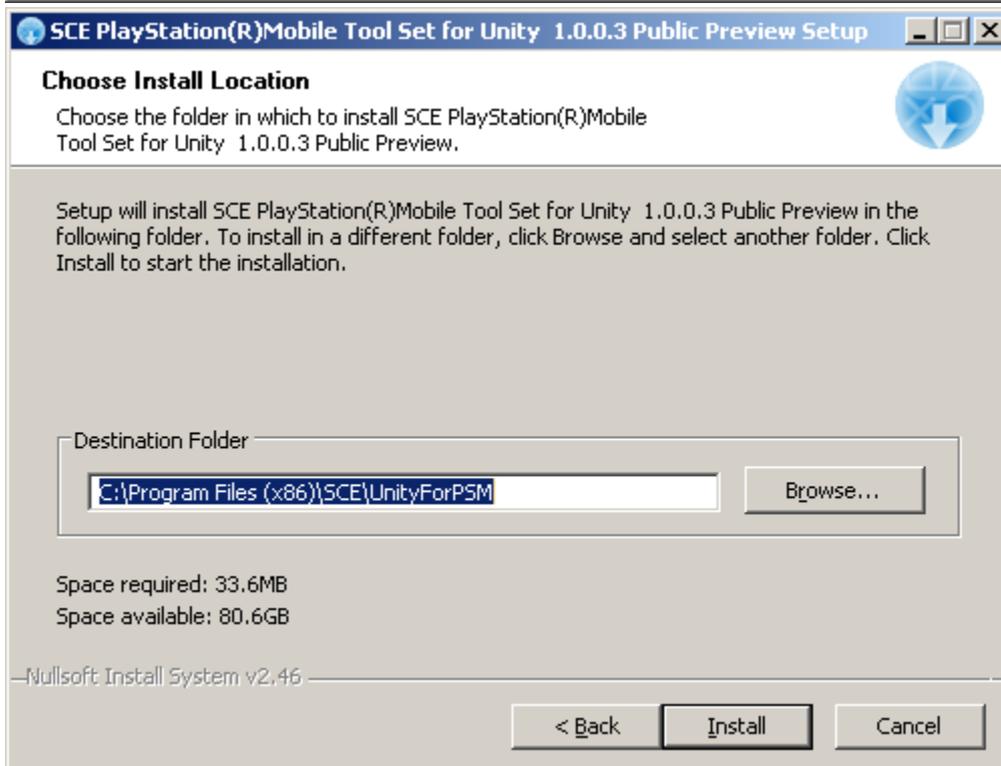
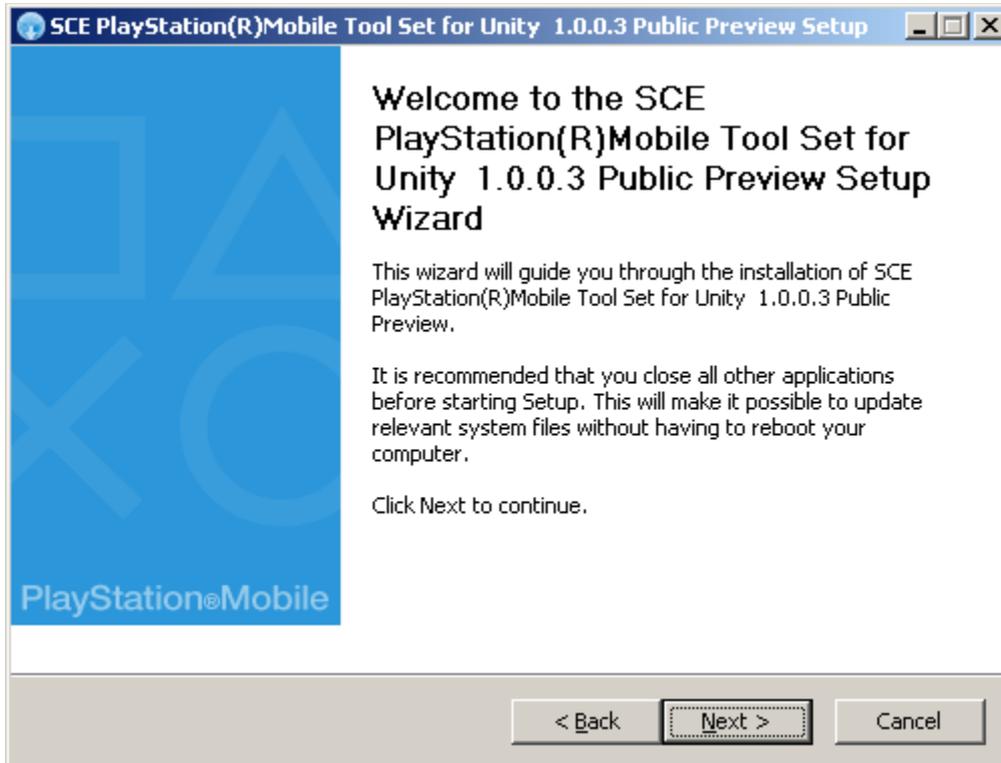


# Publishing from Unity to PS Vita

## Install Sony PSM Toolset

- [http://psm-resource.np.dl.playstation.net/psm\\_resource/general/all/PSMToolSetForUnity\\_1.0.0.3.exe](http://psm-resource.np.dl.playstation.net/psm_resource/general/all/PSMToolSetForUnity_1.0.0.3.exe)



PlayStation(R) VITA USB Driver for PlayStation(R) Mobile Installer



## Start installation of PlayStation(R) VITA USB Driver.

This wizard will walk you through installing the PlayStation(R) VITA USB Driver. This driver is for use with PlayStation(R) VITA in development.

