or "-1". If the gid attribute is not specified (or "-1" is specified), this indicates that the trophy belongs to the base game group.

**Language Information File (\*.sfm) Specification**

Language Information File is written in XML format.

Language Information File is also used in [Import Language Information ...] and [Export Language Information ...] in [File] menu of Trophy Pack File Utility.

**Note**

The specification of the Language Information File created by old version of Trophy Pack File Utility is different from the specification in the following description, but the old file can be read by newer version of Trophy Pack File Utility.

The Language Information File created by newer version of Trophy Pack File Utility cannot be read by older version of Trophy Pack File Utility.

**<trophyconf> Element**

The root element of a Language Information File must be <trophyconf>.

The <trophyconf> element must have a version attribute - the value must be either "1.0" (in case it does not contain group information) or "1.1" (in case it contains group information).

The <trophyconf> element must have the following elements.

- <title-name> element
- <title-detail> element
- the number of <group> elements equal to the number of trophy groups minus 1 (for version "1.1" or later)
- <trophy> elements of the same number as trophies

**Note**

Currently, a <group> element whose group ID is 000 cannot be specified; thus the number of <group> elements is equal to the number of trophy groups - 1. This restriction will be cleared in the future.

**Caution:**

The characters <, > and & have specific meanings in XML, so use "&lt;", "&gt;" and "&amp;" instead when these characters are to be included in a string. Use "&#x0a;" to include a line break in a string.

**<title-name> Element**

This indicates the trophy set title.

**<title-detail> Element**

This indicates the trophy set details.

**<group> Element**

The <group> element must have the following attribute.

- id attribute

The <group> element must have the following elements.

- <name> element
- <detail> element

**Note**

Currently, a <group> element whose group ID is 000 cannot be specified. This restriction will be cleared in the future.

**id Attribute**

This indicates the Group ID of a trophy. The value must be an integer of three digits.

**<name> Element**

This indicates the trophy group name.

**<detail> Element**

This indicates the details of a trophy group.

**<trophy> Element**

The <trophy> element must have the following attribute:

- id attribute

The <trophy> element must have the following elements.

- <name> Element
- <detail> Element

**id Attribute**

This indicates the Trophy ID of the trophy. The value must be an integer of three digits.

**<name> Element**

This indicates the name of the trophy.

**<detail> Element**

This indicates the details of the trophy.

**Example of a Trophy Description File**

If group information is not included (trophyconf version="1.0"):

```
<?xml version="1.0" encoding="utf-8"?>
<trophytrp>
  <file name="TROPCONF.SFM" path="">
    <trophyconf version="1.0">
      <npcommid>SMPL01234_00</npcommid>
      <trophyset-version>01.00</trophyset-version>
      <trophy id="000" hidden="no" ttype="P" pid="-1"/>
      <trophy id="001" hidden="yes" ttype="B" pid="000"/>
      <trophy id="002" hidden="yes" ttype="B" pid="000"/>
      <trophy id="003" hidden="yes" ttype="B" pid="000"/>
      <trophy id="004" hidden="yes" ttype="B" pid="000"/>
    </trophyconf>
  </file>
  <file name="TROP.SFM" path="">
    <trophyconf version="1.0">
      <title-name>The warrior of Dai-sougen</title-name>
      <title-detail>Trophy set for Dai-sougen</title-detail>
      <trophy id="000">
        <name>Dai-sougen Platinum Trophy</name>
        <detail>Collected all other Dai-sougen trophies</detail>
      </trophy>
    </trophyconf>
  </file>
</trophytrp>
```

```

    </trophy>
    <trophy id="001">
      <name>Slime Killer</name>
      <detail>The player has killed 5 slimes</detail>
    </trophy>
    <trophy id="002">
      <name>Skeleton Destroyer</name>
      <detail>The player has killed 5 skeletons</detail>
    </trophy>
    <trophy id="003">
      <name>Ice Wizard</name>
      <detail>The player has learned 5 ice spells</detail>
    </trophy>
    <trophy id="004">
      <name>Fire Wizard</name>
      <detail>The player has learned 5 fire spells</detail>
    </trophy>
  </trophyconf>
</file>
<file name="TROP_02.SFM" path="">
  <trophyconf version="1.0">
    <title-name>Le guerrier de Dai-sougen</title-name>
    <title-detail>Serie de Trophees pour Dai-sougen</title-detail>
    <trophy id="000">

      (snip)

    </trophy>
  </trophyconf>
</file>
<file name="ICON0.PNG" path="D:\dev\image\trop\trx\ICON0.PNG" />
<file name="ICON0_02.PNG" path="D:\dev\image\trop\trx\ICON0_02.PNG" />
<file name="TROP000.PNG" path="D:\dev\image\trop\trx\TROP000.PNG" />
<file name="TROP001.PNG" path="D:\dev\image\trop\trx\TROP001.PNG" />
<file name="TROP002.PNG" path="D:\dev\image\trop\trx\TROP002.PNG" />
<file name="TROP003.PNG" path="D:\dev\image\trop\trx\TROP003.PNG" />
<file name="TROP004.PNG" path="D:\dev\image\trop\trx\TROP004.PNG" />
</trophytrp>

