

PLAYSTATION®3

Custom Theme Guideline

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1 Overview

The custom theme function of the PLAYSTATION®3 enables elements of the system software – such as the background, icons, and sound effects to be changed by the user.

This document explains the elements that can be customized using the custom theme function, data specifications for each element, and how to create a theme file.

Scope of the Customization

The following elements can be customized using the custom theme function.

- Background image
- Theme color (select from the colors provided by the system)
- Font (select from the fonts provided by the system)
- Icons (exceptions apply)
- Default icons
- Pointer
- Frame of the notification window

It is also possible to customize some of the above items and use the default settings for the rest.

Creation of a Theme File

A PC tool, p3tcompiler, is provided for creating a theme file, which requires the archiving of data - such as the background image, icon image, and sound effects, and setting the theme color, font, etc.

Distribution and Installation of Theme Files

A theme file can be provided as an item, to be acquired for free or at a cost, at the PLAYSTATION®Store.

Moreover, it is also possible to distribute a theme file from a generic web page. The user can download it from a web browser of the PLAYSTATION®3 and directly install it, or download it using a PC and install it via a recording media such as the Memory Stick™.

2 Data Specifications

This chapter explains data specifications for each data to be included in a theme file.

Background Image

The background image to be rendered for the overall system software screen can be customized.

One theme file can contain at most, 16 background images. When there are multiple background images, a switch will be made to an image (selected at random) upon startup of the PLAYSTATION®3, that is different from the one that was displayed for the previous startup.

Image Size

For each background image, prepare two image files – one for an HD resolution and the other for an SD resolution. The respective image sizes are as follows.

- For HD resolution: 1920x1080
- For SD resolution: 640x480

Image Format

JPEG

Note

Image data is stored in a theme file after converted to a unique format. There will be no image deterioration resulting from this conversion.

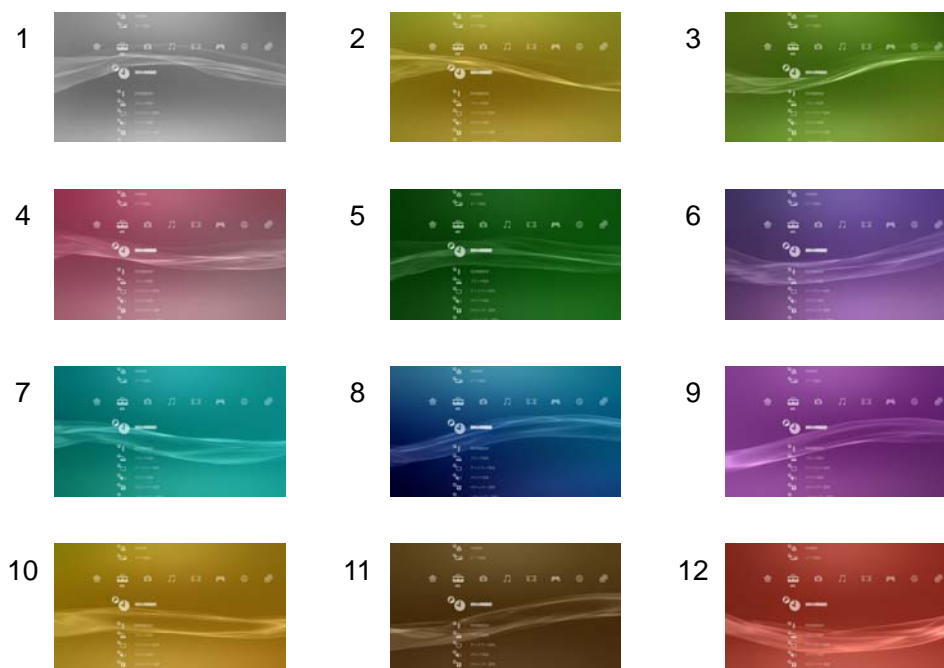
Theme Color

The color of the system software screen can be customized. The customized color will be used for the following scenes:

- Color of the background graphics when the background image is not applied
- Color of the Options menu

Select one of the following theme colors provided by the system.

Figure 1 Theme Colors Provided by the System



Font














The font of character strings to be displayed on the system software screen can be customized.






































Select one of the following fonts provided by the system.