To continue, click Next.

< Back

Next >

Cancel

Windows Security

### Would you like to install this device software?



Name: Sony Computer Entertainment Inc. Ports (...)  
Publisher: Sony Computer Entertainment Inc.

Always trust software from "Sony Computer Entertainment Inc."

Install

Don't Install

You should only install driver software from publishers you trust. [How can I decide which device software is safe to install?](#)

PlayStation(R) VITA USB Driver for PlayStation(R) Mobile Installer



## Installation of PlayStation(R) VITA USB Driver is complete.

The drivers were successfully installed on this computer.

You can now connect your device to this computer. If your device came with instructions, please read them first.

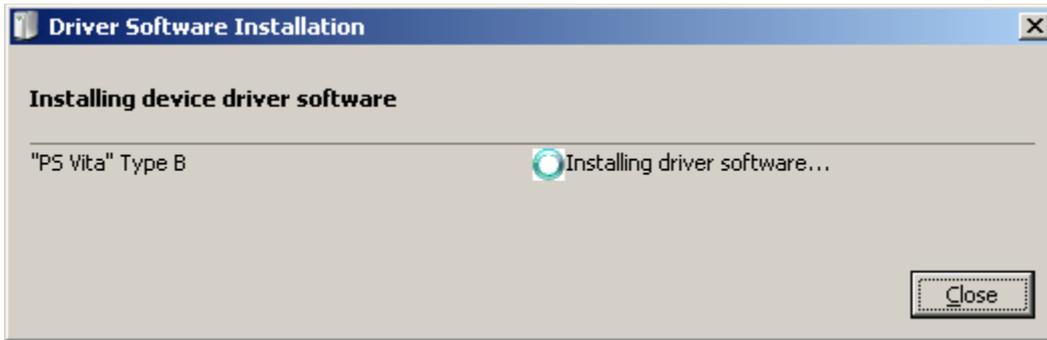
Driver Name	Status
✓ Sony Computer Entertain...	Ready to use

< Back

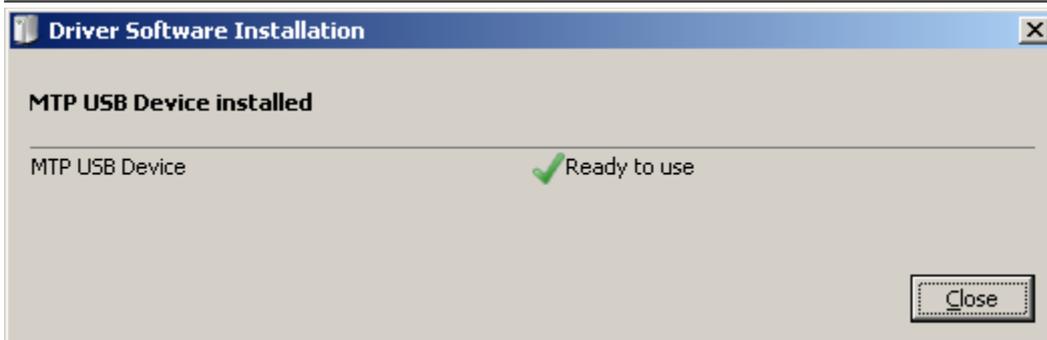
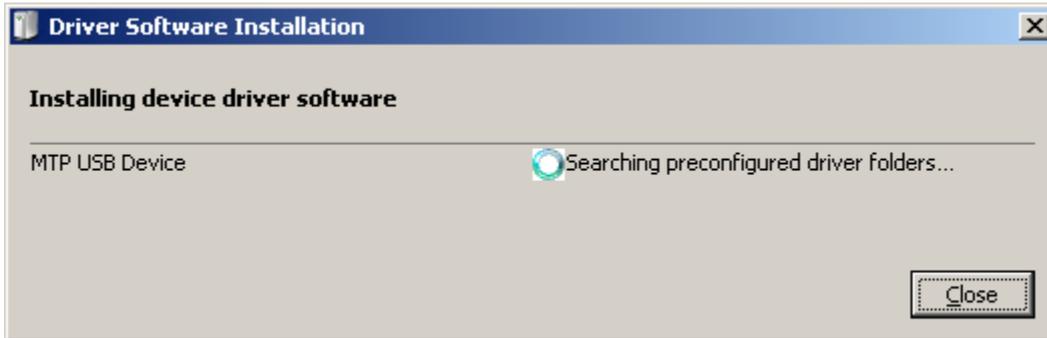
Finish

