

# Technical Requirements Checklist

## for PlayStation® Software

Change Note #001 for Version 1.4  
for  
SCEI/SCEA/SCEE territories  
(Addition: PocketStation™)

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Document Release Date

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If your title uses the MEMORY CARD extended file header regardless of whether the title has the application for the PocketStation or not, this Change Note must be completed and submitted with the Technical Requirements Checklist for PlayStation Software [Version 1.4](#) at the time of master disc submission.

## 1.0 PocketStation

"PDA" hereinafter refers to the PocketStation.

- 1.1 The title uses a MEMORY CARD extended file header in MEMORY CARD saved data (including PDA applications).**  
(Please mark A or B below)

☐ **A) Not applicable.** (This title does not use the MEMORY CARD extended file header: no need to submit this Change Note.)  
☐ **B) Applicable.** (This title uses the MEMORY CARD extended file header: submit this Change Note.)

**1.1.1 File name of the saved data**

- ☐ **Required: The saved data, which uses the MEMORY CARD extended file header, complies with the following file naming rule.**

Explanation:

The rule that the first 12 bytes of the file name consists of the key code plus the product code (assigned to your title by SCEI/SCEA/SCEE in the applicable territory) applies. However, "-" (0x2D) of the 7<sup>th</sup> byte is replaced with "P" (0x50).

Key Code	Product Code	Description
BI	SLPSPxxxxx	for 3rd party published applications for SCEI territory
BI	SCPSPxxxxx	for SCEI published applications for SCEI territory
BI	SIPSPxxxxx	for SCEI published applications for SCEI territory
BA	SLUSPxxxxx	for 3rd party published applications for SCEA territory
BA	SCUSPxxxxx	for SCEA published applications for SCEA territory
BE	SLESPxxxxx	for 3rd party published applications for SCEE territory
BE	SCESPxxxxx	for SCEE published applications for SCEE territory
BPLAYSTATION		Sound Scope (PlayStation console)
("xxxxx" is the numeric part of the product code.)		

- 1.1.2** ☐ **Required: Saved data using a MEMORY CARD extended file header should fill the header field as the following Explanation.**

Explanation:

The rule that "the pad field (28 bytes) following the save title name in the file header is filled with null characters (0x00) only" is changed. The character strings, "MCX0" or "CRD0", is set for the 4 bytes following the first 82 bytes of the MEMORY CARD extended file header as a file type.

- 1.1.3** ☐ **Required: Programming for the MEMORY CARD complies with the MEMORY CARD file system (FAT) specification.**

- 1.1.4** ☐ **Required: The ID number for the individual PDA is not changed.**

- 1.1.5** ☐ **Required: The icon for the PDA is displayed on the LCD screen as intended by the publisher.**

Explanation:

The following data should be stored as the icon for the PDA.

- CRD0: File list icon (required)
- MCX0: Game selection icon (required), file list icon (optional)

- 1.1.6** ☐ **Required: The use of the PocketStation Logotype complies with the use of the PlayStation Logo which is described section 6.2, 6.3 and 6.4 in the TRC Version 1.4.**

- 1.1.7** ☐ **Required: The terms in the Appendix are used in the title and its accompanying packaging when referring to the PDA.**

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See Also:

Please refer to the Appendix, Component Names of PocketStation, for the use of terms.

## 2.0 PDA applications

### 2.1 The title has a PDA application. (Please mark A or B below)

- ☐A) Not applicable. (This title does not have a PDA application: no need to complete this section.)  
☐B) Applicable. (This title has a PDA application: complete this section.)

- 2.1.1 ☐Required: This title can save the PDA application as the MEMORY CARD saved data correctly.
- 2.1.2 ☐Required: The PDA application is bootable from the PDA Start-up Application.
- 2.1.3 ☐Required: The user can exit from the running PDA application and return to the Start-up Application.

Explanation:

After returning, the Start-up Application screen is either "clock screen A" or "clock screen B" or "title screen".

### 2.1.4 "Continue/exit" sequence of the running PDA application

- 2.1.4.1 ☐Required: During execution, the PDA application monitors whether or not the enter button is the only button pressed and held for 3 seconds. If it is detected, the application allows the user to continue or exit the application in compliance with the following specification.

Explanation:

- When the condition where the "enter button" is pressed is detected, the detection sound comes out from the speaker with menusnd.obj provided by SCEI/SCEA/SCEE.

