SCE-RT Medius API Release 2.10

Reference

May 2005

© 2005 Sony Computer Entertainment Inc.

All rights reserved.

Publication date: May 2005

Sony Computer Entertainment Inc.
2-6-21, Minami-Aoyama, Minato-ku
Tokyo 107-0062, 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 *SCE-RT Medius API Release 2.10 – Reference* is supplied pursuant to and subject to the terms of the Sony Computer Entertainment PlayStation® license agreements.

The *SCE-RT Medius API Release 2.10 – Reference* 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 document is expressly prohibited by law and by the terms of the Sony Computer Entertainment PlayStation® license agreements.

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

The information in the *SCE-RT Medius API Release 2.10 – Reference* is subject to change without notice. The content of this document 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 **xxi**

Changes Since Last Release xxi
Related Documentation xxi
Manual Structure xxii
Developer Reference Series xxii
Typographic Conventions xxiii
Developer Support xxiii
Library Usage xxv

Chapter 1: Defines/Macros **1-1**

ACCESSKEY_MAXLEN 1-3
ACCOUNTID_MAXLEN 1-4
ACCOUNTLIST_MAXLEN 1-5
ACCOUNTNAME_MAXLEN 1-6
ACCOUNTSTATS_MAXLEN 1-7
ADDRESS_MAXLEN 1-8
ANNOUNCEMENT_MAXLEN 1-9
APPNAME_MAXLEN 1-10
BANDATETIME_MAXLEN 1-11
BILLINGTOKEN_MAXLEN 1-12
BINARYMESSAGE_MAXLEN 1-13
CHATMESSAGE_MAXLEN 1-14
CITY_MAXLEN 1-15
CLANCHALLENGEMSG_MAXLEN 1-16
CLANINVITEMSG_MAXLEN 1-17
CLANINVITERESPONSEMSG_MAXLEN 1-18
CLANMSG_MAXLEN 1-19
CLANNAME_MAXLEN 1-20
CLANSTATS_MAXLEN 1-21
CLANWELCOMEMSG_MAXLEN 1-22
COUNTRY_MAXLEN 1-23
DEBUGMESSAGE_MAXLEN 1-24
DEF_FIELD_MAP 1-25
DNASSIGNATURE_MAXLEN 1-26
EMAILADDRESS_MAXLEN 1-27
ERRORMSG_MAXLEN 1-28
ESC_ACCOUNTSTATS_MAXLEN 1-29
ESC_CLANSTATS_MAXLEN 1-30
FIRSTNAME_MAXLEN 1-31
FULLPOLICY_MAXLEN 1-32
GAMENAME_MAXLEN 1-33
GAMEPASSWORD_MAXLEN 1-34
GAMESTATS_MAXLEN 1-35
HDD_MEDIUS_SUPPORT 1-36
ICONLOCATION_MAXLEN 1-37
ID_ARRAY_MAXLEN 1-38
IDF_COMPLIANT 1-39
IDF_NON_COMPLIANT 1-40
IP_MAXLEN 1-41

kMediusGetNextTransactionId 1-42
kMediusNotAnId 1-43
kMediusNotAnIndex 1-44
kMediusNoTransactionId 1-45
LADDERSTATS_MAXLEN 1-46
LADDERSTATSWIDE_MAXLEN 1-47
LASTNAME_MAXLEN 1-48
LOBBYNAME_MAXLEN 1-49
LOBBYPASSWORD_MAXLEN 1-50
LOCATIONNAME_MAXLEN 1-51
MAX_DLIST_IDS 1-52
MAX_WORLDS_PER_SERVER 1-53
MEDIUS_BASE_WORLDID 1-54
MEDIUS_BITFIELD_ELEMENT_SIZE 1-55
MEDIUS_CLIENT_LIBRARY_VERSION_NUMBER 1-56
MEDIUS_CLIENT_VERSION_BUILD 1-57
MEDIUS_CLIENT_VERSION_MAJOR 1-58
MEDIUS_CLIENT_VERSION_MINOR 1-59
MEDIUS_FILE_CHECKSUM_NUMBYTES 1-60
MEDIUS_FILE_EXEC_BITSHIFT 1-61
MEDIUS_FILE_GET_PERMISSIONS_EXEC 1-62
MEDIUS_FILE_GET_PERMISSIONS_READ 1-63
MEDIUS_FILE_GET_PERMISSIONS_WRITE 1-64
MEDIUS_FILE_MAX_DESCRIPTION_LENGTH 1-65
MEDIUS_FILE_MAX_DOWNLOAD_DATA_SIZE 1-66
MEDIUS_FILE_MAX_FILE_METADATA_KEY_LENGTH 1-67
MEDIUS_FILE_MAX_FILE_METADATA_VALUE_LENGTH 1-68
MEDIUS_FILE_MAX_FILENAME_LENGTH 1-69
MEDIUS_FILE_MAX_UPLOAD_DATA_SIZE 1-70
MEDIUS_FILE_READ_BITSHIFT 1-71
MEDIUS_FILE_SET_PERMISSIONS_EXEC 1-72
MEDIUS_FILE_SET_PERMISSIONS_READ 1-73
MEDIUS_FILE_SET_PERMISSIONS_WRITE 1-74
MEDIUS_FILE_STREAMABLE_FALSE 1-75
MEDIUS_FILE_STREAMABLE_TRUE 1-76
MEDIUS_FILE_UNSET_PERMISSIONS_EXEC 1-77
MEDIUS_FILE_UNSET_PERMISSIONS_READ 1-78
MEDIUS_FILE_UNSET_PERMISSIONS_WRITE 1-79
MEDIUS_FILE_WRITE_BITSHIFT 1-80
MEDIUS_FILE_XFER_STATUS_END 1-81
MEDIUS_FILE_XFER_STATUS_ERROR 1-82
MEDIUS_FILE_XFER_STATUS_INITIAL 1-83
MEDIUS_FILE_XFER_STATUS_MID 1-84
MEDIUS_GENERIC_CHAT_FILTER_BITFIELD_LEN 1-85
MEDIUS_GENERIC_CHAT_FILTER_BYTES_LEN 1-86
MEDIUS_MACRO_BITS_TO_BYTES 1-87
MEDIUS_MACRO_CLEAR_ALL_BITS 1-88
MEDIUS_MACRO_CLEAR_BIT 1-89
MEDIUS_MACRO_GET_BIT 1-90
MEDIUS_MACRO_SET_ALL_BITS 1-91
MEDIUS_MACRO_SET_BIT 1-92

MEDIUS_MESSAGE_MAXLEN 1-93
MEDIUS_TOKEN_MAXSIZE 1-94
MediusDOffsetOfMember 1-95
MediusDSizeOfMember 1-96
MediusDSpecChar 1-97
MediusDSpecCString 1-98
MediusDSpecDouble 1-99
MediusDSpecField 1-100
MediusDSpecFloat 1-101
MediusDSpecInt16 1-102
MediusDSpecInt32 1-103
MediusDSpecInt64 1-104
MediusDSpecUChar 1-105
MediusDSpecUInt16 1-106
MediusDSpecUInt32 1-107
MediusDSpecUInt64 1-108
MESSAGEID_MAXLEN 1-109
MIDDLENAME_MAXLEN 1-110
NEWS_MAXLEN 1-111
numSpecFields 1-112
PASSWORD_MAXLEN 1-113
PLAYERNAME_MAXLEN 1-114
POLICY_MAXLEN 1-115
POSTALCODE_MAXLEN 1-116
PROVINCE_MAXLEN 1-117
REPORT_WORLD_ID 1-118
SERVERIP_MAXLEN 1-119
SERVERPORT_MAXLEN 1-120
SERVERVERSION_MAXLEN 1-121
SESSIONKEY_MAXLEN 1-122
STATE_MAXLEN 1-123
TITLENAME_MAXLEN 1-124
UNIVERSE_BSP_MAXLEN 1-125
UNIVERSE_BSP_NAME_MAXLEN 1-126
UNIVERSE_EXTENDED_INFO_MAXLEN 1-127
UNIVERSE_SVO_URL_MAXLEN 1-128
UNIVERSEDESCRIPTION_MAXLEN 1-129
UNIVERSEDNS_MAXLEN 1-130
UNIVERSENAME_MAXLEN 1-131
USERNAME_MAXLEN 1-132
VERSIONSTRING_MAXLEN 1-133
WINNINGTEAM_MAXLEN 1-134
WORLDNAME_MAXLEN 1-135
WORLDPASSWORD_MAXLEN 1-136
WORLDSTATS_MAXLEN 1-137

Chapter 2: Enumerated Types 2-1
MediusAccountStatus 2-3
MediusAccountType 2-4
MediusApplicationType 2-5
MediusBanReasonType 2-6