Cancel

- Lets plugin PS Vita USB to PC



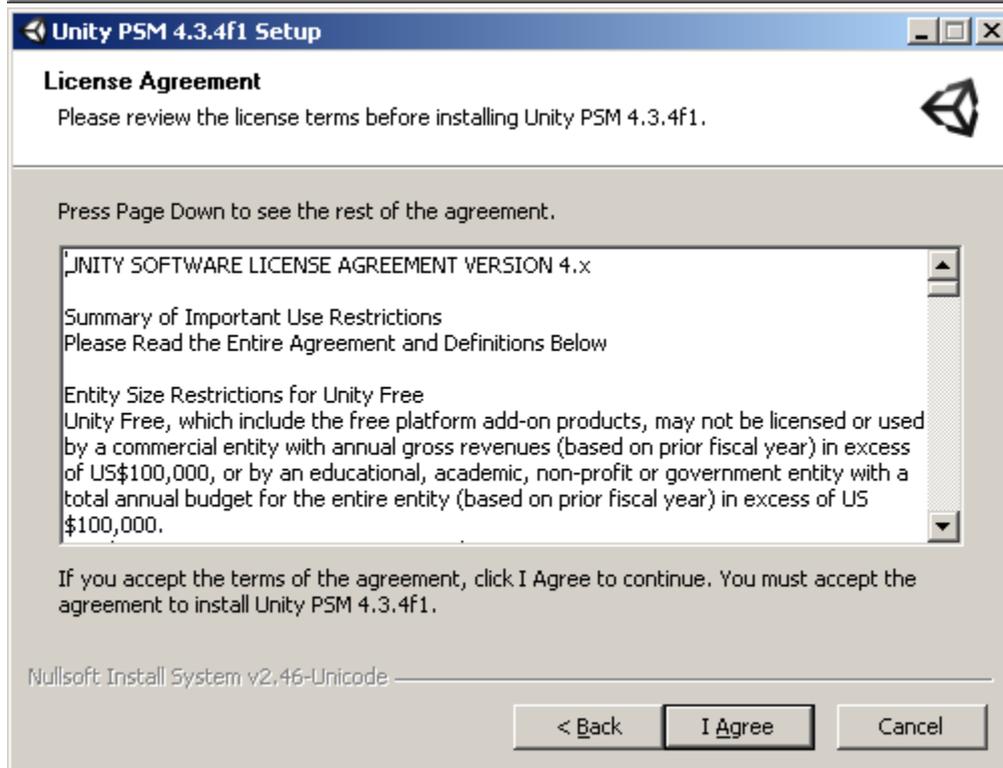
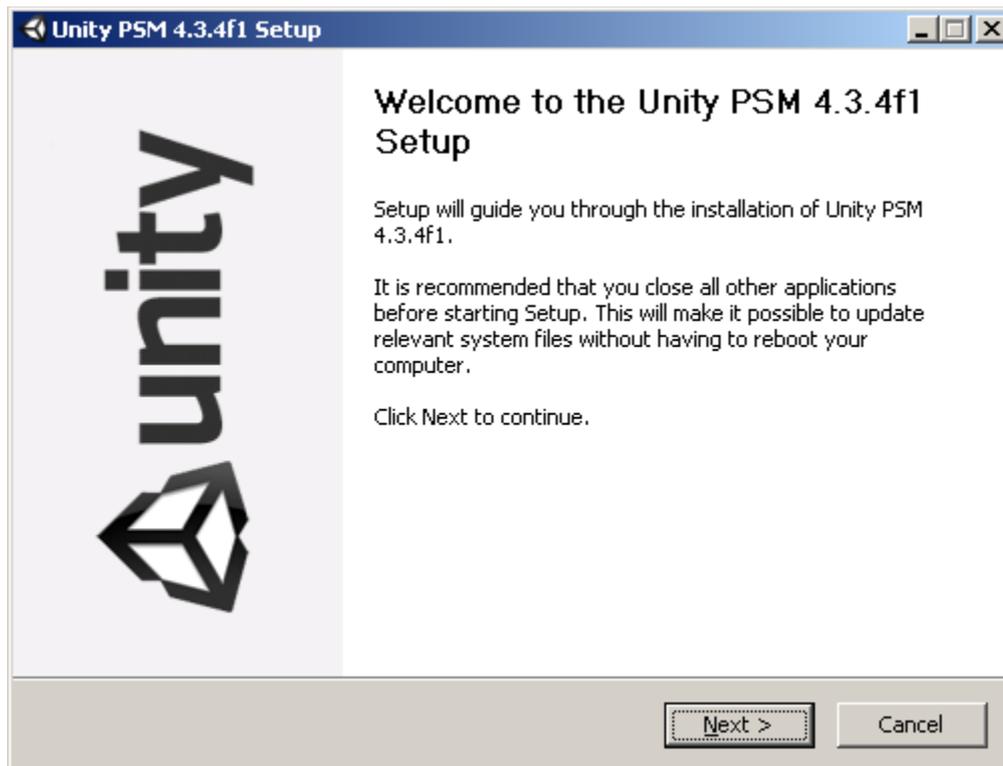
- Hmm..i got device unplugged while it was doing that..I guess device went to sleep
- Then this appeared