```

If group information is included (trophyconf version="1.1"):

```

<?xml version="1.0" encoding="utf-8"?>
<trophytrp>
  <file name="TROPCONF.SFM" path="">
    <trophyconf version="1.1">
      <npcommid>SMPL01234_00</npcommid>
      <trophyset-version>01.00</trophyset-version>
      <group id="001"/>
      <trophy id="000" hidden="no" ttype="P" pid="-1"/>
      <trophy id="001" hidden="yes" ttype="B" pid="000"/>
      <trophy id="002" hidden="yes" ttype="B" pid="000"/>
      <trophy id="003" hidden="yes" ttype="B" pid="000"/>
      <trophy id="004" hidden="yes" ttype="B" pid="000"/>
      <trophy id="005" hidden="no" ttype="B" pid="-1" gid="001"/>
      <trophy id="006" hidden="no" ttype="B" pid="-1" gid="001"/>
    </trophyconf>
  </file>
  <file name="TROP.SFM" path="">
    <trophyconf version="1.1">
      <title-name>The warrior of Dai-sougen</title-name>
      <title-detail>Trophy set for Dai-sougen</title-detail>
    </trophyconf>
  </file>
</trophytrp>

```

```

<group id="001">
  <name>Expansion of Dai-sougen</name>
  <detail>New adventure of the Deep Forest</detail>
</group>
<trophy id="000">
  <name>Dai-sougen Platinum Trophy</name>
  <detail>Collected all other Dai-sougen trophies</detail>
</trophy>
<trophy id="001">
  <name>Slime Killer</name>
  <detail>The player has killed 5 slimes</detail>
</trophy>
<trophy id="002">
  <name>Skeleton Destroyer</name>
  <detail>The player has killed 5 skeletons</detail>
</trophy>
<trophy id="003">
  <name>Ice Wizard</name>
  <detail>The player has learned 5 ice spells</detail>
</trophy>
<trophy id="004">
  <name>Fire Wizard</name>
  <detail>The player has learned 5 fire spells</detail>
</trophy>
<trophy id="005">
  <name>Forest Warrior</name>
  <detail>The player has killed 5 forest monsters</detail>
</trophy>
<trophy id="006">
  <name>Forest King</name>
  <detail>The player has killed 100 forest monsters</detail>
</trophy>
</trophyconf>
</file>
<file name="TROP_02.SFM" path="">
  <trophyconf version="1.1">
    <title-name>Le guerrier de Dai-sougen</title-name>
    <title-detail>Serie de Trophées pour Dai-sougen</title-detail>
    <group id="001">
      <name> (snip) </name>
      <detail> (snip) </detail>
    </group>
    <trophy id="000">

      (snip)

    </trophy>
  </trophyconf>
</file>
<file name="ICON0.PNG" path="D:\dev\image\trop\trx\ICON0.PNG" />
<file name="ICON0_02.PNG" path="D:\dev\image\trop\trx\ICON0_02.PNG" />
<file name="GR001.PNG" path="D:\dev\image\trop\trx\GR001.PNG" />
<file name="GR001_02.PNG" path="D:\dev\image\trop\trx\GR001_02.PNG" />
<file name="TROP000.PNG" path="D:\dev\image\trop\trx\TROP000.PNG" />
<file name="TROP001.PNG" path="D:\dev\image\trop\trx\TROP001.PNG" />
<file name="TROP002.PNG" path="D:\dev\image\trop\trx\TROP002.PNG" />
<file name="TROP003.PNG" path="D:\dev\image\trop\trx\TROP003.PNG" />
<file name="TROP004.PNG" path="D:\dev\image\trop\trx\TROP004.PNG" />
<file name="TROP005.PNG" path="D:\dev\image\trop\trx\TROP005.PNG" />
<file name="TROP006.PNG" path="D:\dev\image\trop\trx\TROP006.PNG" />
</trophytrp>