MediusBillingBSPType 2-7
MediusBinaryMessageType 2-8
MediusBool 2-9
MediusBuddyAddType 2-10
MediusCallbackStatus 2-11
MediusCallTypeCode 2-14
MediusCharacterEncodingType 2-18
MediusChatMessageType 2-19
MediusClanChallengeStatus 2-20
MediusClanInvitationsResponseStatus 2-21
MediusClanMessageStatus 2-22
MediusClanPlayerStatus 2-23
MediusClanStatus 2-24
MediusComparisonOperator 2-25
MediusConnectionType 2-26
MediusDeviceType 2-27
MediusDInterestId 2-28
MediusDListAction 2-29
MediusDListId 2-30
MediusDListServiceLevel 2-31
MediusDnasCategory 2-32
MediusDPLayerListFields 2-33
MediusDTypeEnum 2-34
MediusErrorCode 2-35
MediusExceptionExtent 2-37
MediusFindWorldType 2-38
MediusGameHostType 2-39
MediusGameListFilterField 2-40
MediusGenerateRandomSelection 2-41
MediusJoinType 2-42
MediusLadderType 2-43
MediusLanguageType 2-44
MediusLobbyFilterMaskLevelType 2-45
MediusLobbyFilterType 2-46
MediusMessageType 2-47
MediusPlayerSearchType 2-48
MediusPlayerStatus 2-49
MediusPolicyType 2-50
MediusSCETerritory 2-51
MediusSortOrder 2-52
MediusStoredConfirmationType 2-53
MediusTextFilterType 2-54
MediusTimeZone 2-55
MediusTokenActionType 2-57
MediusTokenCategoryType 2-58
MediusUniverseAvailability 2-59
MediusUniverseInformationType 2-60
MediusUserAction 2-62
MediusVoteActionType 2-63
MediusWorldAttributesType 2-64
MediusWorldGenericFieldLevelType 2-65

MediusWorldSecurityLevelType 2-66
MediusWorldStatus 2-67

Chapter 3: Typedefs 3-1
MediusDArgList 3-3
MediusDFieldId 3-4
MediusDListFilterId 3-5
MediusDListInterface 3-6
MediusDListSubscription 3-7
MediusDMetaType 3-8
MediusDRowId 3-9
MediusDType 3-10
MediusDTypeId 3-11
MediusDTypeInterface 3-12
MediusFile 3-13
MediusFileAttributes 3-14
MediusFileCancelOperationRequest 3-15
MediusFileCancelOperationResponse 3-16
MediusFileChecksum 3-17
MediusFileCloseRequest 3-18
MediusFileCloseResponse 3-19
MediusFileCreateRequest 3-20
MediusFileCreateResponse 3-21
MediusFileDeleteRequest 3-22
MediusFileDeleteResponse 3-23
MediusFileDownloadRequest 3-24
MediusFileDownloadResponse 3-25
MediusFileDownloadStreamRequest 3-26
MediusFileDownloadStreamResponse 3-27
MediusFileGetAttributesRequest 3-28
MediusFileGetAttributesResponse 3-29
MediusFileGetMetaDataRequest 3-30
MediusFileGetMetaDataResponse 3-31
MediusFileListRequest 3-32
MediusFileListResponse 3-33
MediusFileMetaData 3-34
MediusFileSearchByMetaDataRequest 3-35
MediusFileSearchByMetaDataResponse 3-36
MediusFileUpdateAttributesRequest 3-37
MediusFileUpdateAttributesResponse 3-38
MediusFileUpdateMetaDataRequest 3-39
MediusFileUpdateMetaDataResponse 3-40
MediusFileUploadRequest 3-41
MediusFileUploadResponse 3-42
MediusFileUploadServerReq 3-43
MediusTransactionId 3-44

Chapter 4: Structures 4-1
MediusAccountDeleteRequest 4-3
MediusAccountGetIDRequest 4-4
MediusAccountGetIDResponse 4-5
MediusAccountGetProfileRequest 4-6

MediusAccountGetProfileResponse 4-7
MediusAccountLoginRequest 4-8
MediusAccountLoginResponse 4-9
MediusAccountLogoutRequest 4-10
MediusAccountRegistrationRequest 4-11
MediusAccountRegistrationResponse 4-12
MediusAccountUpdatePasswordRequest 4-13
MediusAccountUpdateProfileRequest 4-14
MediusAccountUpdateStatsRequest 4-15
MediusAddPlayerToClanRequest 4-16
MediusAddPlayerToClanResponse 4-17
MediusAddToBuddyListConfirmationRequest 4-18
MediusAddToBuddyListConfirmationResponse 4-19
MediusAddToBuddyListFwdConfirmationRequest 4-20
MediusAddToBuddyListFwdConfirmationResponse 4-21
MediusAddToBuddyListRequest 4-22
MediusAddToBuddyListResponse 4-23
MediusAddToIgnoreListRequest 4-24
MediusAddToIgnoreListResponse 4-25
MediusAnonymousLoginRequest 4-26
MediusBanPlayerRequest 4-27
MediusBanPlayerResponse 4-28
MediusBinaryFwdMessage 4-29
MediusBinaryMessage 4-30
MediusChannelInfoRequest 4-31
MediusChannelInfoResponse 4-32
MediusChannelList_ExtraInfoRequest 4-33
MediusChannelList_ExtraInfoResponse 4-34
MediusChannelListRequest 4-35
MediusChannelListResponse 4-36
MediusCheckMyClanInvitationsRequest 4-37
MediusCheckMyClanInvitationsResponse 4-38
MediusClanLadderListRequest 4-39
MediusClanLadderListResponse 4-40
MediusClanLadderPositionRequest 4-41
MediusClanLadderPositionResponse 4-42
MediusClearGameListFilterRequest 4-43
MediusClearGameListFilterResponse 4-44
MediusClearStoredAccountInfoRequest 4-45
MediusClearStoredAccountInfoResponse 4-46
MediusConfirmClanTeamChallengeRequest 4-47
MediusConfirmClanTeamChallengeResponse 4-48
MediusConnectInParams 4-49
MediusConnectOutParams 4-50
MediusCreateChannelRequest 4-51
MediusCreateChannelResponse 4-52
MediusCreateClanRequest 4-53
MediusCreateClanResponse 4-54
MediusCreateGameRequest 4-55
MediusCreateGameResponse 4-56
MediusDeleteClanMessageRequest 4-57

MediusDeleteClanMessageResponse 4-58
MediusDFieldMap 4-59
MediusDFieldSpec 4-60
MediusDisbandClanRequest 4-61
MediusDisbandClanResponse 4-62
MediusDisconnectParams 4-63
MediusDnasSignaturePost 4-64
MediusEndGameReport 4-65
MediusErrorMessage 4-66
MediusExceptionEvent 4-67
MediusExtendedSessionBeginRequest 4-68
MediusFile_tag 4-69
MediusFileAttributes_tag 4-70
MediusFileCancelOperationRequest_tag 4-71
MediusFileCancelOperationResponse_tag 4-72
MediusFileChecksum_tag 4-73
MediusFileCloseRequest_tag 4-74
MediusFileCloseResponse_tag 4-75
MediusFileCreateRequest_tag 4-76
MediusFileCreateResponse_tag 4-77
MediusFileDeleteRequest_tag 4-78
MediusFileDeleteResponse_tag 4-79
MediusFileDownloadRequest_tag 4-80
MediusFileDownloadResponse_tag 4-81
MediusFileDownloadStreamRequest_tag 4-82
MediusFileDownloadStreamResponse_tag 4-83
MediusFileGetAttributesRequest_tag 4-84
MediusFileGetAttributesResponse_tag 4-85
MediusFileGetMetaDataRequest_tag 4-86
MediusFileGetMetaDataResponse_tag 4-87
MediusFileListRequest_tag 4-88
MediusFileListResponse_tag 4-89
MediusFileMetaData_tag 4-90
MediusFileSearchByMetaDataRequest_tag 4-91
MediusFileSearchByMetaDataResponse_tag 4-92
MediusFileUpdateAttributesRequest_tag 4-93
MediusFileUpdateAttributesResponse_tag 4-94
MediusFileUpdateMetaDataRequest_tag 4-95
MediusFileUpdateMetaDataResponse_tag 4-96
MediusFileUploadRequest_tag 4-97
MediusFileUploadResponse_tag 4-98
MediusFileUploadServerReq_tag 4-99
MediusFindPlayerRequest 4-100
MediusFindPlayerResponse 4-101
MediusFindWorldByNameRequest 4-102
MediusFindWorldByNameResponse 4-103
MediusGameInfoRequest 4-104
MediusGameInfoResponse 4-105
MediusGameList_ExtraInfoRequest 4-106
MediusGameList_ExtraInfoResponse 4-107
MediusGameListRequest 4-108