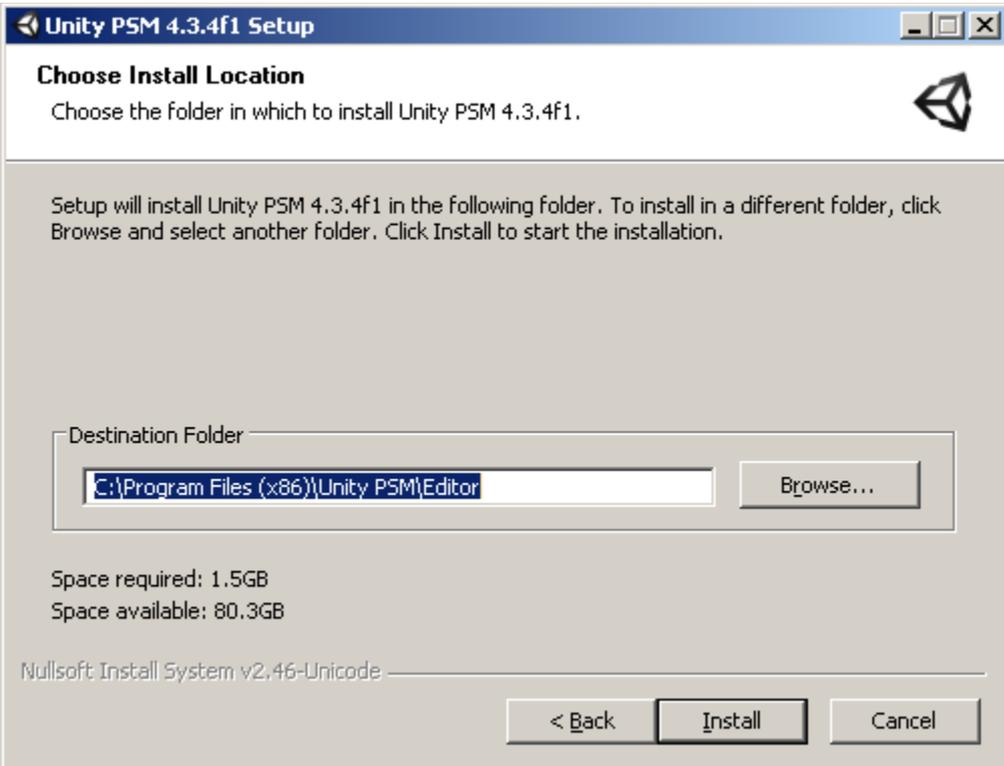
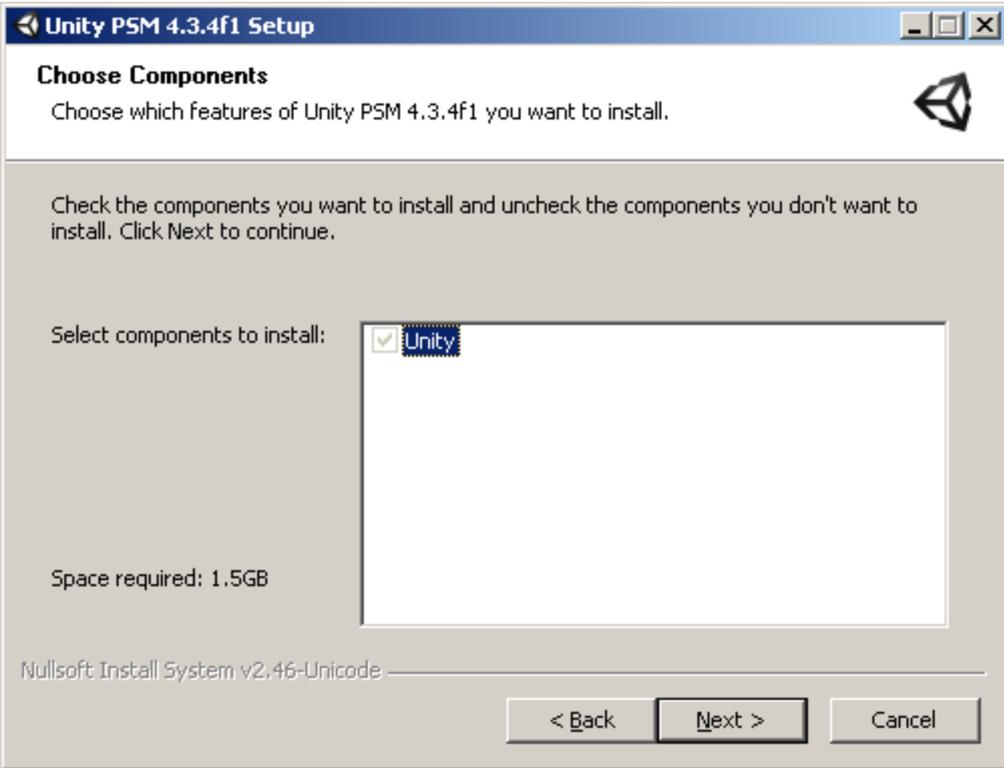


