Publishing from Unity to PS Vita

Install Sony PSM Toolset

SCE PlayStation(R)Mobile	Tool Set for Unity 1.0.0.3 Public Preview Setup
	Welcome to the SCE PlayStation(R)Mobile Tool Set for Unity 1.0.0.3 Public Preview Setup Wizard
	This wizard will guide you through the installation of SCE PlayStation(R)Mobile Tool Set for Unity 1.0.0.3 Public Preview.
	It is recommended that you close all other applications before starting Setup. This will make it possible to update relevant system files without having to reboot your computer.
	Click Next to continue.
lavStationeMobile	
ayotationemobilo	
	< <u>B</u> ack <u>N</u> ext > Cancel
SCE PlayStation(R)Mobile	Tool Set for Unity 1.0.0.3 Public Preview Setup
Choose Install Location Choose the folder in which to Tool Set for Unity 1.0.0.3 Pul	install SCE PlayStation(R)Mobile blic Preview.
Setup will install SCE PlayStati following folder. To install in a Install to start the installation	ion(R)Mobile Tool Set for Unity 1.0.0.3 Public Preview in the different folder, click Browse and select another folder. Click
Destination Folder	CE\UnityForPSM Browse
Destination Folder C:\Program Files (x86)\SC Space required: 33.6MB Space available: 80.6GB	CE\UnityForPSM Browse
Destination Folder C:\Program Files (x86)\S0 Space required: 33.6MB Space available: 80.6GB ullsoft Install System v2.46	CE\UnityForPSM Browse

PlayStation(R) VITA USB Driv	er 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		×
Name: Sony Comp Publisher: Sony Co Always trust software from Entertainment Inc.".	outer Entertainment Inc. Ports (omputer Entertainment Inc. "Sony Computer <u>I</u> nstall <u>Don't In</u>	stall
You should only install drive <u>software is safe to install?</u>	r software from publishers you trust. How can I decide which device	-
PlayStation(R) VITA USB Driv	er 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 V Sony Computer Entertain Ready to use	
	< <u>B</u> ack Finish Cancel	

- Lets plugin PS Vita USB to PC

OInstalling driver software	
	Close
	Installing driver software

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

Driver Software Installation			
Installing device driver software			
MTP USB Device	OSearching (preconfigured o	driver folders
Driver Software Installation			
MTP USB Device installed			
MTP USB Device	🗸 Ready to u	ise	
			⊆lose
AutoPlay			
MTP USB Device			
Always do this for this device:			
Device options			
Sync digital media files to this device using Windows Media Player			
Open device to view files using Windows Explorer			
Import pictures and videos using Windows			

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- http://beta.unity3d.com/download/psm_public_preview/UnitySetup_update-4.3.4f1.exe



Choose Components Choose which features of Unity PSM 4.3.4f1	you want to insta	ll.	\triangleleft
Check the components you want to install and install. Click Next to continue.	d uncheck the co	nponents you do	n't want to
Select components to install:			
Space required: 1.5GB			
Vullsoft Install System v2.46-Unicode			
	< <u>B</u> ack	<u>N</u> ext >	Cancel
Unity PSM 4.3.4f1 Setup			
Choose Install Location Choose the folder in which to install Unity PSN	14.3.4f1.		Ø
Choose Install Location Choose the folder in which to install Unity PSN Setup will install Unity PSM 4.3.4f1 in the follo Browse and select another folder. Click Instal	1 4.3.4f1. wing folder. To ir I to start the inst	nstall in a differer allation.	nt folder, click
Choose Install Location Choose the folder in which to install Unity PSM Setup will install Unity PSM 4.3.4f1 in the follo Browse and select another folder. Click Instal Destination Folder	1 4.3.4f1. wing folder. To ir I to start the inst	istall in a differer allation. <u>Br</u> o	nt folder, click
Choose Install Location Choose the folder in which to install Unity PSN Setup will install Unity PSM 4.3.4f1 in the follo Browse and select another folder. Click Instal Destination Folder C:\Program Files (x86)\Unity PSM\Editor Space required: 1.5GB Space available: 80.3GB	1 4.3.4f1. wing folder. To ir I to start the inst	istall in a differer allation.	nt folder, click
Choose Install Location Choose the folder in which to install Unity PSN Setup will install Unity PSM 4.3.4f1 in the follo Browse and select another folder. Click Instal Destination Folder C:\Program Files (x86)\Unity PSM\Editor Space required: 1.5GB Space available: 80.3GB	1 4.3.4f1. wing folder. To ir I to start the inst	Install in a different allation.	nt folder, click