- Standard
- Maru Gothic
- Pop

Icons and Default Icons

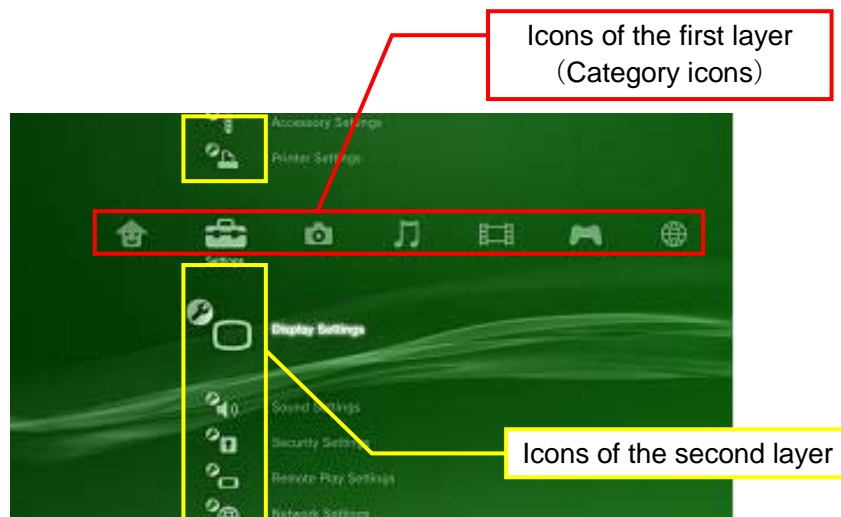
Of the icons that are displayed on the system software screen, the following can be customized.

First Layer (Category Icon)	Second Layer	Third Layer
 Friends		
	 Block List	
	 Add a Friend	
	 Players Met	
	 Start New Chat	
	 Chat Room	
	 Message Box	
		 Received
		 Sent
		 Create Message
 Network	 Account Management	
	 Online Instruction Manuals	

First Layer (Category Icon)	Second Layer	Third Layer
	 Remote Play	
	 Internet Browser	
	 Download Management	
 Game		
	 Game Data Utility	
	 Memory Card Utility (PS/PS2)	
		 New Internal Memory Card
	 Saved Data Utility	
 Video		
	 (Default icon of the video folder)	
	 (Default icon of the video files)	
 Music		
	 (Default icon of the music folder)	
	 (Default icon of the music files)	
 Photo		
	 (Default icon of the photo folder)	
	 (Default icon of the photo file)	
(Icons Used in Multiple Categories)		
	 Search for Media Servers	
	 Memory Stick	
	 SD Memory Card	
	 Compact Flash®	
	 USB Device	
	 PSP™ (PlayStation®Portable)	
	 Digital Camera	
	 ATRAC Audio Device	
 Settings		
	 System Update	
	 Game Settings	
	 BD/DVD Settings	
	 Music Settings	
	 Chat Settings	
	 System Settings	
	 Theme Settings	
	 Date and Time Settings	
	 Accessory Settings	
	 Printer Settings	
	 Display Settings	

First Layer (Category Icon)	Second Layer	Third Layer
	Sound Settings	
	Security Settings	
	Remote Play Settings	
	Network Settings	
		(General settings icon)
Users		
	Create New User	
TV		
(Default icon for the horizontal row)		
	(Default icon for the vertical column)	

Figure 2 Icons



A default icon will be applied for rendering an icon for which an icon image has not been defined. A default icon will also be used when more icons are added to those that can be customized given a system update of the PLAYSTATION®3 after a theme has been created.

Prepare two types of default icons – one for the first layer (category icons) and one for the second and third layers.

Image Size

128x128

However, note that image size for the default icons of the photo file and photo folder are 170x128, and the image size for the default icons of the video file and video folder are 228x128.