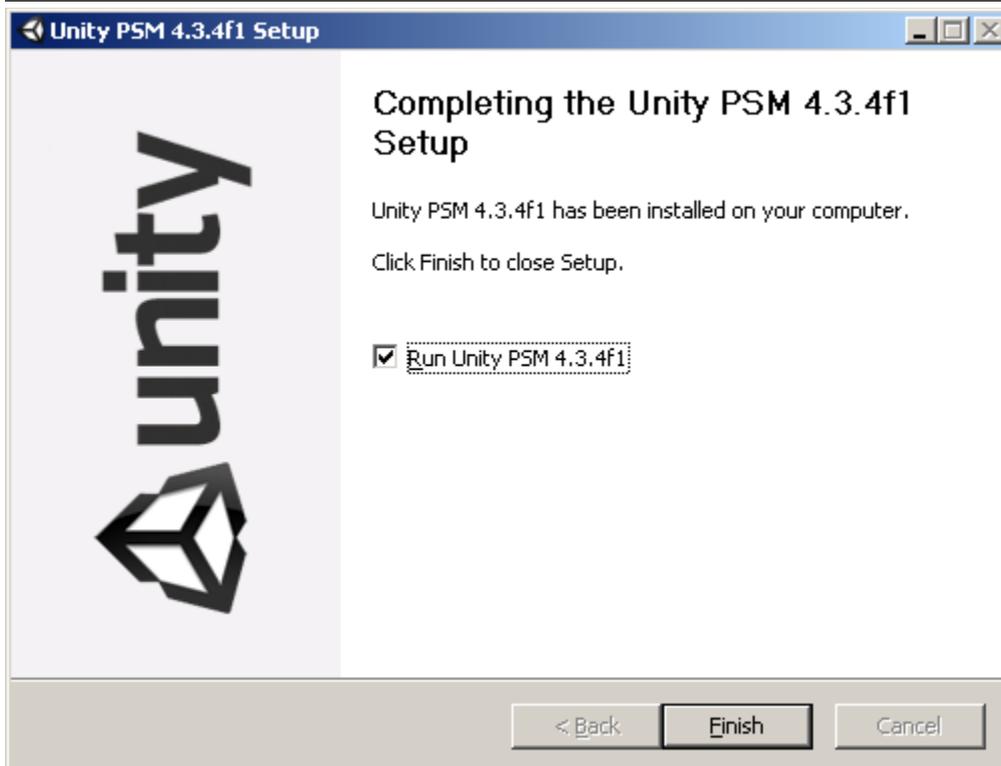
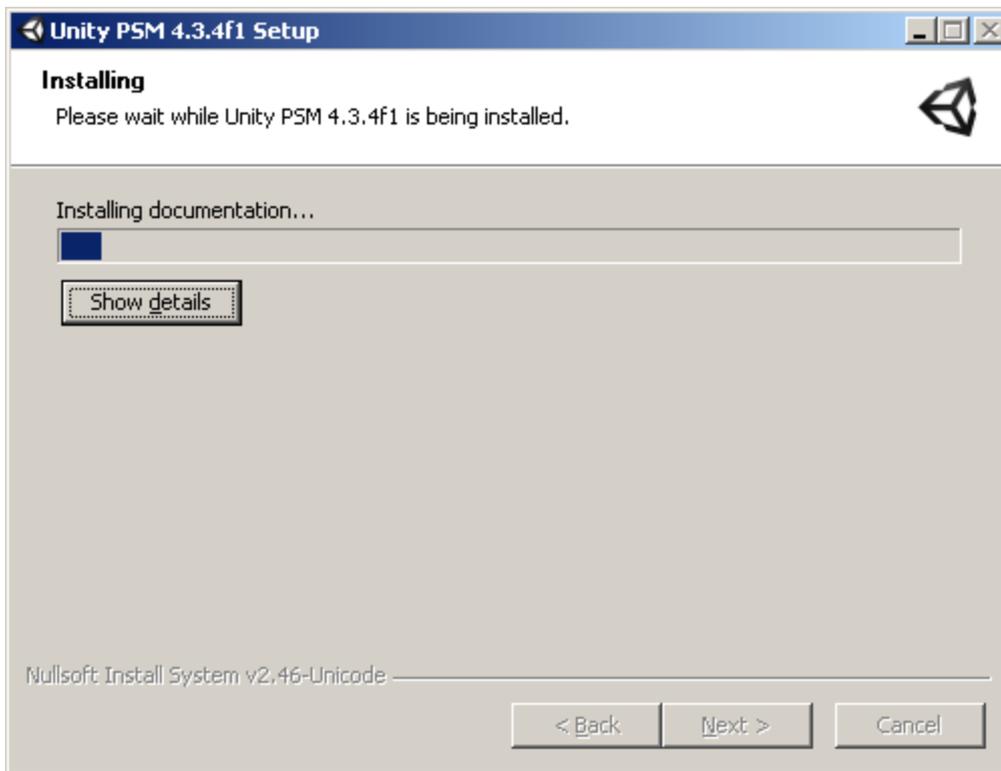
- ^Close that window

## Install Public Unity Beta for PSVita

- [http://beta.unity3d.com/download/psm\\_public\\_preview/UnitySetup\\_update-4.3.4f1.exe](http://beta.unity3d.com/download/psm_public_preview/UnitySetup_update-4.3.4f1.exe)







- Lets run unity to see if there is anything new.. \*Remember to create new project, don't open your existing projects from the project list..

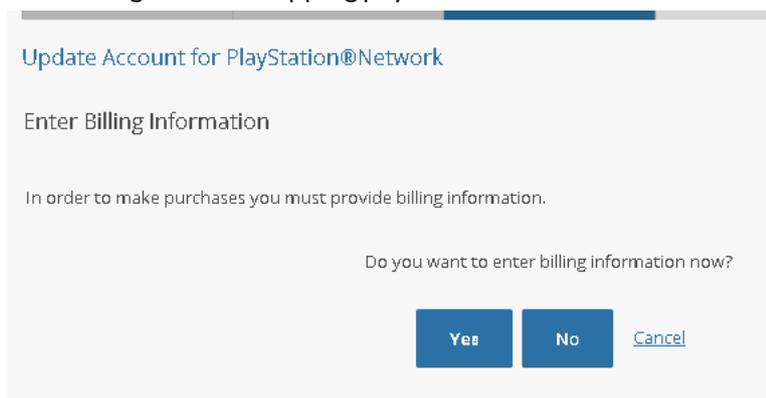
- Publish settings has Playstation Mobile and PS Vita, Mobile seems to be it:



- Lets close unity..continue with installations / signups

## REGISTER WITH SONY

- <https://psm.playstation.net/>
- Click SignIn, Click Create a New Account, fill in details..
- Good thing it allows skipping payment details:

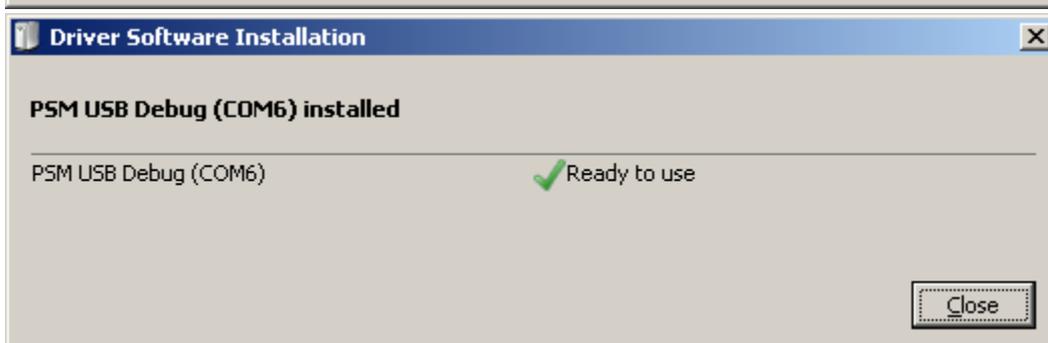
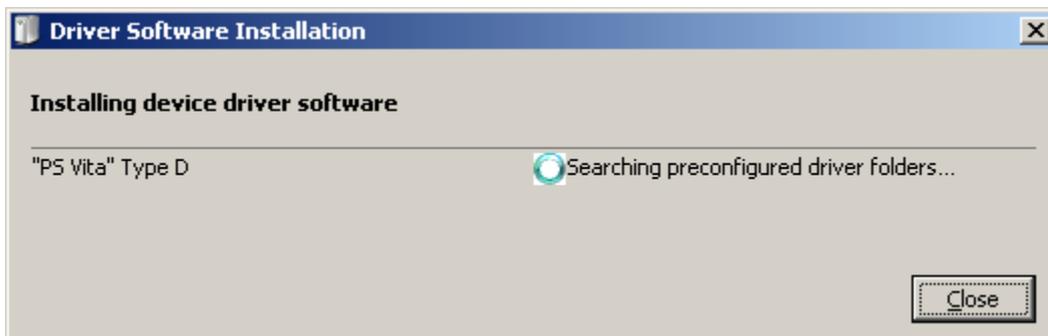


- After its done, check your email and click the confirmation email

- Sign in, there are some info & downloads here too

### Install "Development Assistant for Unity" on your PS Vita (available from the PS Store)

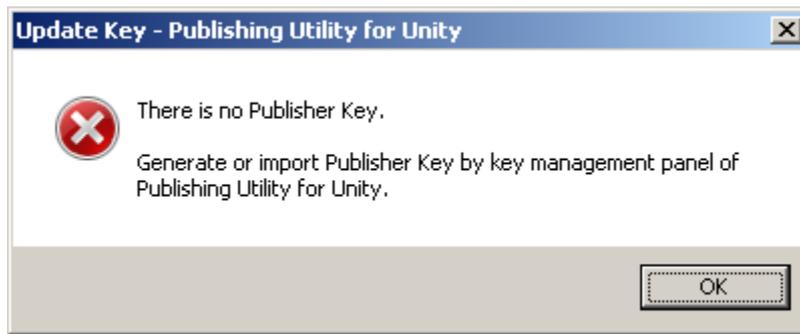
- Connect PS Vita to WIFI, then go to PS Store
- Hmm..its giving "You must update the system software" .. cannot sign in to PS Store before that..I guess have to do it
- (updating..)
- Ok, now it didn't ask to sign in for PS Store
- Search for "Development Assistant for Unity"
- Found "PlayStation@Mobile Development Assistant for Unity"
- How to install it..? there is no download button..
- Ok, first have to sign out from the current user (its not my ps vita..)
- Then sign in using the developer email that was registered earlier
- **hmm getting error "You must sign in with the account that is linked with this PS Vita system"**
- **\*\*apparently there is no way to login with different account, without formatting the whole device.. so I'm stuck here\*\***
- **\*\* Continued, friend signed up his email as developer \*\***
- Then go to this link in PS Vita browser: <http://bit.ly/psmdevapp>
- Then click that "For development with "Unity for PSM"
- It then opens PS Vita Store for the download "PlayStation@Mobile Development Assistant for Unity"
- Download it
- Start it, and it installs
- Then it starts installing driver in PC (if vita is connected)