```

---

## Appendix E: Error/Warning Messages

---

In this chapter, error/warning messages that may appear when using Generator tools are described. The meaning of the messages and the correct way to handle the situation will be described for each function of the Generator. Information of the messages displayed by other tools can be found in the following places.

### Messages of the System File Utility

For messages displayed when saving system files, refer to "System Files (\*.sfo)" in the section "Verification of Iso Image Files and Blu-ray Discs".

### Messages of the Trophy Pack File Utility

For messages displayed when saving or checking trophy pack files, refer to "Trophy Pack Files" in the section "Verification of Iso Image Files and Blu-ray Discs".

### Messages of the Checker

For messages displayed when verifying Iso image files and Blu-ray discs, refer to the section "Verification of Iso Image Files and Blu-ray Discs".

### Messages of the Command Line Version Generator

For messages displayed by `build` command, refer to the section "Creation of Iso Image Files".

For messages displayed by `burn` command, refer to the section "Writing Iso Image Files to Blu-ray Discs".

For messages displayed by `verify/veri_file/veri_dir` commands, refer to the section "Verification of Iso Image Files and Blu-ray Discs".

For messages displayed by `make_sfo` command, refer to "System Files (\*.sfo)" in the section "Verification of Iso Image Files and Blu-ray Discs".

For messages displayed by `make_trp` command, refer to "Trophy Pack Files" in the section "Verification of Iso Image Files and Blu-ray Discs".

### Lines Starting with the Filename

Many messages start with the filename. However, when a file is embedded within a file, for example, the information can be displayed as follows.

sample.self: PPU file.	Normal file
sample.self(embedded#01): SPU file.	File embedded in a file
sample.mself:inner.self: PPU file.	The inner file, in a nesting structure like MSELF and TRP
sample.mself:inner.self(embedded#01): SPU file.	A file embedded in the inner file

## Creation of Iso Image Files

For messages displayed in the dialog for displaying pre-build verification results, refer to the section "Verification of Iso Image Files and Blu-ray Discs" as well as the following.

**The number of sectors is larger than maximum.**

The number of used sectors exceeds the maximum. Change the [Disc Type] of the Volume tab and select a disc type of greater size, or reduce the size or the number of files.

**The number of sectors is smaller than minimum(600000).**

Displayed when the number of used sectors are small. Ignore this message because it is obsolete.

**Disc Type is Dual Layer, but the number of sectors in Layer1 is zero.**

Dual Layer is selected in [Disc Type] but the content of Layer1 is empty. Select Single Layer in [Disc Type].

**Producer Name field is blank.**

**Copyright Holder field is blank.**

[Producer Name] or [Copyright Holder] is not set.

**Process finished with error. err\_no=FFFFFEDB**

Failed to read a file included in the project. Make sure that you have not moved or resized files after adding files to the project.

**Note**

The size of a file is evaluated when the project is opened and when the file is added to the project. If you have resized the file after adding it to the project, save the project first and then open the project again.

**Process finished with error. err\_no=FFFFFED1**

Failed to write Iso image file. Check the remaining capacity of the target.

## Writing Iso Image Files to Blu-ray Discs

**(Drive is not recognized)**

**(Media is not recognized)**

**Error: Selected drive is not available.**

**Error: Disc is not loaded.**

If the drive or the media is not recognized, check the following points.