MediusGameListResponse 4-109
MediusGameWorldPlayerListRequest 4-110
MediusGameWorldPlayerListResponse 4-111
MediusGenericChatFilter 4-112
MediusGenericChatFwdMessage 4-113
MediusGenericChatMessage 4-114
MediusGenericChatSetFilterRequest 4-115
MediusGenericChatSetFilterResponse 4-116
MediusGetAllAnnouncementsRequest 4-117
MediusGetAllClanMessagesRequest 4-118
MediusGetAllClanMessagesResponse 4-119
MediusGetAnnouncementsRequest 4-120
MediusGetAnnouncementsResponse 4-121
MediusGetBuddyInvitationsRequest 4-122
MediusGetBuddyInvitationsResponse 4-123
MediusGetBuddyList_ExtraInfoRequest 4-124
MediusGetBuddyList_ExtraInfoResponse 4-125
MediusGetBuddyListRequest 4-126
MediusGetBuddyListResponse 4-127
MediusGetClanByIDRequest 4-128
MediusGetClanByIDResponse 4-129
MediusGetClanByNameRequest 4-130
MediusGetClanByNameResponse 4-131
MediusGetClanInvitationsSentRequest 4-132
MediusGetClanInvitationsSentResponse 4-133
MediusGetClanMemberList_ExtraInfoRequest 4-134
MediusGetClanMemberList_ExtraInfoResponse 4-135
MediusGetClanMemberListRequest 4-136
MediusGetClanMemberListResponse 4-137
MediusGetClanTeamChallengeHistoryRequest 4-138
MediusGetClanTeamChallengeHistoryResponse 4-139
MediusGetClanTeamChallengesRequest 4-140
MediusGetClanTeamChallengesResponse 4-141
MediusGetGameListFilterRequest 4-142
MediusGetGameListFilterResponse 4-143
MediusGetIgnoreListRequest 4-144
MediusGetIgnoreListResponse 4-145
MediusGetLadderStatsWideRequest 4-146
MediusGetLadderStatsWideResponse 4-147
MediusGetLobbyPlayerNames_ExtraInfoRequest 4-148
MediusGetLobbyPlayerNames_ExtraInfoResponse 4-149
MediusGetLobbyPlayerNamesRequest 4-150
MediusGetLobbyPlayerNamesResponse 4-151
MediusGetLocationsRequest 4-152
MediusGetLocationsResponse 4-153
MediusGetMyClanMessagesRequest 4-154
MediusGetMyClanMessagesResponse 4-155
MediusGetMyClansRequest 4-156
MediusGetMyClansResponse 4-157
MediusGetMyIPRequest 4-158
MediusGetMyIPResponse 4-159

MediusGetPolicyRequest 4-160
MediusGetPolicyResponse 4-161
MediusGetServerTimeRequest 4-162
MediusGetServerTimeResponse 4-163
MediusGetStoredAccountInfoRequest 4-164
MediusGetStoredAccountInfoResponse 4-165
MediusGetStoredAccountListRequest 4-166
MediusGetStoredAccountListResponse 4-167
MediusGetTotalChannelsRequest 4-168
MediusGetTotalChannelsResponse 4-169
MediusGetTotalGamesRequest 4-170
MediusGetTotalGamesResponse 4-171
MediusGetTotalRankingsRequest 4-172
MediusGetTotalRankingsResponse 4-173
MediusGetTotalUsersRequest 4-174
MediusGetTotalUsersResponse 4-175
MediusGetUniverseInformationRequest 4-176
MediusGetWorldSecurityLevelRequest 4-177
MediusGetWorldSecurityLevelResponse 4-178
MediusInitializeBareInParams 4-179
MediusInitializeBareOutParams 4-180
MediusInitializeInParams 4-181
MediusInitializeOutParams 4-182
MediusInitializeStorageRequest 4-183
MediusInitializeStorageResponse 4-184
MediusInvitePlayerToClan_ByNameRequest 4-185
MediusInvitePlayerToClanRequest 4-186
MediusInvitePlayerToClanResponse 4-187
MediusJoinChannelFwdRequest 4-188
MediusJoinChannelFwdResponse 4-189
MediusJoinChannelRequest 4-190
MediusJoinChannelResponse 4-191
MediusJoinGameRequest 4-192
MediusJoinGameResponse 4-193
MediusLadderList_ExtraInfoRequest 4-194
MediusLadderList_ExtraInfoResponse 4-195
MediusLadderPosition_ExtraInfoRequest 4-196
MediusLadderPosition_ExtraInfoResponse 4-197
MediusLadderPositionFastRequest 4-198
MediusLadderPositionFastResponse 4-199
MediusLobbyWorldPlayerListRequest 4-200
MediusLobbyWorldPlayerListResponse 4-201
MediusModifyClanMessageRequest 4-202
MediusModifyClanMessageResponse 4-203
MediusPickLocationRequest 4-204
MediusPickLocationResponse 4-205
MediusPlayerInfoRequest 4-206
MediusPlayerInfoResponse 4-207
MediusPlayerOnlineState 4-208
MediusPlayerReport 4-209
MediusPostDebugInfoRequest 4-210

MediusPostDebugInfoResponse 4-211
MediusReassignGameMediusWorldID 4-212
MediusRemoveFromBuddyListRequest 4-213
MediusRemoveFromBuddyListResponse 4-214
MediusRemoveFromIgnoreListRequest 4-215
MediusRemoveFromIgnoreListResponse 4-216
MediusRemovePlayerFromClanRequest 4-217
MediusRemovePlayerFromClanResponse 4-218
MediusRequestClanTeamChallengeRequest 4-219
MediusRequestClanTeamChallengeResponse 4-220
MediusRespondToClanInvitationRequest 4-221
MediusRespondToClanInvitationResponse 4-222
MediusRespondToClanTeamChallengeRequest 4-223
MediusRespondToClanTeamChallengeResponse 4-224
MediusRevokeClanInvitationRequest 4-225
MediusRevokeClanInvitationResponse 4-226
MediusRevokeClanTeamChallengeRequest 4-227
MediusRevokeClanTeamChallengeResponse 4-228
MediusSendClanMessageRequest 4-229
MediusSendClanMessageResponse 4-230
MediusSessionBeginRequest 4-231
MediusSessionBeginResponse 4-232
MediusSessionEndRequest 4-233
MediusSessionEndResponse 4-234
MediusSetAutoChatHistoryRequest 4-235
MediusSetGameListFilterRequest 4-236
MediusSetGameListFilterResponse 4-237
MediusSetLobbyWorldFilterRequest 4-238
MediusSetLobbyWorldFilterResponse 4-239
MediusSetLocalizationParamsRequest 4-240
MediusSetMessageAsReadRequest 4-241
MediusSetStoredAccountInfoRequest 4-242
MediusSetStoredAccountInfoResponse 4-243
MediusStatusResponse 4-244
MediusTextFilterRequest 4-245
MediusTextFilterResponse 4-246
MediusTokenRequest 4-247
MediusTransferClanLeadershipRequest 4-248
MediusTransferClanLeadershipResponse 4-249
MediusUniverseNewsResponse 4-250
MediusUniverseSvoURLResponse 4-251
MediusUniverseVariableInformationResponse 4-252
MediusUpdateClanLadderStatsWide_DeltaRequest 4-254
MediusUpdateClanStatsRequest 4-255
MediusUpdateClanStatsResponse 4-256
MediusUpdateLadderStatsWideRequest 4-257
MediusUpdateUserState 4-258
MediusVersionServerRequest 4-259
MediusVersionServerResponse 4-260
MediusVoteToBanPlayerRequest 4-261
MediusWorldReport 4-262

Chapter 5: Callback Functions **5-1**
MediusDInterestCallback 5-3
MediusDListActionCallback 5-4
MediusFileTypeCancelOperationCallback 5-7
MediusFileTypeCloseCallback 5-8
MediusFileTypeCreateCallback 5-9
MediusFileTypeDeleteCallback 5-10
MediusFileTypeDownloadCallback 5-11
MediusFileTypeDownloadStreamCallback 5-12
MediusFileTypeGetAttributesCallback 5-13
MediusFileTypeGetMetaDataCallback 5-14
MediusFileTypeListCallback 5-15
MediusFileTypeSearchByMetaDataCallback 5-16
MediusFileTypeUpdateAttributesCallback 5-17
MediusFileTypeUpdateMetaDataCallback 5-18
MediusFileTypeUploadCallback 5-19
MediusTypeAccountDeleteCallback 5-20
MediusTypeAccountGetIDCallback 5-21
MediusTypeAccountGetProfileCallback 5-22
MediusTypeAccountLoginCallback 5-23
MediusTypeAccountLogoutCallback 5-24
MediusTypeAccountRegistrationCallback 5-25
MediusTypeAccountUpdatePasswordCallback 5-26
MediusTypeAccountUpdateProfileCallback 5-27
MediusTypeAccountUpdateStatsCallback 5-28
MediusTypeAddPlayerToClanCallback 5-29
MediusTypeAddToBuddyListCallback 5-30
MediusTypeAddToBuddyListFwdConfirmationRequestCallback 5-31
MediusTypeAddToIgnoreListCallback 5-32
MediusTypeAnonymousLoginCallback 5-33
MediusTypeBanPlayerCallback 5-34
MediusTypeBinaryFwdMessageCallback 5-35
MediusTypeBuddyGetPermissionCallback 5-36
MediusTypeChannelInfoCallback 5-37
MediusTypeChannelList_ExtraInfoCallback 5-38
MediusTypeChannelListCallback 5-39
MediusTypeCheckMyClanInvitationsCallback 5-40
MediusTypeClanLadderListCallback 5-41
MediusTypeClanLadderPositionCallback 5-42
MediusTypeClearGameListFilterCallback 5-43
MediusTypeClearStoredAccountInfoCallback 5-44
MediusTypeConfirmClanTeamChallengeCallback 5-45
MediusTypeConnectCallback 5-46
MediusTypeCreateChannelCallback 5-47
MediusTypeCreateClanCallback 5-48
MediusTypeCreateGameCallback 5-49
MediusTypeDeleteClanMessageCallback 5-50
MediusTypeDisbandClanCallback 5-51
MediusTypeErrorMessageCallback 5-52
MediusTypeFindPlayerCallback 5-53
MediusTypeFindWorldByNameCallback 5-54