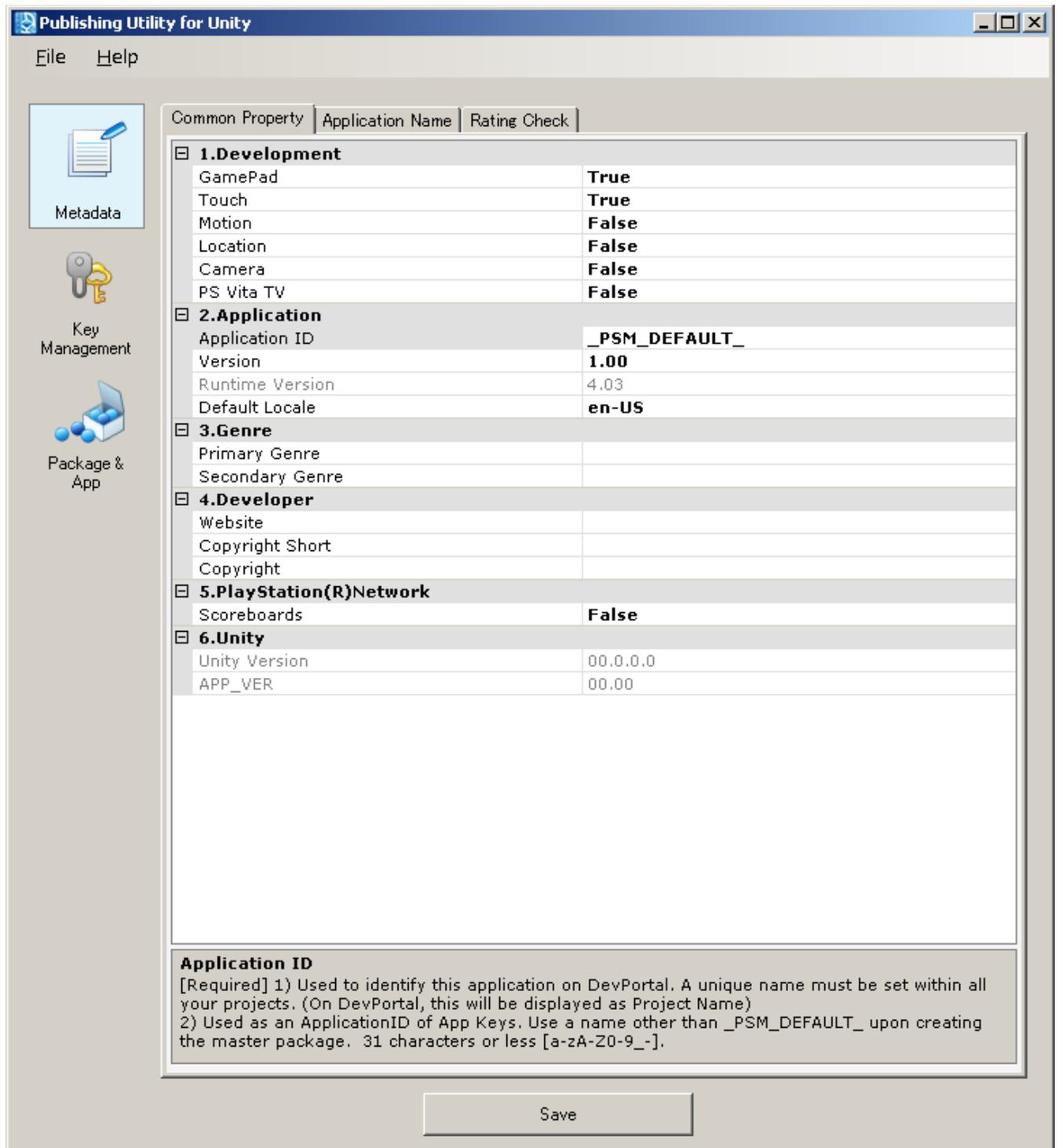
- 
-

## PUBLISHING (First Try..no success)

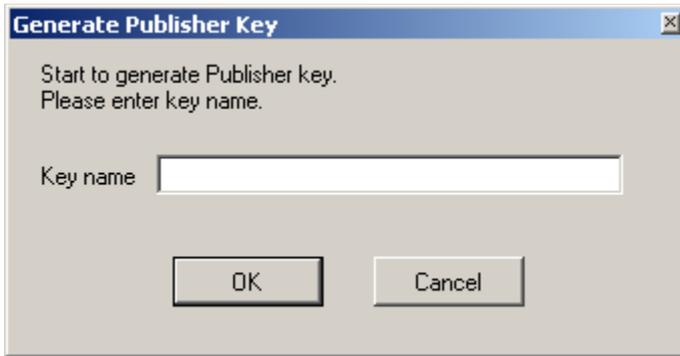
- Lets try to publish empty scene
- Hmm..error



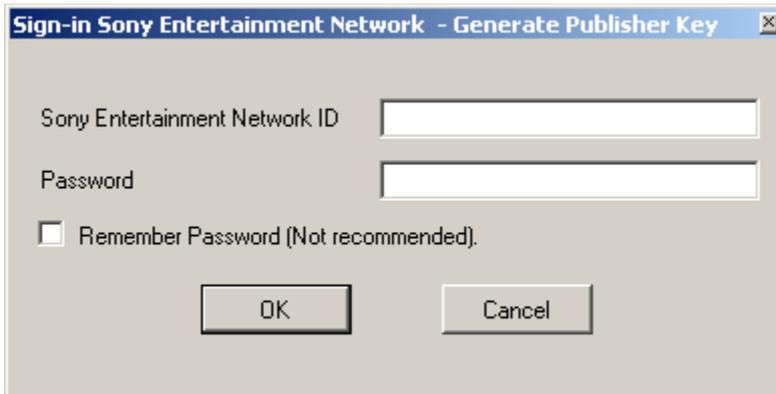
- Lets try clicking "Open Publishing Utility" from Unity Build window
- This window opens:



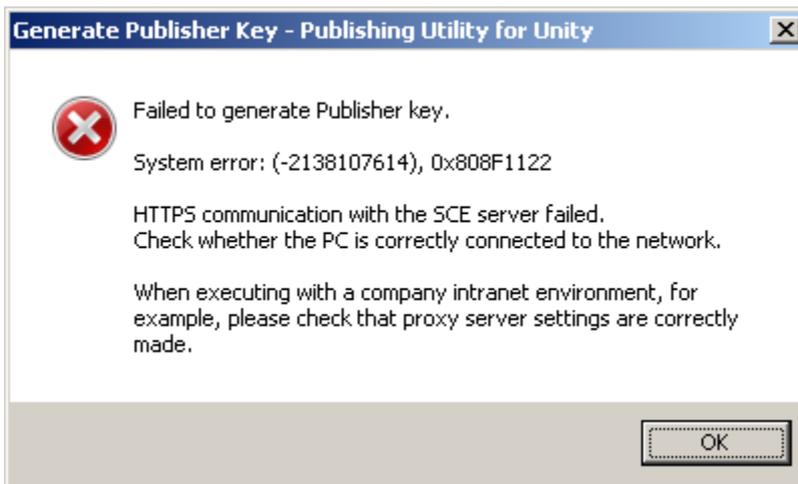
- Let's try to create new key



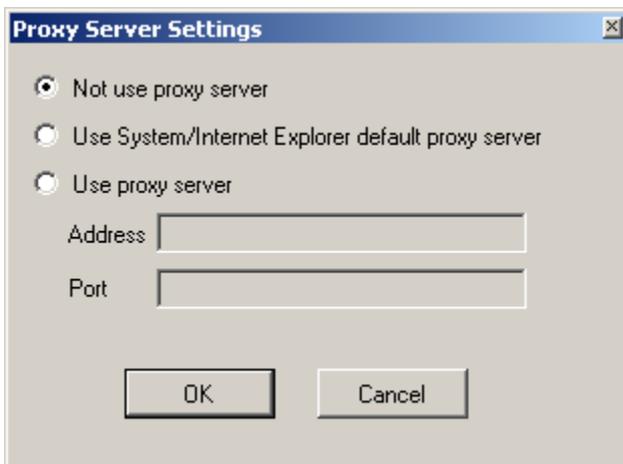
- It asks for login:



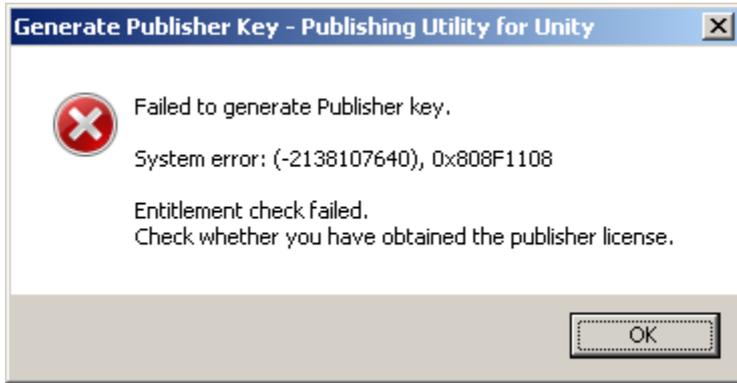
- Hmm.. giving this error when trying to login (login is correct because it works on web..)



- File / Proxy Server settings has this option (middle one was enabled by default)

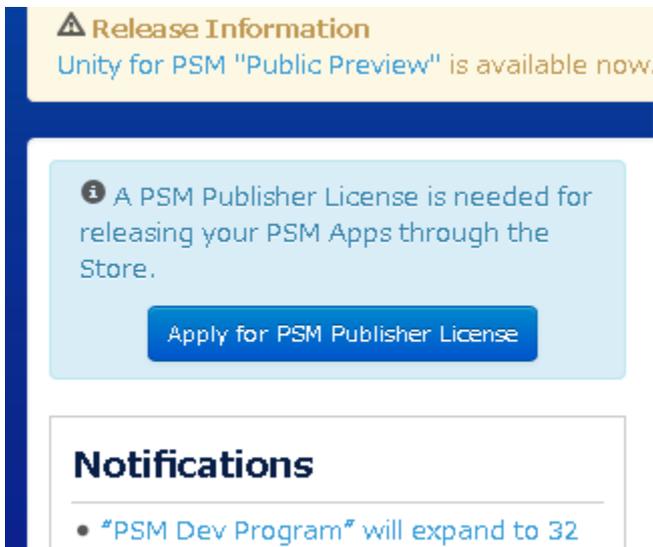


- Ok, now it connects, but gives error since I haven't applied for the license



## APPLYING FOR PUBLISHER LICENSE

- Go to: <https://psm.playstation.net/portal/en/index.html#top>
- Click that "Apply for PSM Publisher License" button



- New window opens, fill in the details..
- At the end you get message "Request Accepted"
- We have received your application to purchase a PSM Publisher License. You will be notified by email once approved. Please wait."
- In unity forums someone said it took 2 weeks.. uh..
- 14.4.2014 waiting for publisher license..



- Got it:
- Click that button, then click the green button:

Publisher License.



**FAQ** [About PSM Publisher License](#)



## PlayStation@Mobile Publisher License

Sony Computer Entertainment Inc.  
Game

€0,00

When you subscribe to this service, [Automatic Funding] will be set to [On]. If your wallet does not have enough funds when an automatic subscription renewal is due, it will be automatically funded from the credit card on record to cover the renewal cost (at least the minimum funding amount will be added). For details, refer to the Terms of Service and User Agreement. You can change the [Automatic Funding] setting at any time, in [Wallet] under [Account Management] after the purchase is complete.

Subtotal: €0,00

Total Purchase Price: €0,00

This amount will be removed from the master account wallet: €0,00

Total charged to your credit card: €0,00

[Redeem Prepaid Card](#)

By selecting [Confirm Purchase], you agree to complete the purchase in accordance with the Terms of Service.

I Agree. Confirm Purchase

[Cancel](#)

- "Your purchase was successfully completed. A message has been sent to the e-mail address on file with this account."

## FINALLY PUBLISHING SOMETHING

- Let's try publish scene with box again
- Start Unity
- File / Build Settings
- Set Platform as "Playstation@Mobile"
- Click Open Publishing Utility
- Go to "Key Management" page
- Click "Generate Publisher Key" button
- I entered key name as "test"
- Then enter login details, press OK
- (asked if want to overwrite.. ok)
- Done:



- Start Playstation@Mobile Development Assistant for Unity in PS Vita
- Hit Build & Run
- Wait a while..
- Yes! It's running in PS Vita

Huh, as 'easy' as getting ios distribution license & publishing to ipad..<>why can they just make it "few clicks & you are done"-system..