Image Format

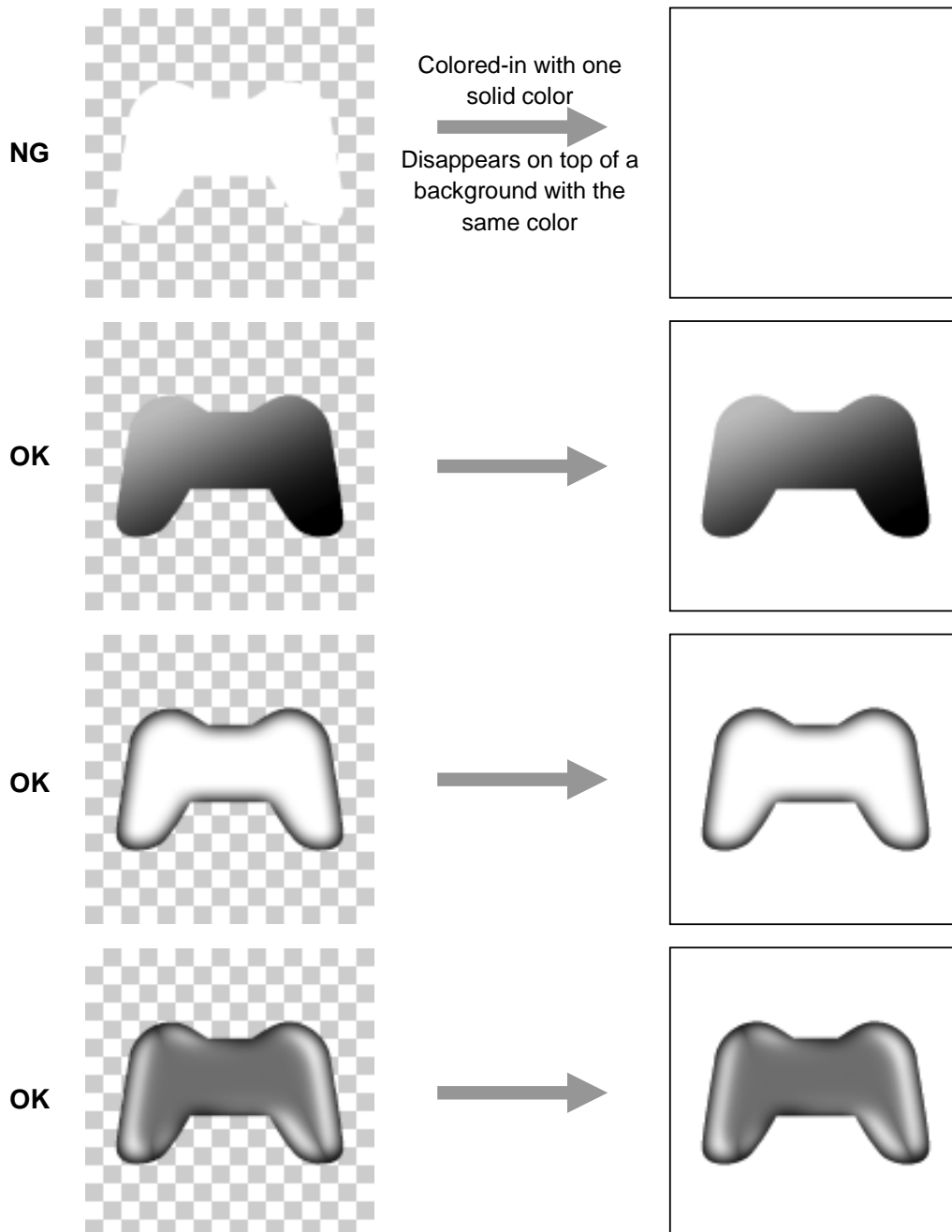
PNG 32-bit format (alpha channel is enabled)

Notes on Icon Design

With the use of the function for setting the wallpaper, the user is able to set any image to the background. To ensure that the icons remain visible regardless of the background, prevent using an icon of one solid color. Use gradations and outlines in your icon design.

Note that when using the icon designs provided by the system, you cannot change their shape or meaning.

