

Character Code Conversion Library

© 2003 Sony Computer Entertainment Inc.

Publication date: December 2003

Sony Computer Entertainment Inc.
1-1, Akasaka 7-chome, Minato-ku
Tokyo 107-0052, Japan

Sony Computer Entertainment America
919 E. Hillsdale Blvd.
Foster City, CA 94404, U.S.A.

Sony Computer Entertainment Europe
30 Golden Square
London W1F 9LD, U.K.

The *Character Code Conversion Library* manual is supplied pursuant to and subject to the terms of the Sony Computer Entertainment PlayStation® license agreements.

The *Character Code Conversion Library* manual is intended for distribution to and use by only Sony Computer Entertainment licensed Developers and Publishers in accordance with the PlayStation® license agreements.

Unauthorized reproduction, distribution, lending, rental or disclosure to any third party, in whole or in part, of this book is expressly prohibited by law and by the terms of the Sony Computer Entertainment PlayStation® license agreements.

Ownership of the physical property of the book is retained by and reserved by Sony Computer Entertainment. Alteration to or deletion, in whole or in part, of the book, its presentation, or its contents is prohibited.

The information in the *Character Code Conversion Library* manual is subject to change without notice. The content of this book is Confidential Information of Sony Computer Entertainment.

 and PlayStation are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners and/or their licensors.

Table of Contents

About This Manual	v
Changes Since Last Release	v
Related Documentation	v
Typographic Conventions	v
Developer Support	v
Types	1
Functions	2
sceCccSetTable	2
sceCccStrlenUTF16	3
sceCccStrlenUTF8	4
sceCccStrlenSJIS	5
sceCccDecodeUTF16	6
sceCccDecodeUTF8	7
sceCccDecodeSJIS	8
sceCccEncodeUTF16	9
sceCccEncodeUTF8	10
sceCccEncodeSJIS	11
sceCccUCStoJIS	12
sceCccJlStoUCS	13
sceCccUTF8toUTF16	14
sceCccUTF8toSJIS	15
sceCccSJlStoUTF8	16
sceCccSJlStoUTF16	17
sceCccUTF16toUTF8	18
sceCccUTF16toSJIS	19
sceCccSetErrorCharSJIS	20
sceCccSetErrorCharUTF8	21
sceCccSetErrorCharUTF16	22
sceCcclsValidUCS4	23
sceCcclsValidUCS2	24
sceCcclsValidJIS	25
sceCcclsValidUTF8	26
sceCcclsValidUTF16	27
sceCcclsValidSJIS	28
sceCccGetErxEntries	29

About This Manual

This is the PS2 Programmer Tool Runtime Library libccc, version 1.1 of the *Character Code Conversion Library* manual.

Changes Since Last Release

- A description of the `sceCccGetErxCEntries()` function was added.

Related Documentation

Note: The Developer Support Web site posts current developments regarding the Libraries and also provides notice of future documentation releases and upgrades.

Typographic Conventions

Certain Typographic Conventions are used throughout this manual to clarify the meaning of the text:

Convention	Meaning
<code>courier</code>	Indicates literal program code.
<i>italic</i>	Indicates names of arguments and structure members (in structure/function definitions only).
medium bold	Indicates data types and structure/function names (in structure/function definitions only).
blue	Indicates a hyperlink.

Developer Support

Sony Computer Entertainment America (SCEA)

SCEA developer support is available to licensees in North America only. You may obtain developer support or additional copies of this documentation by contacting the following addresses:

Order Information	Developer Support
Attn: Developer Tools Coordinator Sony Computer Entertainment America 919 East Hillsdale Blvd. Foster City, CA 94404, U.S.A. Tel: (650) 655-8000	E-mail: scea_support@ps2-pro.com Web: https://www.ps2-pro.com/ Developer Support Hotline:(650) 655-5566 (Call Monday through Friday, 8 a.m. to 5 p.m., PST/PDT)

Sony Computer Entertainment Europe (SCEE)

SCEE developer support is available to licensees only in the PAL television territories (including Europe and Australasia). You may obtain developer support or additional copies of this documentation by contacting the following addresses:

Order Information	Developer Support
Attn: Development Tools Manager Sony Computer Entertainment Europe 30 Golden Square London W1F 9LD, U.K. Tel: +44 (0) 20 7859-5000	E-mail: scee_support@ps2-pro.com Web: https://www.ps2-pro.com/ Developer Support Hotline: +44 (0) 20 7859-5777 (Call Monday through Friday, 9 a.m. to 6 p.m., GMT/BST)

Types

- `sceCccJISCS`
JIS X 0213 character set, represented in 16 bits.
Bit 15 gives the plane. Bits 8-14 give the row +0x20, bits 0-7 give the cell+0x20.
- `sceCccSJISCS`
SJIS character set, represented in 16 bits.
- `sceCccUCS2;`
Unicode character set, represented in 16 bits.
- `sceCccUCS4;`
Unicode character set, represented in 32 bits.
- `sceCccJISTF;`
JIS-encoded format
0x00U is the terminator code.
- `sceCccSJISTF;`
SJIS-encoded format
0x00U is the terminator code.
- `sceCccUTF8;`
Unicode 8-bit-encoded format
0x00U is the terminator code.
- `sceCccUTF16;`
Unicode 16-bit-encoded format
0x0000U is the terminator code.