MediusTypeGameInfoCallback 5-55
MediusTypeGameList_ExtraInfoCallback 5-56
MediusTypeGameListCallback 5-57
MediusTypeGameWorldPlayerListCallback 5-58
MediusTypeGenericChatFwdMessageCallback 5-59
MediusTypeGenericChatSetFilterCallback 5-60
MediusTypeGetAllClanMessagesCallback 5-61
MediusTypeGetAnnouncementsCallback 5-62
MediusTypeGetBuddyInvitationsCallback 5-63
MediusTypeGetBuddyList_ExtraInfoCallback 5-64
MediusTypeGetBuddyListCallback 5-65
MediusTypeGetClanByIDCallback 5-66
MediusTypeGetClanByNameCallback 5-67
MediusTypeGetClanInvitationsSentCallback 5-68
MediusTypeGetClanMemberList_ExtraInfoCallback 5-69
MediusTypeGetClanMemberListCallback 5-70
MediusTypeGetClanTeamChallengeHistoryCallback 5-71
MediusTypeGetClanTeamChallengesCallback 5-72
MediusTypeGetGameListFilterCallback 5-73
MediusTypeGetIgnoreListCallback 5-74
MediusTypeGetLadderStatsWideCallback 5-75
MediusTypeGetLobbyPlayerNames_ExtraInfoCallback 5-76
MediusTypeGetLobbyPlayerNamesCallback 5-77
MediusTypeGetLocationsCallback 5-78
MediusTypeGetMyClanMessagesCallback 5-79
MediusTypeGetMyClansCallback 5-80
MediusTypeGetMyIPCallback 5-81
MediusTypeGetPolicyCallback 5-82
MediusTypeGetServerTimeCallback 5-83
MediusTypeGetStoredAccountInfoCallback 5-84
MediusTypeGetStoredAccountListCallback 5-85
MediusTypeGetTotalChannelsCallback 5-86
MediusTypeGetTotalGamesCallback 5-87
MediusTypeGetTotalRankingsCallback 5-88
MediusTypeGetTotalUsersCallback 5-89
MediusTypeGetWorldSecurityLevelCallback 5-90
MediusTypeInitializeStorageCallback 5-91
MediusTypeInvitePlayerToClanCallback 5-92
MediusTypeJoinChannelCallback 5-93
MediusTypeJoinGameCallback 5-94
MediusTypeLadderList_ExtraInfoCallback 5-95
MediusTypeLadderPosition_ExtraInfoCallback 5-96
MediusTypeLadderPositionFastCallback 5-97
MediusTypeLobbyWorldPlayerListCallback 5-98
MediusTypeModifyClanMessageCallback 5-99
MediusTypePickLocationCallback 5-100
MediusTypePlayerInfoCallback 5-101
MediusTypePostDebugInfoCallback 5-102
MediusTypeReassignGameMediusWorldIDCallback 5-103
MediusTypeRemoveFromBuddyListCallback 5-104
MediusTypeRemoveFromIgnoreListCallback 5-105

MediusTypeRemovePlayerFromClanCallback 5-106
MediusTypeRequestClanTeamChallengeCallback 5-107
MediusTypeRespondToClanInvitationCallback 5-108
MediusTypeRespondToClanTeamChallengeCallback 5-109
MediusTypeRevokeClanInvitationCallback 5-110
MediusTypeRevokeClanTeamChallengeCallback 5-111
MediusTypeSendClanMessageCallback 5-112
MediusTypeSessionBeginCallback 5-113
MediusTypeSessionEndCallback 5-114
MediusTypeSetAutoChatHistoryCallback 5-115
MediusTypeSetGameListFilterCallback 5-116
MediusTypeSetLobbyWorldFilterCallback 5-117
MediusTypeSetLocalizationParamsCallback 5-118
MediusTypeSetMessageAsReadCallback 5-119
MediusTypeSetStoredAccountInfoCallback 5-120
MediusTypeSystemMessageCallback 5-121
MediusTypeTextFilterCallback 5-122
MediusTypeTokenCallback 5-123
MediusTypeTransferClanLeadershipCallback 5-124
MediusTypeUniverseNewsCallback 5-125
MediusTypeUniverseVariableInfoCallback 5-126
MediusTypeUpdateClanLadderStatsWide_DeltaCallback 5-127
MediusTypeUpdateClanStatsCallback 5-128
MediusTypeUpdateLadderStatsCallback 5-129
MediusTypeVersionServerCallback 5-130

Chapter 6: Functions: Medius Client API 6-1

Introduction 6-3
Account I/O 6-3
MediusClearStoredAccountInfo 6-3
MediusGetStoredAccountInfo 6-4
MediusGetStoredAccountList 6-5
MediusInitializeStorage 6-6
MediusSetStoredAccountInfo 6-7
Account Management 6-8
MediusAccountDelete 6-8
MediusAccountGetID 6-9
MediusAccountGetProfile 6-10
MediusAccountUpdatePassword 6-11
MediusAccountUpdateProfile 6-12
MediusAccountUpdateStats 6-13
Buddy List Management 6-14
MediusAddToBuddyList 6-14
MediusBuddyAddConfirmation 6-15
MediusBuddyGetPermission 6-16
MediusGetBuddyInvitations 6-17
MediusGetBuddyList 6-18
MediusGetBuddyList_ExtraInfo 6-19
MediusRemoveFromBuddyList 6-20
Callback Reassigning 6-21
MediusReassignCallbackAddToBuddyListFwdConfirmationRequestCallback 6-21

MediusReassignCallbackBinaryFwdMessageCallback 6-22
MediusReassignCallbackErrorMessageCallback 6-23
MediusReassignCallbackGenericChatFwdMessageCallback 6-24
Chat Channel Management 6-25
MediusCreateChannel 6-25
MediusGenericChatSetFilter 6-26
MediusGetChannelInfo 6-27
MediusGetChannels 6-28
MediusGetChannels_ExtraInfo 6-29
MediusGetLobbyPlayerNames 6-30
MediusGetLobbyPlayerNames_ExtraInfo 6-31
MediusGetLobbyPlayers 6-32
MediusGetTotalChannels 6-33
MediusJoinChannel 6-34
MediusSendBinaryMessage 6-35
MediusSendGenericChatMessage 6-36
MediusSetAutoChatHistory 6-37
MediusSetLobbyWorldFilter 6-38
Game and Chat Management 6-39
MediusBanPlayer 6-39
MediusFindPlayer 6-40
MediusFindWorldByName 6-41
MediusGetPlayerInfo 6-42
MediusGetTotalUsers 6-43
MediusGetWorldSecurityLevel 6-44
Game Management 6-45
MediusCreateGame 6-45
MediusGetGameInfo 6-46
MediusGetGamePlayers 6-47
MediusGetGames 6-48
MediusGetGames_ExtraInfo 6-49
MediusGetTotalGames 6-50
MediusJoinGame 6-51
DNAS 6-52
MediusDnasSignature 6-52
Co-Location 6-53
MediusGetLocations 6-53
MediusPickLocation 6-54
Ignore List Management 6-55
MediusAddToIgnoreList 6-55
MediusGetIgnoreList 6-56
MediusRemoveFromIgnoreList 6-57
Internationalization 6-58
MediusSetLocalizationParams 6-58
Ladder Management 6-59
MediusGetLadderStatsWide 6-59
MediusGetTotalRankings 6-60
MediusLadderList_ExtraInfo 6-61
MediusLadderPosition_ExtraInfo 6-62
MediusLadderPositionFast 6-63
MediusUpdateLadderStatsWide 6-64