- The firmware of the Blu-ray Disc drive is the latest version
- You have not started any third-party writing software (including packet writing software)
- There is no program (including Explorer) that is accessing to the Blu-ray Disc drive
- There is no program with heavy load (recommended)
- You have not started any media player software (Windows Media Player etc.)
- Autoplay of media is disabled (recommended)
- There is no USB-ATA conversion cables in order to connect the Blu-ray Disc drive or other peripherals (recommended)
- The Blu-ray Disc drive does not stand vertically (recommended)
- There is no labels on the disc
- There is no fingerprints, scratches or dusts on the disc

**Error: Selected Image File is invalid.**

The selected file is not a valid Iso image file.

**Error: Disc must be either Blank or Erasable.**

The medium is not writable. Use other medium.

**Error: Disc must be single layer.**

**Error: Disc must be dual layer.**

**Error: Disc must be BD-R/RE.**

The content of the Iso image file mismatches the type of the medium. Use the correct medium.

**Read error in LSN %d(%08X).**

Reading the Iso image file failed. Verify the Iso image file to make sure it was properly created.

**Write command failed LSN xxxx/yyyy). SK/ASC/ASCQ=zzzzzzzz.**

Write command to the medium failed. Refer to "Drive is not recognized".

## Writing Emu Image to BD Emulator HDD

**(No HDDs are displayed in the list)**

Execute the software using an administrator privilege.

**(\\.\PhysicalDrive0 cannot be formatted)**

This specification is implemented to avoid erasing the OS by mistake.

## Verification of Iso Image Files and Blu-ray Discs

### General

**(filename): Seek error(xxxx).**

**(filename): Read error(xxxx).**

**(filename): Header search error.**

There is a program file that cannot be found or read. Check to see that the file has not been truncated.

**(filename): Not found.**

**(filename): Not found in xxx.**

A required file does not exist.

**(filename): Invalid filename.**

**(filename): Invalid dirname.**

**(filename): Must not exist.**

A file or directory with an invalid name exists.

**(filename1): (filename2) must exist.**

The file "filename2" required by "filename1" does not exist.



**System Files (\*.sfo)**

TITLE\_ID = %s.  
PARENTAL\_LEVEL = %s.  
ATTRIBUTE = %x.  
RESOLUTION = %s.  
SOUND\_FORMAT = %s.  
VERSION = %s.  
PS3\_SYSTEM\_VER = %s.  
APP\_VER = %s.  
TARGET\_APP\_VER = %s.  
GAMEDATA\_ID = %s.

This shows the system file parameters. This is not an error report. It is possible for invalid parameters not to be shown.

**PARAM.SFO: Param (param): Not found.**

A parameter required for the system file was not found.

**PARAM.SFO: Param (param): Blank string.**

A blank string is set in the system file parameters.

**PARAM.SFO: Param (param): Must not contain BOM.**

A BOM (Byte Order Mark) is included in the system file parameters.

**PARAM.SFO: Param (param): Must not contain control characters.**

A control character (forbidden in the system file parameters) is included.

**PARAM.SFO: Param (param): Too many lines(%d).**

There are more line feed codes than the specification in the system file parameters.

**PARAM.SFO: Param (param): Invalid UTF8 format.**

An invalid character for UTF-8 is set in the system file parameters.

**PARAM.SFO: Param (param): Invalid format.****PARAM.SFO: Param (param): Invalid format(%s).****PARAM.SFO: Param (param): Invalid value.****PARAM.SFO: Param (param): Invalid value(%X).****PARAM.SFO: Param RESOLUTION: HD unsupported.****PARAM.SFO: Param RESOLUTION: SD unsupported.****PARAM.SFO: Param SOUND\_FORMAT: 2LPCM unsupported.****PARAM.SFO: Param RESOLUTION: 480 required if 480(16:9) is supported.****PARAM.SFO: Param RESOLUTION: 576 required if 576(16:9) is supported.****App\_Ver < 01.00.****Target\_App\_Ver < 01.00.****Target\_App\_Ver >= App\_Ver.**

The format of a string set in the system file parameters is invalid or the value itself is invalid.

**PARAM.SFO: Invalid param (param).**

A parameter forbidden in the system file is included.