Functions

sceCccSetTable

Set UCS/JIS character code conversion table

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
void sceCccSetTable(
    sceCccUCS2 const* jis2ucs,           pointer to equivalence table (jis-ordered) for jis to
                                         ucs2 conversion
    sceCccJISCS const* ucs2jis);         pointer to equivalence table (ucs2-ordered) for
                                         ucs2 to jis conversion
```

Description

Sets a table to be used for converting between JIS and UCS character codes.

Must always be set when converting character strings.

Table size is 65,536 elements. UCS2 beyond this range is not supported.

Return value

0

sceCccStrlenUTF16

Count UTF16 characters

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCccStrlenUTF16(  
    sceCccUTF16 const* str);           UTF16 character string
```

Description

Counts characters contained in a string of UTF16 characters.

Return value

Number of characters

sceCccStrlenUTF8

Count UTF8 characters

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCccStrlenUTF8(  
  sceCccUTF8 const* str);           UTF8 character string
```

Description

Counts characters contained in a string of UTF8 characters.

Return value

Number of characters

sceCccStrlenSJIS

Count SJIS characters

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCccStrlenSJIS(  
    sceCccSJISTF const* str);           SJIS character string
```

Description

Counts characters contained in a string of SJIS characters.

Return value

Number of characters

sceCccDecodeUTF16

Decode one character from an encoded string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

sceCccUCS4 sceCccDecodeUTF16(

sceCccUTF16 const str);**

Pointer to decode position. Advances one character after decoding.

Description

Obtains a UCS4 character code from a UTF16-encoded character string.

Return value

Character code

sceCccDecodeUTF8

Decode one character from an encoded string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
sceCccUCS4 sceCccDecodeUTF8(  
    sceCccUTF8 const** str);
```

Pointer to decode position. Advances one character after decoding.

Description

Obtains a UCS4 character code from a UTF8-encoded character string.

Return value

Character code

sceCccDecodeSJIS

Decode one character from an encoded string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
sceCccJISCS sceCccDecodeSJIS(  
sceCccSJISTF const** str);
```

Pointer to decode position. Advances one character after decoding.

Description

Obtains a JIS character code from a SJIS-encoded character string.

Return value

Character code

sceCccEncodeUTF16

Encode character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
sceCccUCS4 sceCccEncodeUTF16(  
  sceCccUTF16 const** str);
```

Pointer to encode position. Advances one character after encoding.

Description

Encodes a UCS4 character code as UTF16.

Return value

Character code

sceCccEncodeUTF8

Encode character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax**sceCccUCS4 sceCccEncodeUTF8(****sceCccUTF8 const** str);**

Pointer to encode position. Advances one character after encoding.

Description

Encodes a UCS4 character codes as UTF8.

Return value

Character code

sceCccEncodeSJIS

Encode character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax**sceCccJISCS sceCccEncodeSJIS(****sceCccSJSTF const** *str*);**

Pointer to encode position. Advances one character after encoding.

Description

Encodes a JIS character code as SJIS.

Return value

Character code

sceCccUCStoJIS

Convert character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax**sceCccJISCS sceCccUCStoJIS(****sceCccUCS4** *code*,

Character code

sceCccJISCS *chr*);

Character to output if conversion fails (default=0)

Description

Converts a UCS4 character code to a JIS character code.

Returns chr if conversion not possible.

Return value

Converted code

sceCccJlStoUCS

Convert character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax**sceCccUCS4 sceCccJlStoUCS(****sceCccJlSCS** *code*,

Character code

sceCccUCS4 *chr*);

Character to output if conversion fails (default=0)

Description

Converts a JIS character code to a UCS4 character code.

Returns chr if conversion not possible.

Return value

Converted code

sceCccUTF8toUTF16

Convert encoded character string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax**int sceCccUTF8toUTF16(**

sceCccUTF16* <i>dst</i> ,	Output string
size_t <i>count</i> ,	Output buffer size
sceCccUTF8 const* <i>str</i>);	Input string

Description

Converts a UTF8 string to a UTF16 string.

Return value

Number of characters after conversion.

sceCccUTF8toSJIS

Convert encoded character string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCccUTF8toSJIS(
    sceCccSJISTF* dst,           Output string
    size_t count,               Output buffer size
    sceCccUTF8 const* str);      Input string
```

Description

Converts a UTF8 string to a SJIS-encoded string

Return value

Number of characters after conversion.

sceCccSJISToUTF8

Convert encoded character string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCccSJISToUTF8(
    sceCccUTF8* dst,           Output string
    size_t count,             Output buffer size
    sceCccSJISTF const* str);  Input string
```

Description

Converts a SJIS-encoded string to a UTF8 string.

Return value

Number of characters after conversion.

sceCccSJISToUTF16

Convert encoded character string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCccSJISToUTF16(
    sceCccUTF16* dst,           Output string
    size_t count,              Output buffer size
    sceCccSJISTF const* str);  Input string
```

Description

Converts a SJIS-encoded string to a UTF16 string.