Figure 3 Example of an Icon Design

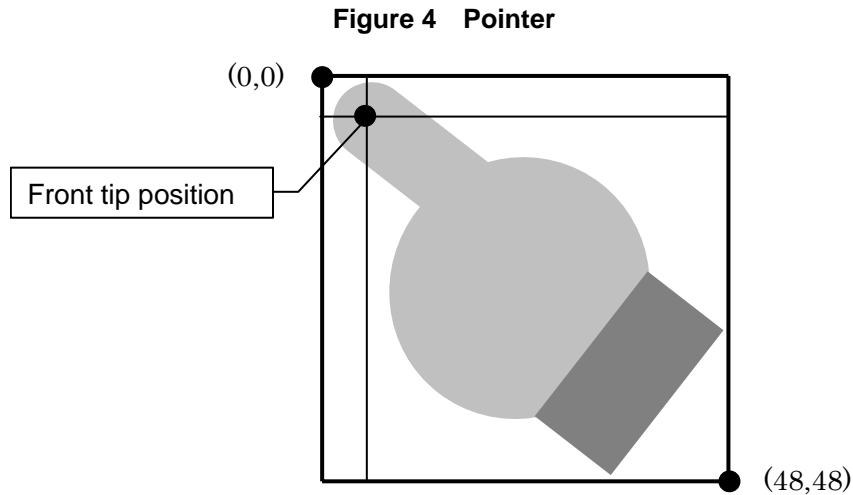


Pointer

The pointer to be displayed when using the web browser can be customized.

The pointer has 6 states. Assign an appropriate image for each pointer state.

In addition to the pointer image, a coordinate can be specified [in a coordinate system with the upper left corner being (0, 0) and the lower right corner being (48, 48)] as the position for the front tip of the pointer within the image.



Pointer States

- Normal state
- On an object that can be clicked
- Clicking
- On an object that can be dragged
- Dragging
- On an object where text can be input

Image Size

48x48

Image Format

PNG 32-bit format (alpha channel is enabled)

Frame of the Notification Window

The frame of the notification window that is displayed at the upper right section of the screen, upon receiving a message, for example, can be customized.

The size of the notification window changes according to the length of the character string contained in the window. Thus, prepare an image, as indicated below, with vertical and horizontal midsections that can be reduced or expanded as necessary.

Figure 5 Frame of the Notification Window

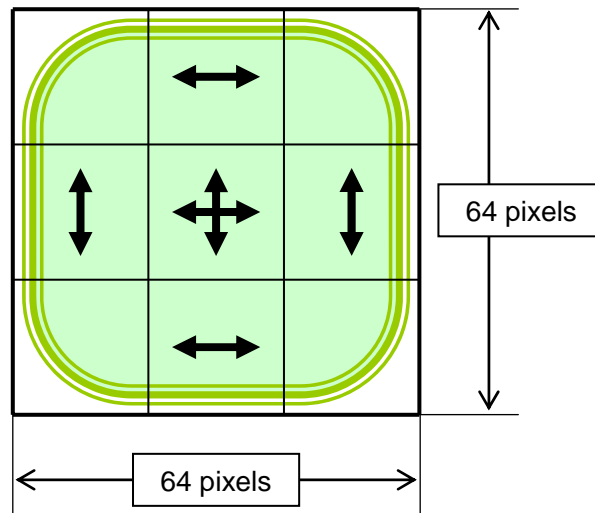


Image Size

64x64

Image Format

PNG 32-bit format (alpha channel is enabled)

Theme Information

A theme file can contain information such as the names to be displayed when the user selects a theme, as well as the URL to be displayed on the information screen.

A theme can have information for each language, or information that is common to and irrespective of, different languages. Appropriate information will be automatically selected according to system software settings. It is possible to exclude language-specific information; when information that is specific to a certain language cannot be found, information that is common to all languages will be referenced in its place.

Types of Information

- Theme name (required)
- URL indicating theme distributor
- Creator
- Theme genre
- Theme version
- Theme icon (64x64 32-bit PNG) (required)
- Creator icon (64x64 32-bit PNG)
- Preview image (480x270 24-bit PNG)

Languages

- English
- Japanese
- French
- Spanish
- German
- Italian
- Dutch
- Portuguese
- Russian
- Korean
- Chinese (traditional)
- Chinese (simplified)
- Finnish
- Swedish
- Danish
- Norwegian

Length of Character Strings

Under 256 bytes (including the NULL terminator)

When longer, the omitted end section of the string may be indicated as (...).

Character Encoding

UTF-8

3 Distribution of Theme Files

MIME-Type and Extension

To upload your theme file to the server for later download via the Internet browser implemented on the PLAYSTATION®3 system software, the theme file must be assigned a special MIME-Type and extension.

The MIME-Type and extension are shown below.

MIME-Type	Extension
application/x-ps3-theme	p3t