**PARAM.SFO: PS3\_SYSTEM\_VER < SDK Version.**

The PS3\_SYSTEM\_VER of PARAM.SFO is set to a smaller value than the Runtime Library Release version of EBOOT.BIN.

**PARAM.SFO: PS3\_SYSTEM\_VER < Required SDK Version.**

PS3\_SYSTEM\_VER of PARAM.SFO is set to a smaller value than the Runtime Library Release version required by EBOOT.BIN or another SELF file.

**Content Information Files etc.**

**(filename) > 3MB.**

**(filename) + (filename) > 3MB.**

The file size is larger than the specification.

**(filename): Invalid System file.**

**(filename): Invalid History file.**

**(filename): Invalid Logo.**

**(filename): Invalid PNG format.**

**(filename): Invalid ATRAC3plus format.**

**(filename): Invalid PAMF format.**

**(filename): Invalid P3T format.**

The format of the file is invalid or cannot be read.

**(filename): Invalid filesize(%d).**

The file size does not conform to specification.

**(filename): Must not contain control characters.**

A forbidden control character is included in the file.

**(filename): Must not contain BOM.**

A BOM (Byte Order Mark) is included in the file.

**(filename): Too many bytes per history(%d).**

**(filename): Too many lines(%d).**

**(filename): Too many bytes per line(%d).**

The change history or change history update file exceeds the size, number of lines, or bytes-per-line specification.

**(filename): Invalid Resolution(%dx%d).**

**(filename): Invalid Depth(%dbit).**

**(filename): Interlaced.**

**(filename): Invalid SampleFreq(%d).**

**(filename): Invalid format(ATRAC3).**

**(filename): Invalid N\_ch(%d).**

**(filename): Invalid VideoType(Not MPEG4 AVC).**

**(filename): Invalid Profile/Level.**

**(filename): Not CAVLC.**

**(filename): Invalid FrameRate(%d.%dfps).**

**(filename): Invalid ImageSize(%dx%d).**

**(filename): Invalid AudioType(Not ATRAC3plus).**

The format of the content information file does not conform to specifications.

## Trophy Pack Files

(filename): Invalid TRP format.  
(filename): Files ordered invalidly in TRP.  
(filename):(filename2): Access error.  
(filename):(filename2): Invalid SFM format.  
(filename):(filename2): Invalid attribute in TRP entry(%08x).  
(filename):(filename2): Signature bit conflict in TRP entry.  
(filename):(filename2): Conf mismatch.  
(filename):(filename2): Invalid SFM format (Conf file must not contain text info).  
(filename):(filename2): Invalid SFM format (Language file must contain text info).  
(filename):(filename2): Invalid SFM version(%s).

The format of the trophy pack file is invalid or cannot be read.

(filename):(filename2): Invalid filename in TRP.

A file with invalid name (filename2) exists in the trophy pack file.

(filename): SFM file (filename2) not found.  
(filename): Trophy #%03d Icon file (filename2) not found.  
(filename): Trophy Set Icon file (filename2) not found.

Required file such as icons (filename2) does not exist in the trophy pack file.

(filename):TROPCONF.SFM: Not signed.

The trophy pack file does not have signature. The message is regarded as warning when the file is saved, or it is regarded as error otherwise. Refer to the "Trophy System Overview" document to know how to test running with using unsigned trophy pack file.

(filename): No Trophies contained.

There is no trophy contained.

(filename):(filename2): Invalid num\_trop(%d).

There are too much trophies.

(filename):(filename2): Invalid NP Comm ID(%s).

The format of NP Communication ID is invalid.

(filename):(filename2): Invalid Trophy Set Version(%s).

The format of trophy set version is invalid.

(filename):(filename2): Platinum Trophy must be the first (Trophy #%03d).  
(filename):(filename2): Platinum Trophy must not have Platinum link (Trophy #%03d).  
(filename):(filename2): Total linked points: %d < %d (minimum of large-scope game).  
(filename):(filename2): Total linked points: %d > %d (maximum of large-scope game).  
(filename):(filename2): Trophy #%03d must have Platinum link (base game).  
(filename):(filename2): Trophy #%03d must not have Platinum link (expansion pack).  
(filename):(filename2): One or more Gold trophies must have Platinum link.  
(filename):(filename2): Total points: %d < %d (minimum of small-scope game).  
(filename):(filename2): Trophy #%03d must not have Platinum link (small-scope game).  
(filename):(filename2): Grade of trophy #000 cannot be Platinum because no trophies have link.  
(filename):(filename2): Grade of trophy #000 must be Platinum because other trophies have link.

