

Technical Requirements Checklist for PlayStation[®] Software

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

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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 7th byte is replaced with "P" (0x50).

| Key Code | Product Code | Description |
|--------------|--------------|---|
| BI | SLPSPxxxx | for 3rd party published applications for SCEI territory |
| BI | SCPSPxxxx | for SCEI published applications for SCEI territory |
| BI | SIPSPxxxx | for SCEI published applications for SCEI territory |
| BA | SLUSPxxxx | for 3rd party published applications for SCEA territory |
| BA | SCUSPxxxx | for SCEA published applications for SCEA territory |
| BE | SLESPxxxx | for 3rd party published applications for SCEE territory |
| BE | SCESPxxxx | 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.**

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.

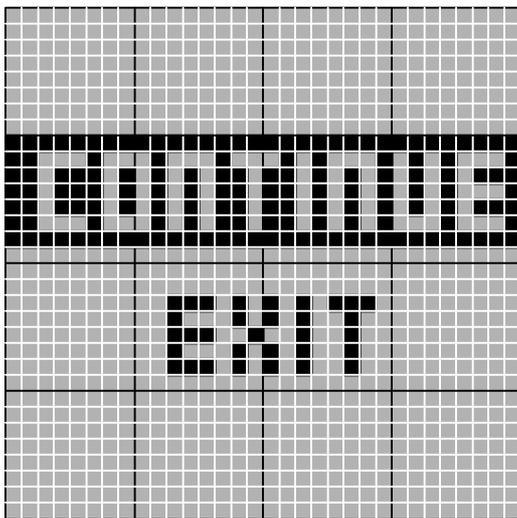
* If other items are displayed as well, they are between "CONTINUE" and "EXIT".

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

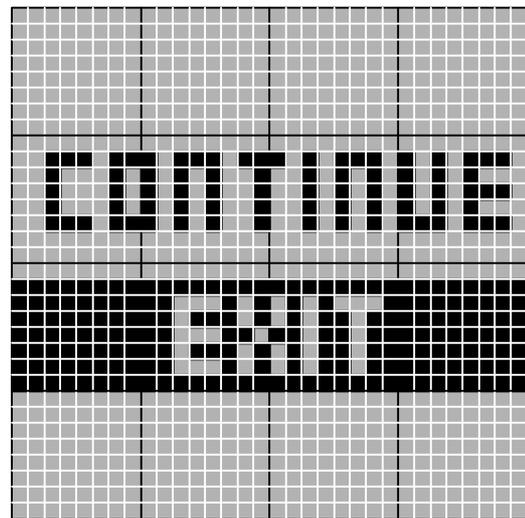
- The default is set at "CONTINUE".

- 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 (SW14) 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 SW14 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 | Gerätekniffziffer-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 |
| | hand strap | courroie | Trageriemen |
| Supplied | 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 |