

System File and Content Information for UMD Video Ver. 0.1.0

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1 System File Creation

This section describes the system file.

What is the System File?

The system file is a file which stores parameters used for displaying information such as the title of a video or the viewer age restriction value. The parameters which are stored differ based on the type of content stored on the UMD™ (game, video, audio), or the type of content stored on the Memory Stick™.

The filename of the system file is PARAM.SFO, and the file is written in system file format.

The system file is created using the SystemFileEditor.

The system file is optional and may be omitted if not needed.

Required Parameters

Key	Type	Description of Values	Example
TITLE	Required	Title name of video Character code: UTF8 Length: Up to 128 bytes (including NULL) Newline characters, etc. are not allowed.	Prairie Warrior
PARENTAL_LEVEL	Optional	Parental lock level Setting value: 0 to 11	1

SystemFileEditor

The SystemFileEditor is a tool for setting the required parameters and creating the system file. For details regarding its use, refer to the "SystemFileEditor" document.

Config File

Use the UMDVideo_SystemFile_Config.sfc file as the config file for a video UMD™ to be used by the SystemFileEditor.

2 Content Information File Creation

The content information files are described below.

What are Content Information Files?

The images, videos, background music, etc. which represent and depict the actual content of a title are called content information. Content information is primarily used in PSP™ system software for display purposes. For information on screen configuration, see the Appendix.

File Structure

Content information is structured using multiple files.

- Still image icon: ICON0.PNG
- Animated image icon: ICON1.PMF
- Content description graphic: PIC0.PNG
- Content information background graphic: PIC1.PNG
- Background music: SND0.AT3

All of these files are optional and may be omitted if not needed.

Still Image Icon

The still image icon is displayed as a substitute icon when the animated image icon cannot be displayed or when an animated image icon is not specified.

The still image icon is optional and may be omitted if not needed.

Image Size

144 × 80 pixels

Image Format

PNG (24-bit)

Filename

ICON0.PNG

Creation Tool

Use a commercially available tool or equivalent.

Animated Image Icon

An animation can be displayed as an icon.

The animation can be displayed with or without sound.

When the animation ends, it will start again from the beginning, but the sound may not continue playing. To play the sound in a loop continuously, play it as background music. However, note that background music will not be synchronized with the icon. When an animation with sound has background music, only the background music will be played. The animated image icon is optional and may be omitted if not needed.

Image Size

144 × 80 pixels

Video

Format: Consists of an IDR-Picture and P-Picture encoded only with AVC
(Main Profile level 2.1 (maximum bit rate: 4.8Mbps))

Frame rate: 29.97 fps progressive

Audio (for animation with sound)

Format: ATRAC3plus

Sampling frequency: 44.1kHz

Channels: 2 channel stereo

Multiplexing

Format: PSMF

File Size

500 kilobytes maximum, including background music file

Filename

ICON1.PMF

Creation Tool

Use SCEI's "Stream Encoder for UMD™ Game" and the "PSMF Composer" tools.

Content Description Graphic

This is a graphic that represents the actual content. It is used to display the title image and text which can represent, for example, an overview of the content. It consists of a 32-bit image, which can be represented with transparency. It is displayed on top of and overlapping the content information background (see below).

The content description graphic is optional and may be omitted if not needed.

Image Size

310 × 180 pixels

Image Format

PNG (32-bit)

Filename

PIC0.PNG

Creation Tool

Use a commercially available tool or equivalent.

Content Information Background

This is a graphic that is used as the background. It is optional and may be omitted if not needed.

Image Size

480 × 272 pixels

Image Format

PNG (24-bit)

Filename

PIC1.PNG

Creation Tool

Use a commercially available tool or equivalent.

Background Music (BGM)

This is an audio file. If a loop range is specified, the music can be played continuously in a loop.

Background music is optional and may be omitted if not needed.

Audio Format

Format: ATRAC3plus

Sampling frequency: 44.1kHz

Channels: 2 channel stereo

File Size

500 kilobytes maximum, including animated image icon file.