The grades or total points of trophies do not conform to specifications. Refer to the "Trophy System Overview" document.

**(filename): NP Comm ID = %s.**

**(filename): Trophy Set Version = %s.**

**(filename): Number of Trophies = %d.**

This shows parameters such as NP Communication ID in the trophy pack file. This is not an error report.

**(filename):(filename2): Invalid UTF-8 text. (info\_string)**

Invalid UTF-8 text is included in the string.

"(info\_string)" is a string that indicates the problematic field and the language, for example, "Trophy Set Title, Default Language" or "Trophy #001 Details, Japanese".

**(filename):(filename2): Must not contain control characters(%02x). (info\_string)**

Invalid control characters are included in the string.

**(filename):(filename2): Must not contain BOM. (info\_string)**

BOM(Byte Order Mark) is included in the string.

**(filename):(filename2): Invalid XML text(%s). (info\_string)**

Invalid XML text is included in the string.

**(filename):(filename2): Too many lines(%d). (info\_string)**

The number of linefeeds in the string exceeds the maximum.

**(filename):(filename2): Too many bytes(%d). (info\_string)**

The string is too long.

**(filename):(filename2): Blank string. (info\_string)**

The string is blank.

## Program Files

**(filename): Invalid SELF format.**

**(filename): Invalid PAID for SELF.**

**(filename): Invalid ELF format.**

The format of the program file is invalid or cannot be read.

**(filename): Invalid SDK version (xx.xxxx).**

**(filename): Invalid Required SDK version (xx.xxxx).**

The value for the Runtime Library Release version of the created program file is invalid.

**(filename): SDK version = xx.xxxx.**

The Runtime Library Release version of the created program file is displayed. This is not an error.

**(filename): Required SDK version = xx.xxxx.**

The Runtime Library Release version required for the program file to run when a special library has been linked (for example), is displayed. This is not an error. In most cases, this message is not displayed because the Runtime Library Release version required is the same as the Runtime Library Release version by which the program file was created.

**(filename): Invalid ELF type(%s).**

The program file type is invalid (for example, a file that should be a PPU program may be an SPU program).

**(filename): Symbol found (%s).**

A symbol is included in the program file.

**Note**

In titles created with the Runtime Library Release 1.6.0 and earlier, this will be a WARNING instead of an ERROR.

**(filename): Debug library found (%s).**

A library for debugging is linked to the program file.

**(filename): Unallowed library linked (%s, xx.xxxx).**

A library with a version whose use is not permitted in the program file is linked.

**(filename): Section sceversion missing.**

The section sceversion is missing in the program file.

**Note**

The lack of a section sceversion is not handled as an error for SPU programs and PRX programs.

**(filename): Version conflict error (%s, xx.xxxx).**

The combination of the versions of the libraries that are linked to the program file is not permitted.

**(filename): Version conflict warning (%s, xx.xxxx).**

The versions of the libraries that are linked to the program file are not the same. Although the combination is permitted, check whether this discrepancy is intentional.

**(filename): SELF file (Not allowed).**

**(filename): MSELF file (Not allowed).**

A program file that is not allowed to be saved in the game data directory is included.

**(filename): (binary type) file.**

**(filename): (binary type) file, SDK version = xx.xxxx.**

**(filename): (binary type) file, SDK version = unknown.**

The program file and the Runtime Library Release version used for creating that file are displayed. This is not an error report. The Runtime Library Release version is not always displayed. "(binary type)" can indicate "Signed PPU SELF", "PPU SPRX", or "PPU OVERLAY SELF", for example.

**(filename): (binary type) file, invalid file type.**

**(filename): (binary type) file, invalid file type in SELF.**

**(filename): (binary type) file, invalid file type in MSELF.**

The program file is in a format that is not permitted. This is not always an error; it is sometimes a warning.