- The menu screen which consists of "CONTINUE" and "EXIT" will appear at the same time as the detecting sound comes out. "CONTINUE" is displayed uppermost row and "EXIT" is displayed at the lowest\* (please refer to the picture shown below for the screen image) on the LCD screen.

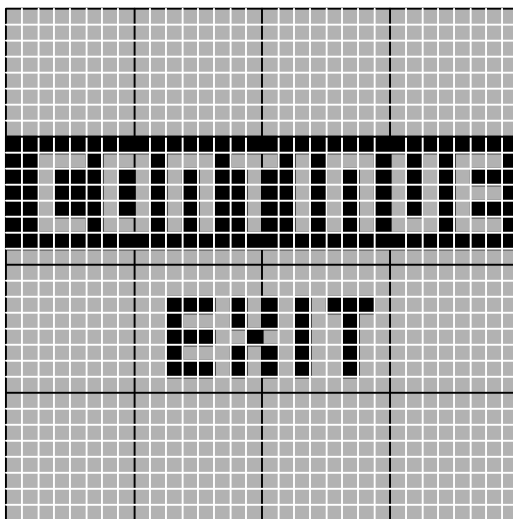
\* If other items are displayed as well, they are between "CONTINUE" and "EXIT".

- Menu items can be selected by the "up button" or "down button" and execute the appropriate process by the "enter button".

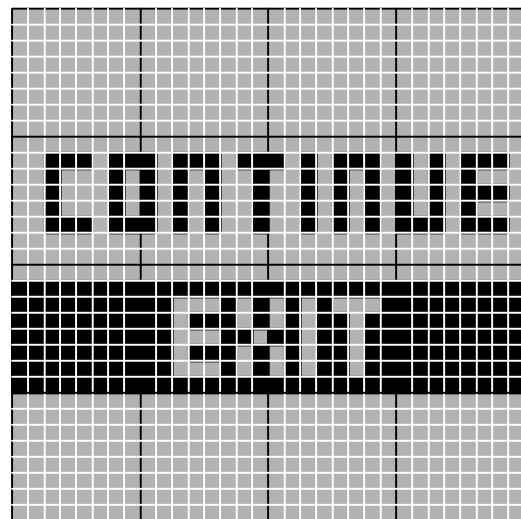
- The default is set at "CONTINUE".

- If "CONTINUE" is selected, the PDA application continues running.

- If "EXIT" is selected, the PDA application returns to any of "clock screen A", "clock screen B", or "title screen" of the Start-up Application after the user releases the "enter button".



"CONTINUE" selected screen



"EXIT" selected screen

- 2.1.5 ☐Required: If the data saved to a MEMORY CARD differs from the data saved to the PDA, a unique save title name and file name must be used for each type of save.

### 2.1.6 While the PDA is connected to the PlayStation, the PDA application is operable. (Please mark A or B below)

- ☐A) Not applicable. (The PDA application is not operable: skip to section 2.1.7.)  
☐B) Applicable. (The PDA application is operable: complete this section.)

- 2.1.6.1 ☐Required: The PDA application icon is displayed on the console MEMORY CARD screen, etc. as intended by the publisher.
- 2.1.6.2 ☐Required: The saved data (except the running PDA application) on the PDA can be handled as same as the saved data on the MEMORY CARD on the console MEMORY CARD screen, etc.
- 2.1.6.3 ☐Required: While the PDA is connected to the PlayStation, the power supply to the speaker, infrared

**module and LED should remain OFF state by the PDA application. (Except in cases where the PlayStation requests or the Start-up Application is running.)**

Note:

While more than one PDA are connected to the PlayStation, the PlayStation might cause malfunction if the power supply for the devices mentioned above exceeds to the maximum permissible current of the MEMORY CARD slots.

- 2.1.7 While the PDA is connected to the PlayStation, the application on the PlayStation requests the PDA to activate the power to any of the speaker, infrared module, or LED.**  
(Please mark A or B below)

☐ **A) Not applicable.** (The application on the PlayStation does not request the PDA to activate the power: skip to section 2.1.8.)

☐ **B) Applicable.** (The application on the PlayStation requests the PDA to activate the power: complete this section.)