-

🕽 Unity PSM 4.3.4f1 Setup		
Installing Please wait while Unity PSM 4.3.4f1 is being installed.		
Installing documentation		
Nullsoft Install System v2,46-Uni	codeCancel	
VINITY PSM 4.3.4f1 Setup Image: A start of the start of		
	< <u>B</u> ack <u>Finish</u> Cancel	

-

-

- 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:

Build Se	ttings		×
Scen	es In Build		\square
		Add Curren	ıt
Platf	orm		
	PC, Mac & Linux Standalone	PlayStation®Mobile	
	PlayStation@Mobile	Open Publishing Utility	
	Web Player 😽	Regenerate Keys	
	lon		
	105	Development Build 🗌	
	Android	Autoconnect Profiler 🗌	
	BlackBerry		
	Xbox 360		
Swi	itch Platform Player Settings	Build Build And Run	

- 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:

Update Account for PlayStation®Network	
Enter Billing Information	
In order to make purchases you must provide billing information.	
Do you want to enter billing information now?	
Yes No <u>Cancel</u>	

- 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 signin to PS Store before that..I guess have to do it
- (updating..)
- Ok, now it didn't ask to signin for PS Store
- Search for "Development Assistant for Unity"
- Founded "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: <u>http://bit.ly/psmdevapp</u>
- 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)

] Driver Software Installation	×
Installing device driver software	
"PS Vita" Type D	OSearching preconfigured driver folders
	Close
🗊 Driver Software Installation	×
PSM USB Debug (COM6) installed	
PSM USB Debug (COM6)	✓Ready to use

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:

没 Publishing Util	lity for Unity	
<u>F</u> ile <u>H</u> elp		
	Common Property Deputiestion Name Pating C	hack
	Philadon Name Nating O	
	1.Development	
	GamePad	True
Metadata	Touch	True
	Motion	False
0	Location	False
	Camera	False
U B	PS vita IV	False
Key	Z.Application	DOM DEFAULT
Managément	Application 1D	_PSM_DEFAULT_
	Pusting Varian	1.00
	Runtime version	4.03
		en-us
Package &	Secondary Cenre	
App		
	Website	
	Copyright Short	
	Convright	
	5.PlayStation(R)Network	
	Scoreboards	False
	G.Unity	
	Unity Version	00.0.0.0
	APP VER	00.00
	Application ID [Required] 1) Used to identify this applicati your projects. (On DevPortal, this will be di	on on DevPortal. A unique name must be set within all isplayed as Project Name)
	2) Used as an ApplicationID of App Keys. L the master package. 31 characters or less	Jse a name other than _PSM_DEFAULT_ upon creating ; [a-zA-Z0-9].
		Save

- Let's try to create new key

Generate Pu Start to gen Please ente	blisher Key erate Publisher key. r key name.		×
Key name			
	ОК	Cancel	

- It asks for login:

Sign-in Sony Entertainment Netwo	rk – Generate Publisher Key 🛛 🖄
Sony Entertainment Network ID	
Password	
Remember Password (Not recomm	ended).
ОК	Cancel

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

Generate	Publisher Key - Publishing Utility for Unity	×
8	Failed to generate Publisher key. System error: (-2138107614), 0x808F1122 HTTPS communication with the SCE server failed. Check whether the PC is correctly connected to the network. When executing with a company intranet environment, for example, please check that proxy server settings are correctly made.	
	OK	

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

Proxy Server Settings	×
 Not use proxy server 	
O Use System/Internet Explorer default proxy server	
O Use proxy server	
Address	
Port	
OK Cancel	

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



9 Your application for a PSM Publisher. License has been approved. Please press below button to get the license.

Get PSM Publisher License

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

Publisher License.

Get PSM Publisher License

FAQ About PSM Publisher License



£0.00

		20,00
	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 automatic 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 is change the [Automatic Funding] setting at any time, in [Wallet] under [Account Management] after the purchase is complete.	(lly an
	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 <u>Cancel</u>	
-	"Your purchase was successfully completed. A message has been sent to the e -mail address on file with account."	this
FINALL	Y 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 "Generatate Publisher Key" button	
-	I entered key name as "test"	
-	Then enter login details, press OK	
-	(asked if want to overwrite ok)	

Done: _

Generate Publisher Key - Publishing Utility for Unity	X

Generation of Publisher Key was successful.

- Start Playstation@Mobile Development Assistant for Unity in PSVita _
- 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 ..

OK