Return value

Number of characters after conversion.

sceCccUTF16toUTF8

Convert encoded character string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

int sceCccUTF16toUTF8(

sceCccUTF8* <i>dst</i>,	Output string
size_t <i>count</i>,	Output buffer size
sceCccUTF16 const* <i>str</i>);	Input string

Description

Converts a UTF16 string to a UTF8 string.

Return value

Number of characters after conversion.

sceCccUTF16toSJIS

Convert encoded character string

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCccUTF16toSJIS(
    sceCccSJISTF* dst,           Output string
    size_t count,               Output buffer size
    sceCccUTF16 const* str);    Input string
```

Description

Converts a UTF16 string to a SJIS-encoded string.

Return value

Number of characters after conversion.

sceCccSetErrorCharSJIS

Set a replacement character for invalid data when converting strings

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
sceCccJISCS sceCccSetErrorCharSJIS(  
    sceCccJISCS chr);
```

character

Description

Sets a character code to be used when conversion to a SJIS-encoded string fails.

Return value

Previously set code.

sceCccSetErrorCharUTF8

Set a replacement character for invalid data when converting strings

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
sceCccUCS4 sceCccSetErrorCharUTF8(
    sceCccUCS4 chr);
```

character

Description

Sets a character code to be used when conversion to a UTF8 string fails.

Return value

Previously set code.

sceCccSetErrorCharUTF16

Set a replacement character for invalid data when converting strings

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
sceCccUCS4 sceCccSetErrorCharUTF16(  
    sceCccUCS4 chr);
```

character**Description**

Sets a character code to be used when conversion to a UTF16 string fails.

Return value

Previously set code

sceCcclsValidUCS4

Validate character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCcclsValidUCS4(
    sceCccUCS4 code);
```

Character code

Description

Checks whether code is valid as UCS4.

Currently does not perform rigorous checking.

Return value

1=valid; 0=invalid

sceCcclsValidUCS2

Validate character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCcclsValidUCS2(
    sceCccUCS4 code);
```

Character code

Description

Checks whether code is valid as UCS2.

Currently does not perform rigorous checking.

Return value

1=valid; 0=invalid

sceCcclsValidJIS

Validate character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCcclsValidJIS(
    sceCccJISCS code);
```

Character code

Description

Checks whether code is valid as JIS.

Currently does not perform rigorous checking.

Return value

1=valid; 0=invalid

sceCcclsValidUTF8

Validate character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCcclsValidUTF8(  
    sceCccUCS4 code);
```

Character code**Description**

Checks whether code is a valid UTF8 character.

Currently does not perform rigorous checking.

Return value

1=valid; 0=invalid

sceCcclsValidUTF16

Validate character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCcclsValidUTF16(
    sceCccUCS4 code);
```

Character code

Description

Checks whether code is a valid UTF16 character.

Currently does not perform rigorous checking.

Return value

1=valid; 0=invalid

sceCcclsValidSJIS

Validate character code

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.0	July 6, 2001

Syntax

```
int sceCcclsValidSJIS(sceCccSJISTF code);
    sceCccSJISTF code;                Character code
```

Description

Checks whether code is a valid SJIS character.

Currently does not perform rigorous checking.

Return value

1=valid; 0=invalid

sceCccGetErxEntries

Get library entries

<i>Library</i>	<i>Introduced</i>	<i>Documentation last modified</i>
libccc	1.1	December 19, 2003

Syntax

```
void *sceCccGetErxEntries(void);
```

Calling conditions

Cannot be called from an interrupt handler

Can be called from a thread

Multithread safe (does not depend on interrupt-disabled or enabled state)

Description

This function gets a pointer to the SceErxLibraryHeader structure which is needed to register the libccc library in liberx.

If the SceErxLibraryHeader structure returned by this function is passed to the sceErxRegisterLibraryEntries() function of liberx, the statically linked libccc library can be called from an ERX module (can be dynamically linked).

When this function is linked, the entire implementation of libccc will be linked via the library entry table of liberx.

In some cases, this may also increase the size of the program.

Return value

The entry library for libccc is returned.

See also

sceErxInit()