Legal 6-65
MediusGetAllAnnouncements 6-65
MediusGetAnnouncements 6-66
MediusGetPolicy 6-67
MediusSetMessageAsRead 6-68
Medius Connectivity 6-69
MediusAccountLogin 6-69
MediusAccountLogout 6-70
MediusAccountRegistration 6-71
MediusAnonymousLogin 6-72
MediusClose 6-73
MediusCloseBare 6-74
MediusConnect 6-75
MediusDisconnect 6-76
MediusInitialize 6-77
MediusInitializeBare 6-78
MediusSessionBegin 6-79
MediusSessionEnd 6-80
MediusSetDefaultConnectInParams 6-81
MediusSetDefaultDisconnectParams 6-82
MediusSetDefaultInitializeBareInParams 6-83
MediusSetDefaultInitializeInParams 6-84
MediusUpdate 6-85
MediusUpdateBare 6-86
Medius Filters 6-87
MediusClearGameListFilter 6-87
MediusGetGameListFilter 6-88
MediusSetGameListFilter 6-89
MediusTextFilter 6-90
Medius Reports 6-91
MediusSendEndGameReport 6-91
MediusSendPlayerReport 6-92
MediusSendWorldReport 6-93
MediusUpdateClientState 6-94
Medius Utility 6-95
MediusCreateMessageID 6-95
MediusGetBuildTimeStamp 6-96
MediusGetCallbackStatusString 6-97
MediusGetErrorCodeString 6-98
MediusGetLastNetUpdateError 6-99
MediusGetMyIP 6-100
MediusGetMySessionKey 6-101
MediusGetServerTime 6-102
MediusPostDebugInfo 6-103
MediusVersionClient 6-104
MediusVersionServer 6-105
MUIS Connectivity 6-106
MediusGetUniverseInformation 6-106
MediusUpdateUniverseInformation 6-107

Chapter 7: Functions: Clan Management **7-1**
Introduction 7-3
MediusAddPlayerToClan 7-3
MediusCheckMyClanInvitations 7-4
MediusClanLadderList 7-5
MediusClanLadderPosition 7-6
MediusConfirmClanTeamChallenge 7-7
MediusCreateClan 7-8
MediusDeleteClanMessage 7-9
MediusDisbandClan 7-10
MediusGetAllClanMessages 7-11
MediusGetClanByID 7-12
MediusGetClanByName 7-13
MediusGetClanInvitationsSent 7-14
MediusGetClanMemberList 7-15
MediusGetClanMemberList_ExtraInfo 7-16
MediusGetClanTeamChallengeHistory 7-17
MediusGetClanTeamChallenges 7-18
MediusGetMyClanMessages 7-19
MediusGetMyClans 7-20
MediusInvitePlayerToClan 7-21
MediusInvitePlayerToClan_ByName 7-22
MediusModifyClanMessage 7-23
MediusRemovePlayerFromClan 7-24
MediusRequestClanTeamChallenge 7-25
MediusRespondToClanInvitation 7-26
MediusRespondToClanTeamChallenge 7-27
MediusRevokeClanInvitation 7-28
MediusRevokeClanTeamChallenge 7-29
MediusSendClanMessage 7-30
MediusTransferClanLeadership 7-31
MediusUpdateClanLadderStatsWide_Delta 7-32
MediusUpdateClanStats 7-33
Chapter 8: Functions: File Services **8-1**
Introduction 8-3
MediusFileCancelOperation 8-3
MediusFileClose 8-4
MediusFileCreate 8-5
MediusFileDelete 8-6
MediusFileDownload 8-7
MediusFileDownloadStream 8-8
MediusFileGenerateChecksum 8-9
MediusFileGetAttributes 8-10
MediusFileGetMetaData 8-11
MediusFileInitAttributes 8-12
MediusFileInitFileListReqStruct 8-13
MediusFileListFiles 8-14
MediusFileSearchByMetaData 8-15
MediusFileUpdateAttributes 8-16
MediusFileUpdateMetaData 8-17

MediusFileUpload 8-18

Chapter 9: Functions: Miscellaneous 9-1
GetMediusDListInterface 9-3
GetMediusDPlayerListMetaType 9-4
GetMediusDTypeInterface 9-5
MediusToken 9-6
MediusVoteToBanPlayer 9-7

Chapter 10: MediusDListInterface_ Interface 10-1
Introduction 10-3
MediusDListInterface_ 10-3
Member Functions 10-4
associateInterestCB 10-4
popRowData 10-5
printArgList 10-6
printSubscription 10-7
refresh 10-8
setInterestCB 10-9
setLevel 10-10
subscribe 10-11
unsubscribe 10-12

Chapter 11: MediusDTypeInterface_ Interface 11-1
Introduction 11-11-3
MediusDTypeInterface_ 11-11-3
Member Functions 11-11-4
create 11-11-4
destroy 11-11-5
getNumFields 11-11-6
getObjectDataSize 11-11-7
printMetaType 11-11-8
printType 11-11-9

Index I-1

This page intentionally left blank.

About This Manual

The *SCE-RT Medius API Release 2.10 – Reference* manual provides a description of the various library reference attributes of the Medius API. This API is part of the SCE-RT SDK, provided by Sony Computer Entertainment America (SCEA).

Please forward any questions about this document to scert-support@scea.com.

Changes Since Last Release

- Medius Dynamic List (DList) functionality has been added to the 2.10 release.
- Removed PLAYERSTATS_MAXLEN, ESC_PLAYERSTATS_MAXLEN, MACHINESIGNATURE_MAXLEN size macros.
- Renamed Game in the MediusApplicationType enumeration to MediusAppTypeGame.
- Added MediusToken API.
- Added MediusVoteToBanPlayer API.
- Removed MediusGetLadderStatsWide_wIDArray_Request.
- Removed MediusUpdateGameRequest since world reports are used to do the same thing.
- Removed MediusChatToggle, and replaced with a MediusGenericChatFilter subsystem. The chat subsystem now supports Clan chat.
- Removed MediusCreateGameOnSelfRequest since it was confusing functionality with MGCL.
- Removed MediusGetLadderStatsRequest/Response since the functionality is superceded by MediusGetLadderStatsWideRequest/Response.
- Removed MediusLadderListRequest/Response since the functionality is superceded by MediusLadderList_ExtraInfoRequest/Response.
- Removed MediusLadderPositionRequest/Response since the functionality is superceded by MediusLadderPosition_ExtraInfoRequest/Response.
- Removed MediusMachineSignaturePost since it was confusing functionality with MediusDnasSignaturePost.
- Removed MediusUpdateLadderStatsRequest/Response since the functionality is superceded by MediusUpdateLadderStatsWideRequest/Response.
- Removed MediusUniverseStatusListResponse, MediusGetUniverse_ExtraInfoRequest, MediusUniverseStatusList_ExtraInfoResponse for the MUIS since the functionality is superceded by
- The MediusInitializeInParams and MediusInitializeBareInParams structure has different elements from the previous version.

Related Documentation

Related documentation for the *SCE-RT Medius API Release 2.10 – Reference* consists of the following:

SCE-RT DME API – Reference

SCE-RT Medius Game Communication Library (MGCL) API – Reference

You should read this manual in conjunction with:

SCE-RT Medius Game Communication Library (MGCL) – Overview

SCE-RT DME – Overview

SCE-RT Medius – Overview

Note: the Developer Support Websites (https://www.ps2-pro.com/ and https://psp.scedev.net) post current developments regarding the Network Gaming Service and also provides notice of future documentation releases and upgrades.

Manual Structure

Section	Description
Ch. 1: Defines/Macros	Describes Defines/Macros for Medius
Ch. 2: Enumerated Types	Describes Enumerated Types for Medius
Ch. 3: Typedefs	Describes Typedefs for Medius
Ch. 4: Structures	Describes Structures for Medius
Ch. 5: Callback Functions	Describes Callback Functions for Medius
Ch. 6: Functions: Medius Client API	Describes Functions: Medius Client API for Medius
Ch. 7: Functions: Clan Management	Describes Functions: Clan Management for Medius
Ch. 8: Functions: File Services	Describes Functions: File Services for Medius
Ch. 9: Functions: Miscellaneous	Describes Functions: Miscellaneous for Medius
Ch. 10: MediusDListInterface_ Interface	Describes MediusDListInterface_ Interface for Medius
Ch. 11: MediusDTypeInterface_ Interface	Describes MediusDTypeInterface_ Interface for Medius
Index	Provides an Index for the document

Developer Reference Series

This manual is part of the *Developer Reference Series*, a series of technical reference volumes covering all aspects of PlayStation® development. The complete series is listed below:

Manual	Description
SCE-RT_SDK_DME_API_Overview	Distributed Memory Engine (DME) Overview. Used for in-game networked data management.
SCE-RT_SDK_DME_API_Reference	API for the DME
SCE-RT_SDK_MEDIUS_API_Overview	Medius client API overview. Used for user authentication, lobby chat, and player matching functionality.
SCE-RT_SDK_MEDIUS_API_Reference	API for the Medius client.
SCE-RT_SDK_MGCL_API_Overview	Medius Game Communication Library (MGCL) Overview. Used for game hosting and peer-to-peer play.
SCE-RT_SDK_MGCL_API_Reference	API for the MGCL.