- 2.1.7.1 ☐ Required: The application on the PlayStation always monitors the status of devices of all PDAs connected to the PlayStation, and ensures that the total power supplied to all devices does not exceed the maximum permissible current drain for MEMORY CARD slots.**

- 2.1.8 ☐ Required: When the PDA application switches the clock, the clock is switched in the Thumb mode.**

Explanation:

Switching the clock in the ARM mode may cause undefinable operation.

Please ensure that the clock is switched by the register (PMFrequency) operation in the Thumb mode.

The clock switching system call (SWI4) is internally set in the Thumb mode, so no extra operation is required.

Using the system call is recommended whenever possible to switch the clock.

Please note that the SWI4 is unable to switch the clock to 32KHz, so in this case the appropriate value should be set directly in the register.

- 2.1.9 ☐ Recommended: The stand-by mode is present to reduce power consumption.**

- 2.1.10 ☐ Recommended: The low-voltage detection mechanism is implemented.**

Explanation:

When the low-voltage is detected, it is preferred that a warning icon used in the Start-up Application is displayed at the top right corner of the LCD screen or that the running PDA application exits and returns to the Start-up Application after meeting with the user's approval.

## Appendix PocketStation Component Naming Conventions

	English	French	German
PocketStation	PocketStation	PocketStation	PocketStation
General PocketStation component names	LED	LED (DEL-Diode électroluminescente)	Leuchtdiode
	optical communication (IrDA)	communication optique (IrDA)	Infrarotübertragung (IrDA)
	LCD screen	écran LCD (à cristaux liquides)	LCD-Bildschirm
	reset button	touche reset	Reset-Taste
	enter button	touche entrée	Eingabetaste
	control panel cover	couvercle des touches de commande	Tastenabdeckung
	up button	touche haut	Obere Taste
	down button	touche bas	Untere Taste
	right button	touche droite	Rechte Taste
	left button	touche gauche	Linke Taste
Rear of console	speaker	haut-parleur	Lautsprecher
	battery cover	couvercle du compartiment à piles	Batterieabdeckung
	battery cover screw	vis du couvercle du compartiment à piles	Schraube für Batterieabdeckung
	insulation tab	onglet isolant	Isolierstreifen
	strap attachment holes	fentes pour courroie	Löcher für Riemen
Rear of cover	ID	identification	ID
	ID No. sticker	N° d'identification	Gerätekennziffer-Etikett
Screen	clock screen A	écran A de l'horloge	Uhrbildschirm A
	clock screen B	écran B de l'horloge	Uhrbildschirm B
	title screen	écran titre	Titelbildschirm
	icon display screen	écran d'affichage des icônes	Symbolanzeige
Display	battery warning display	affichage d'épuisement des piles	Batteriewarnanzeige
	key-lock display	affichage du verrouillage	Verriegelungsanzeige
Clock screen A	clock display	affichage de l'horloge	Uhranzeige
	date, D/M/Y display	affichage de la date, M/J/A	Datumsanzeige, M/T/J
	alarm ON/OFF display	affichage de l'alarme ON/OFF	Alarm EIN/AUS
	alarm time display	affichage de l'heure de l'alarme	Alarmzeit
Clock screen B	clock display	affichage de l'horloge	Uhranzeige
	second display	affichage des secondes	Zweite Anzeige
	speaker volume display	affichage du volume du haut-parleur	Anzeige der Lautstärke
	number of used memory blocks display	affichage du nombre de blocs mémoire utilisés	Anzeige der belegten Speicherblöcke
Supplied	hand strap	courroie	Trageriemen
	lithium battery	pile au lithium	Lithium-Batterie
Instruction manual	instruction manual	mode d'emploi	Bedienungsanleitung
Users Manual	software manual	manuel de jeu	Software-Handbuch
Others	stand-by mode	mode veille	Bereitschaftsmodus
	Long Strap	Courroie Longue	Langer Riemen
	infrared module	module infrarouge	Infrarot-Modul
	monochrome, 32 × 32 dots LCD	écran monochrome LCD (à cristaux liquides), 32 x 32 points	Monochrome-LCD (32x32 Punkte)
	operational buttons	touches opérationnelles	Funktionstasten
	optical communication function	fonction de communication optique	Infrarot-Funktion
	alarm setting	réglage de l'alarme	Alarmeinstellung
	alarm sound	son de l'alarme	Alarmton