**(filename): SDK version must be xx.xxxx.**

**(filename): SDK version should be xx.xxxx.**

The SDK version is invalid. This is not always an error; it is sometimes a warning.

**(filename): SYS\_PROC\_PARAM missing.**

**(filename): SYS\_OVERLAY\_PARAM missing.**

**(filename): Compressed Segment found.**

The program file structure is invalid. This is not always an error; it is sometimes a warning.

**(filename): Embedded SELF found (ofs=%x).**

**(filename): Embedded ELF overlapped invalidly (ofs=%x, prev=%x).**

**(filename): Invalid Embedded ELF format (ofs=%x).**

An invalid program file is embedded in the file.

**(filename): Invalid ELF header found, skipped (ofs=%x).**

Part of an ELF header is embedded in the file. This is not an error report.

**(filename): Invalid filename for MSELF.**

The filename (extension) is incorrect.

**(filename): MSELF file, entries = %d.**

The MSELF file and the number of files it includes are displayed. This is not an error report.

**(filename): Only the first %d entries in MSELF is checked.**

There are too many files in the MSELF file. This is a warning.

**(filename): MSELF in MSELF.**

There is an MSELF in the MSELF file.

**(filename): SDK version=xx.xxxx, which must be yy.yyyy.****(filename): SDK version=xx.xxxx, which should be yy.yyyy.**

There are program files that were built with different SDK versions. As a rule, all PPU/SPU programs stored in a title must be built with the same SDK version.

This rule also applies to SPU programs embedded in a PPU program file.

**Note**

The SDK version used in the creation of EBOOT.BIN (a PPU program) is the basis of comparison.

**(filename): SDK version conflict(xx.xxxx/yy.yyyy).**

Multiple program files are linked to runtime libraries of different SDK versions.

Do not keep runtime libraries of old SDKs in a build environment.

**(filename): Invalid SDK version(xxxx).**

SDK version information in the program file is invalid.

Make sure that the program file is built with an officially released SDK.

**(filename): SYS\_PROCESS\_PARAM missing.**

SYS\_PROCESS\_PARAM macro is not declared in the program file.

The priority and stack size of the primary PPU thread must be set using the SYS\_PROCESS\_PARAM macro.

**(filename): Debug library linked(xxxx).**

A debug library is linked with the program file.

Do not use debug libraries.

**(filename): Symbol xxx found.**

A program file contains symbol information. Delete all symbols.

**Note**

Some of the libraries when linked are cause for SPU programs that include symbol information.

**(filename): Section sceversion missing.**

Version information (section sceversion) has been removed from the program file.

Do not remove the section sceversion from a program file.

**Note**

It is possible for this message to be displayed for SPU/PRX programs that simply do not have this section.

**(filename): Invalid ELF(unencrypted).**

**(filename): Invalid SELF(unencrypted).**

There is an unencrypted program file.

The encryption attribute of all program files in a game disc must be set to ON.

**(filename): Invalid file type(PPU ELF).**

**(filename): Invalid file type(PPU PRX).**

**(filename): Invalid file type(PPU OVERLAY ELF).**

**(filename): Invalid file type(SPU ELF).**

There is a PPU/SPU program file which is not in SELF format.

A PPU/SPU program file must be in SELF format.

**(filename): Invalid file type(xxxx SELF).**

There is a forbidden SELF format file.

A file must not be in SELF format unless it is a PPU/SPU program.

**(filename):(embedded): Invalid file type(PPU xxx).**

There is a PPU program embedded in a program file.

A PPU program cannot be embedded in any file.

**(filename):(embedded): Invalid file type(xxx SELF).**

**(filename): Embedded SELF found(ofs=xxxxxx).**

There is a file in SELF format embedded in a program file.

A file in SELF format cannot be embedded in any file.

## Other Files

**(filename): Map file (Must not exist).**

A map file that must not be included is included.

**TimeStamp = 2008-01-01 01:23:45.**

This shows the timestamp of the root directory or the directory that contains PARAM.SFO. This is not an error report.

**[Image%d] The image has been synced %d times.**

File Synchronization function is enabled for the selected image. Recreate the disc before submitting it as a master disc.