Typographic Conventions

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

Convention	Meaning
`courier`	Indicates literal program code.
italic	Indicates names of parameters and structure members (in structure/function definitions only).
bold	Indicates data types and structure/function names (in structure/function definitions only).
	Indicates function name.
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: scert-support@scea.com scea_support@ps2-pro.com Web: https://www.ps2-pro.com/ https://psp.scedev.net 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 13 Great Marlborough Street London W1F 7HP, U.K. Tel: +44 (0) 20 7859-5000	E-mail: scee_support@ps2-pro.com Web: https://www.ps2-pro.com/ https://psp.scedev.net Developer Support Hotline: +44 (0) 20 7911-7711 (Call Monday through Friday, 9 a.m. to 6 p.m., GMT/BST)

This page intentionally left blank.

Library Usage

There are six files needed to use the Medius API:

1. librtmcl*.a – linked at build time (PS2 or PSP).
   A rtmcl.erx file is also available for the PS2.
2. MediusClient.h – included in the source code.
3. mediustypes.h – included in the source code.
4. MediusClans.h – included in the source code.
5. MediusFileServices.h – included in the source code.
6. MediusFileServicesTypes.h – included in the source code.

Notes:

- In addition to this library and associated headers, you must include the appropriate library and header for the DME.
- This library does not perform any dynamic memory allocation.
- The library should work properly with both C and C++ applications.

This page intentionally left blank.

Chapter 1:
Defines/Macros

This page intentionally left blank.

ACCESSKEY_MAXLEN

Maximum number of bytes in the access key field.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ACCESSKEY_MAXLEN 17

Description

Maximum number of bytes in the access key field.

Notes

N/A

Example

N/A

See also

N/A

ACCOUNTID_MAXLEN

Maximum number of bytes a string representation of the account ID can occupy, including NULL termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ACCOUNTID_MAXLEN 32

Description

Maximum number of bytes a string representation of the account ID can occupy, including NULL termination.

Notes

N/A

Example

N/A

See also

N/A

ACCOUNTLIST_MAXLEN

Maximum number of bytes used to store a comma delimited list of accounts on the memory card. Deprecated. Do not use.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ACCOUNTLIST_MAXLEN 256

Description

Maximum number of bytes used to store a comma delimited list of accounts on the memory card. Deprecated. Do not use.

Notes

N/A

Example

N/A

See also

N/A

ACCOUNTNAME_MAXLEN

Maximum number of bytes used to represent an account name, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ACCOUNTNAME_MAXLEN 32

Description

Maximum number of bytes used to represent an account name, including the null termination.

Notes

The account name is encoded as either ISO-8859-1 or UTF-8. If the name is UTF-8, care must be taken to ensure that a multi-byte character is not truncated. Typical European characters occupy two bytes. Asian characters usually occupy three bytes.

Example

N/A

See also

N/A

ACCOUNTSTATS_MAXLEN

Maximum number of bytes in the players account stats.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ACCOUNTSTATS_MAXLEN 256

Description

The account stats field contains up to this many bytes of binary data.

Notes

It should be set to the appropriate sequence by the client upon account creation for the given application. There is no default value for this field.

Example

N/A

See also

N/A

ADDRESS_MAXLEN

The maximum number of bytes for an address field, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ADDRESS_MAXLEN 32

Description

The maximum number of bytes for an address field, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

ANNOUNCEMENT_MAXLEN

The maximum number of bytes in a single announcement text chunk, as returned by the server, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ANNOUNCEMENT_MAXLEN 1000

Description

The maximum number of bytes in a single announcement text chunk, as returned by the server, including null termination.

Notes

N/A

Example

N/A

See also

N/A

APPNAME_MAXLEN

The maximum number of bytes that an application can use to describe itself, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define APPNAME_MAXLEN 32

Description

The maximum number of bytes that an application can use to describe itself, including the null termination.

Notes

N/A

Example

N/A

See also

N/A

BANDATETIME_MAXLEN

Maximum number of bytes used to describe when a user is banned until, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define BANDATETIME_MAXLEN 32

Description

Maximum number of bytes used to describe when a user is banned until, including the null termination.

Notes

N/A

Example

N/A

See also

N/A

BILLINGTOKEN_MAXLEN

The maximum number of bytes used to describe a unique billing token associated with the players current session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

```
#define BILLINGTOKEN_MAXLEN 20
```

Description

The maximum number of bytes used to describe a unique billing token associated with the players current session.

Notes

N/A

Example

N/A

See also

N/A

BINARYMESSAGE_MAXLEN

Maximum number of bytes in the payload of a Medius binary message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define BINARYMESSAGE_MAXLEN 400

Description

Maximum number of bytes in the payload of a Medius binary message

Notes

N/A

Example

N/A

See also

N/A

CHATMESSAGE_MAXLEN

Maximum number of bytes in a chat message, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CHATMESSAGE_MAXLEN 64

Description

Maximum number of bytes in a chat message, including the null termination.

Notes

The message must be encoded in either ISO-8859-1 or UTF-8, and include the NULL termination.

Example

N/A

See also

N/A

CITY_MAXLEN

The maximum number of bytes for the city field, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CITY_MAXLEN 32

Description

The maximum number of bytes for the city field, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

CLANCHALLENGEMSG_MAXLEN

Maximum number of bytes in a clan challenge message. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CLANCHALLENGEMSG_MAXLEN 200

Description

Maximum number of bytes in a clan challenge message. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

CLANINVITEMSG_MAXLEN

Maximum number of bytes for a clan invitation message, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CLANINVITEMSG_MAXLEN 200

Description

Maximum number of bytes for a clan invitation message, including the null termination.

Notes

N/A

Example

N/A

See also

N/A

CLANINVITERESPONSEMSG_MAXLEN

Maximum number of bytes in a clan invitation request, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CLANINVITERESPONSEMSG_MAXLEN 200

Description

MediusCheckMyClanInvitationsResponse currently uses CLANMSG_MAXLEN as the define. The size is the same (200 bytes), and the structure will be migrated to use this new definition in a future release.

Notes

N/A

Example

N/A

See also

N/A

CLANMSG_MAXLEN

Maximum number of bytes for clan-related text, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CLANMSG_MAXLEN 200

Description

Maximum number of bytes for clan-related text, including the null termination.

Notes

N/A

Example

N/A

See also

N/A

CLANNAME_MAXLEN

Maximum number of bytes in a clan name, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CLANNAME_MAXLEN 32

Description

Maximum number of bytes in a clan name, including the null termination.

Notes

N/A

Example

N/A

See also

N/A

CLANSTATS_MAXLEN

Maximum number of bytes in the clan stats field.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CLANSTATS_MAXLEN 256

Description

Maximum number of byte in a clan stats field. This is a fixed length field, and is binary.

Notes

There are no default values for the field. Please set the clan stats when creating the clan.

Example

N/A

See also

N/A

CLANWELCOMEMSG_MAXLEN

Maximum number of bytes in a clan welcome message, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define CLANWELCOMEMSG_MAXLEN 200

Description

MediusAddPlayerToClanRequest currently uses CLANMSG_MAXLEN as the define. The size is the same (200 bytes), and the structure will be migrated to use this new definition in a future release.

Notes

N/A

Example

N/A

See also

N/A

COUNTRY_MAXLEN

The maximum number of bytes for the country field, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define COUNTRY_MAXLEN 32

Description

The maximum number of bytes for the country field, stored as part of the user's profile, including null termination. Deprecated

Notes

N/A

Example

N/A

See also

N/A

DEBUGMESSAGE_MAXLEN

Maximum number of bytes in the MediusPostDebugInfoRequest, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define DEBUGMESSAGE_MAXLEN 200

Description

Used for MediusPostDebugInfo.

Notes

N/A

Example

N/A

See also

N/A

DEF_FIELD_MAP

This is a macro to define a field map.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define DEF_FIELD_MAP(

fieldMapName,	The name that you declare as the field map.
fieldSpecList,	The field specification list upon which the field map is based.
typeName	The name of the type described by the field specification list.

) MediusDFieldMap*fieldMapName* **= {** *fieldSpecList*, **sizeof(***typeName***), numSpecFields(fieldSpecList) }**

Description

Macro used to define a field map.

Notes

You can prepend standard storage modifiers like "(static)" to control namespace pollution. (In practice, it is not necessary to expose a field map in more than one module.)