Filename

SND0.AT3

Creation Tool

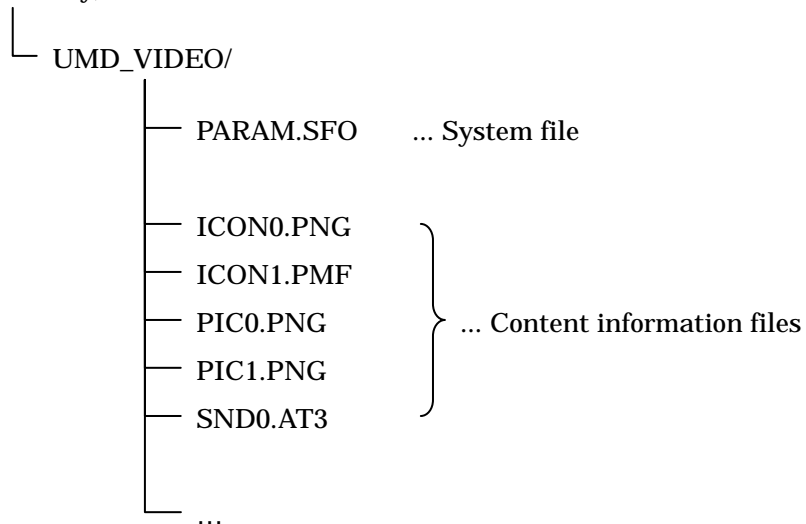
Use SCE's at3tool.

Appendix A Directory Structure of a Video UMD™

Files and directories on a UMD™ must conform to the ISO9660 Level 2 standard.

Under this standard, a video UMD™ has the following directory structure.

(ROOT Directory)/

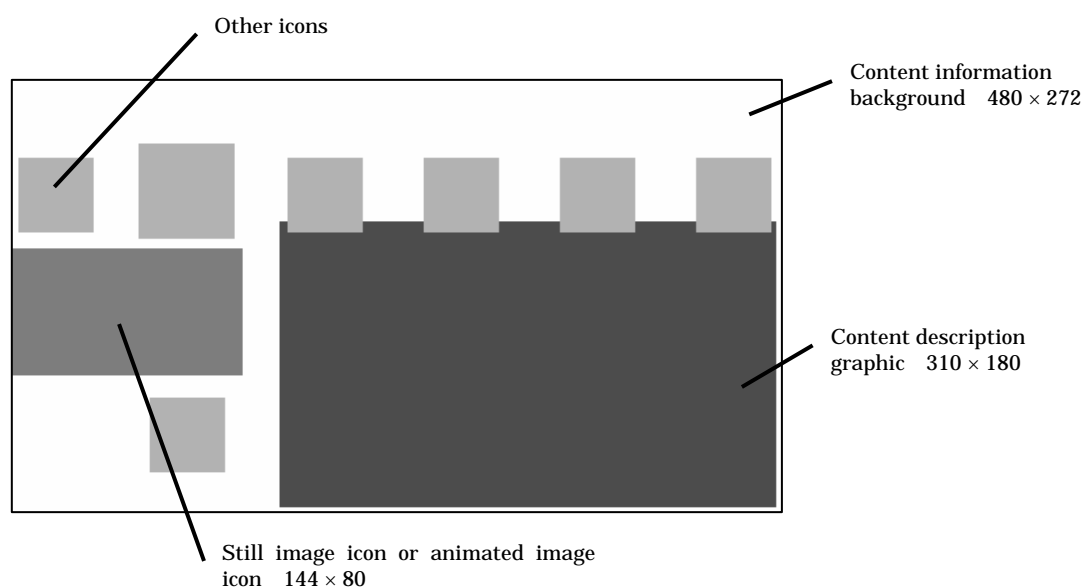


All files are placed under the UMD_VIDEO directory. You do not need to write anything in the root directory (however, some files are automatically written in the root directory by the UMD™ Image Generator).

The system file and content information files are placed in the UMD_VIDEO directory.

Appendix B Content Information Displayed by PSP™ System Software

Organization of the Content Information Screen Used by PSP™ System Software



Note: Since the data layout of icons and graphics is not guaranteed forever, do not create content that contains interdependencies with the layout.

Display Order of Content Information by PSP™ System Software

When a UMD™ icon gets the focus, PSP™ system software begins loading all of the content information files. After all of the content information has been loaded, the animated image icon will begin scrolling from the left side of the screen, the background music will begin playing, and about the same time, the content information background will be displayed. Then, the content description graphic is faded in. There is no guarantee that the animated image icon and the background music will be played at exactly the same time; a slight time lag may occur.