Example

N/A

See also

MediusDFieldMap

DNASSIGNATURE_MAXLEN

Maximum number of bytes in a DNAS signature post.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define DNASSIGNATURE_MAXLEN 32

Description

Maximum number of bytes in a DNAS signature post. All binary data.

Notes

N/A

Example

N/A

See also

N/A

EMAILADDRESS_MAXLEN

The maximum number of bytes for the email address field, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define EMAILADDRESS_MAXLEN 80

Description

The maximum number of bytes for the email address field, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

ERRORMSG_MAXLEN

Maximum number of bytes in a MediusErrorMessage from the server to the client, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ERRORMSG_MAXLEN 256

Description

Maximum number of bytes in a MediusErrorMessage from the server to the client, including null termination.

Notes

N/A

Example

N/A

See also

N/A

ESC_ACCOUNTSTATS_MAXLEN

Internal definition used to denote the maximum size of an escaped account stats field, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ESC_ACCOUNTSTATS_MAXLEN ((ACCOUNTSTATS_MAXLEN * 3) + 1)

Description

Internal definition used to denote the maximum size of an escaped account stats field, including null termination. The end user should never need to reference this value.

Notes

N/A

Example

N/A

See also

N/A

ESC_CLANSTATS_MAXLEN

Internal definition used to denote the maximum size of an escaped clan stats field, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

```
#define ESC_CLANSTATS_MAXLEN ((CLANSTATS_MAXLEN * 3) + 1)
```

Description

Internal definition used to denote the maximum size of an escaped clan stats field, including null termination. The end user should never need to reference this value.

Notes

N/A

Example

N/A

See also

N/A

FIRSTNAME_MAXLEN

The maximum number of bytes for the user's first (given) name, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define FIRSTNAME_MAXLEN 32

Description

The maximum number of bytes for the user's first (given) name, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

FULLPOLICY_MAXLEN

The maximum number of bytes contained in the policy (as a whole) after all of the pieces have been assembled, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define FULLPOLICY_MAXLEN 10000

Description

The maximum number of bytes contained in the policy (as a whole) after all of the pieces have been assembled, including null termination.

Notes

The policy is encoded in ISO-8859-1 or UTF-8. One byte does not equal one character in a UTF-8, and care should be taken to ensure that the policy does not truncate in the middle of a multi-byte character.

Example

N/A

See also

N/A

GAMENAME_MAXLEN

Maximum number of bytes in a game name, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define GAMENAME_MAXLEN WORLDNAME_MAXLEN

Description

Maximum number of bytes in a game name, including the null termination.

Game names are encoded in either ISO-8859-1 or UTF-8 depending on the client's encoding setting.

Notes

Example

N/A

See also

N/A

GAMEPASSWORD_MAXLEN

Maximum number of bytes for a game password, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define GAMEPASSWORD_MAXLEN WORLDPASSWORD_MAXLEN

Description

The maxmimum number of bytes for a game password, including null termination. The game password is a string encoded in either ISO-8859-1 or UTF-8.

Notes

N/A

Example

N/A

See also

N/A

GAMESTATS_MAXLEN

Maximum number of bytes for the game stats.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define GAMESTATS_MAXLEN WORLDSTATS_MAXLEN

Description

Maximum number of bytes for the game stats. This is a binary field of fixed length, and no default value.

Notes

N/A

Example

N/A

See also

N/A

HDD_MEDIUS_SUPPORT

Indicate support for the hard drive.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

#define HDD_MEDIUS_SUPPORT

Description

Indicate support for the hard drive.

Notes

N/A

Example

N/A

See also

N/A

ICONLOCATION_MAXLEN

Maximum number of bytes used to denote the path to the medius.ico file location on the memory card. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

```
#define ICONLOCATION_MAXLEN 64
```

Description

Maximum number of bytes used to denote the path to the medius.ico file location on the memory card. Deprecated.

Notes

N/A

Example

N/A

See also

MediusInitializeStorageRequest

ID_ARRAY_MAXLEN

Related to a deprecated API for ladder ranking requests applied to a list of account ID's with this maximum size. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define ID_ARRAY_MAXLEN 50

Description

Related to a deprecated API for ladder ranking requests applied to a list of account ID's with this maximum size. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

IDF_COMPLIANT

Indicates the client is compatible with IDF.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	October 1, 2004

Syntax

#define IDF_COMPLIANT 1

Description

Indicates compliance with IDF.

Notes

N/A

Example

N/A

See also

N/A

IDF_NON_COMPLIANT

Indicates non-compliance with IDF.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	October 1, 2004

Syntax

#define IDF_NON_COMPLIANT 0

Description

Indicates non-compliance with IDF.

Notes

N/A

Example

N/A

See also

N/A

IP_MAXLEN

Maximum number of bytes in a string used to denote the user's IP address, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define IP_MAXLEN 20

Description

Maximum number of bytes in a string used to denote the user's IP address, including null termination.

Notes

N/A

Example

N/A

See also

N/A

kMediusGetNextTransactionId

Used by internal APIs to request the next available ID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Syntax

#define kMediusGetNextTransactionId 0xFFFFFFFF

Description

Used internally, not supported, deprecated.

Notes

N/A

Example

N/A

See also

N/A

kMediusNotAnId

Special value to indicate errors in routines that return a field Id.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define kMediusNotAnId ((MediusDFieldId) -1)

Description

Special value to indicate errors in routines that return a field Id.

Notes

N/A

Example

N/A

See also

N/A

kMediusNotAnIndex

Special value to indicate errors in routines that return an Index.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define kMediusNotAnIndex ((MediusDFieldIndex) -1)

Description

Special value to indicate errors in routines that return an Index.

Notes

N/A

Example

N/A

See also

N/A

kMediusNoTransactionId

Used to signify that an event is not related to a previous transaction.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Syntax

#define kMediusNoTransactionId 0

Description

Used to signify that an event is not related to a previous transaction.

Notes

N/A

Example

N/A

See also

N/A

LADDERSTATS_MAXLEN

Maximum number of ladder stats retrievable. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define LADDERSTATS_MAXLEN 15

Description

Length of array storing stats to be used for calculating stats.

Notes

This definition is associated with a deprecated API used to retrieve ladder stats. Newer API's no longer have this limit. This definition will be removed in a future release.

Example

N/A

See also

N/A

LADDERSTATSWIDE_MAXLEN

Maximum number of ladder stats retrievable.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define LADDERSTATSWIDE_MAXLEN 100

Description

This field is fixed at one hundred ladder stats. Each player has at most this many stats in which they can be tracked. Each stat is a signed integer value. Each user has an absolute ranking for the field (1st, 2nd, 1500th, etc….)

Notes

Stats fields must be densely populated from the first entry. Sparsely populating the table is not allowed. If three entries are used, then these must be the first three, and not 15, 46, and 79.

Example

N/A

See also

N/A

LASTNAME_MAXLEN

The maximum number of bytes for the user's last name field, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define LASTNAME_MAXLEN 32

Description

The maximum number of bytes for the user's last name field, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

LOBBYNAME_MAXLEN

Maximum number of bytes in the lobby name, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define LOBBYNAME_MAXLEN WORLDNAME_MAXLEN

Description

Maximum number of bytes in the lobby name, including null termination.

Notes

N/A

Example

N/A

See also

N/A

LOBBYPASSWORD_MAXLEN

Maximum number of bytes for the lobby world password, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define LOBBYPASSWORD_MAXLEN WORLDPASSWORD_MAXLEN

Description

Maximum number of bytes for the lobby world password, including null termination.

Notes

The password must be encoded in either ISO-8859-1 or UTF-8, and be null terminated.

Example

N/A

See also

N/A

LOCATIONNAME_MAXLEN

Maximum number of bytes for a location description, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define LOCATIONNAME_MAXLEN 64

Description

Maximum number of bytes for a location description, including the null termination.

Notes

N/A

Example

N/A

See also

N/A

MAX_DLIST_IDS

Maximum number of possible list ID's expressed in bits.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

```
#define MAX_DLIST_IDS (sizeof(MediusDListId) * 8)
```

Description

Used internally, not supported, deprecated.

Notes

Do not use.

Example

N/A

See also

N/A

MAX_WORLDS_PER_SERVER

Internal definition. Will be removed in a future release of the API.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define MAX_WORLDS_PER_SERVER 1000

Description

Internal definition. Will be removed in a future release of the API.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_BASE_WORLDID

The minimum world ID usable.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_BASE_WORLDID 1

Description

This denotes the minimum value of a valid world id. Specifically, zero is not a valid world id.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_BITFIELD_ELEMENT_SIZE

Number of bits in an atomic bitfield element.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

#define MEDIUS_BITFIELD_ELEMENT_SIZE 8

Description

Number of bits in an atomic bitfield element.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_CLIENT_LIBRARY_VERSION_NUMBER

Version of the client library.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	February 1, 2005

Syntax

#define MEDIUS_CLIENT_LIBRARY_VERSION_NUMBER "Medius Client Library Version 2.10.0000"

Description

Full version string.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_CLIENT_VERSION_BUILD

Build version number.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	February 1, 2005

Syntax

```
#define MEDIUS_CLIENT_VERSION_BUILD 0
```

Description

Build version number.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_CLIENT_VERSION_MAJOR

Major version of the client library.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	February 1, 2005

Syntax

#define MEDIUS_CLIENT_VERSION_MAJOR 2

Description

Major version number.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_CLIENT_VERSION_MINOR

Minor version of the client library.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	February 1, 2005

Syntax

```
#define MEDIUS_CLIENT_VERSION_MINOR 10
```

Description

Minor version number.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_CHECKSUM_NUMBYTES

Number of bytes used in checksum.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_CHECKSUM_NUMBYTES (16)

Description

Number of bytes used in checksum, used in conjunction with MediusFileChecksum.Checksum.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_EXEC_BITSHIFT

Number of bits to shift when setting exec permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_EXEC_BITSHIFT (2)

Description

Number of bits to shift when setting exec permissions on a file, used in conjunction with MEDIUS_FILE_SET_PERMISSIONS_EXEC.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_GET_PERMISSIONS_EXEC

Macro to retrieve exec permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_GET_PERMISSIONS_EXEC(x) ((x) & (1<<MEDIUS_FILE_EXEC_BITSHIFT))
```

Description

Macro to retrieve exec permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_GET_PERMISSIONS_READ

Macro to retrieve read permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_GET_PERMISSIONS_READ(x) ((x) & (1<<MEDIUS_FILE_READ_BITSHIFT))
```

Description

Macro to retrieve read permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_GET_PERMISSIONS_WRITE

Macro to retrieve write permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_GET_PERMISSIONS_WRITE(x) ((x) & (1<<MEDIUS_FILE_WRITE_BITSHIFT))
```

Description

Macro to retrieve write permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_MAX_DESCRIPTION_LENGTH

Maximum number of bytes of file description.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_MAX_DESCRIPTION_LENGTH (256)

Description

Maximum number of bytes of file description. This length includes the null terminating byte at the end of the string. This means that the effective description length is 255 bytes.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_MAX_DOWNLOAD_DATA_SIZE

Maximum number of bytes downloaded per message to the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_MAX_DOWNLOAD_DATA_SIZE (464)

Description

Maximum number of bytes of the user's data that is downloaded per message to the server. This must be less than 512, including the message id's space (21 bytes), plus 3 bytes for the funky padding. For example: 464 + 32 = 496. In general, we want this to be as big as possible, so that the "useful data" to "overhead data" ratio is as high as possible. In general, TCP/IP imposes about 64 bytes of overhead per packet, and the TCP ACK response itself has about 64 bytes as well. This means that each packet sent, up to the Maximum Transmission Unit (MTU) size of approximately 1400 bytes, incurs a TCP protocol overhead that we want to minimize. If the defined value here is too big, then we could potentially send too much empty data, which is also not good, but it is expected that the cases where we are declaring too large a buffer size is either at the last packet of the transmission, or if an extremely small file is being sent.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_MAX_FILE_METADATA_KEY_LENGTH

Maximum number of bytes of file meta-data key.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2000

Syntax

#define MEDIUS_FILE_MAX_FILE_METADATA_KEY_LENGTH (56)

Description

Maximum number of bytes of file meta-data key. This length includes the null terminating byte at the end of the string. This means that the effective meta-data key length is 63 bytes.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_MAX_FILE_METADATA_VALUE_LENGTH

Maximum bytes of file meta-data value.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_MAX_FILE_METADATA_VALUE_LENGTH (256)

Description

Maximum bytes of file meta-data value. This length includes the null terminating byte at the end of the string. This means that the effective value length is 255 bytes.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_MAX_FILENAME_LENGTH

Maximum bytes of filename.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_MAX_FILENAME_LENGTH (128)

Description

Maximum bytes of filename. This length includes the null terminating byte at the end of the string. This means that the effective filename length is 127 bytes.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_MAX_UPLOAD_DATA_SIZE

Maximum number of bytes uploaded per message to the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_MAX_UPLOAD_DATA_SIZE (464)

Description

Maximum number of bytes of the user's data that is uploaded per message to the server. This must be less than 512, including the message id's space (21 bytes), plus 3 bytes for the funky padding. For example: 464 + 32 = 496. In general, we want this to be as big as possible, so that the "useful data" to "overhead data" ratio is as high as possible. In general, TCP/IP imposes about 64 bytes of overhead per packet, and the TCP ACK response itself has about 64 bytes as well. This means that each packet sent, up to the Maximum Transmission Unit (MTU) size of approximately 1400 bytes, incurs a TCP protocol overhead that we want to minimize. If the defined value here is too big, then we could potentially send too much empty data, which is also not good, but it is expected that the cases where we are declaring too large a buffer size is either at the last packet of the transmission, or if an extremely small file is being sent.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_READ_BITSHIFT

Number of bits to shift when setting file read permission.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_READ_BITSHIFT (0)

Description

Number of bits to shift when setting file read permission.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_SET_PERMISSIONS_EXEC

Number of bits to shift when setting file exec permission.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_SET_PERMISSIONS_EXEC(x) ((x) |= (1<<MEDIUS_FILE_EXEC_BITSHIFT))
```

Description

Number of bits to shift when setting file exec permission. Used in conjunction with MEDIUS_FILE_SET_PERMISSIONS_EXEC.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_SET_PERMISSIONS_READ

Macro to set read permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_SET_PERMISSIONS_READ(x) ((x) |= (1<<MEDIUS_FILE_READ_BITSHIFT))
```

Description

Macro to set read permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_SET_PERMISSIONS_WRITE

Macro to set write permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_SET_PERMISSIONS_WRITE(x) ((x) |= (1<<MEDIUS_FILE_WRITE_BITSHIFT))
```

Description

Macro to set write permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_STREAMABLE_FALSE

Constant used when setting MediusFileAttributes.StreamableFlag to False.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_STREAMABLE_FALSE (0)

Description

Constant used when setting MediusFileAttributes.StreamableFlag to False.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_STREAMABLE_TRUE

Definition of value used when setting MediusFileAttributes.StreamableFlag to True.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_STREAMABLE_TRUE (1)

Description

Definition of value used when setting MediusFileAttributes.StreamableFlag to True.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_UNSET_PERMISSIONS_EXEC

Macro to unset exec permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_UNSET_PERMISSIONS_EXEC(x) ((x) &= (~(1<<MEDIUS_FILE_EXEC_BITSHIFT)))

Description

Macro to unset exec permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_UNSET_PERMISSIONS_READ

Macro to unset read permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_UNSET_PERMISSIONS_READ(x) ((x) &= (~(1<<MEDIUS_FILE_READ_BITSHIFT)))
```

Description

Macro to unset read permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_UNSET_PERMISSIONS_WRITE

Macro to unset write permissions on a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

```
#define MEDIUS_FILE_UNSET_PERMISSIONS_WRITE(x) ((x) &= (~(1<<MEDIUS_FILE_WRITE_BITSHIFT)))
```

Description

Macro to unset write permissions on a file.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_WRITE_BITSHIFT

Number of bits to shift for file write permission.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_WRITE_BITSHIFT (1)

Description

Number of bits to shift for file write permission. Used in conjuction with MEDIUS_FILE_SET_PERMISSIONS_WRITE, MEDIUS_FILE_UNSET_PERMISSIONS_WRITE, and MEDIUS_FILE_GET_PERMISSIONS_WRITE.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_XFER_STATUS_END

Definition of the file transfer status in case of last packet.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_XFER_STATUS_END (3)

Description

Definition of the file transfer status in case of last packet.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_XFER_STATUS_ERROR

Definition of the file transfer status in case of error.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_XFER_STATUS_ERROR (0)

Description

Definition of the file transfer status in case of error.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_XFER_STATUS_INITIAL

Definition of the file transfer status in case of first packet.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_XFER_STATUS_INITIAL (1)

Description

Definition of the file transfer status in case of first packet.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_FILE_XFER_STATUS_MID

Definition of the file transfer status in case of mid-transfer.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_FILE_XFER_STATUS_MID (2)

Description

Definition of the file transfer status in case of mid-transfer.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_GENERIC_CHAT_FILTER_BITFIELD_LEN

Number of bits for the generic chat filter.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

#define MEDIUS_GENERIC_CHAT_FILTER_BITFIELD_LEN 128

Description

Number of bits for the generic chat filter.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_GENERIC_CHAT_FILTER_BYTES_LEN

Number of bytes needed to support the medius chat filter.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

```
#define MEDIUS_GENERIC_CHAT_FILTER_BYTES_LEN
((MEDIUS_GENERIC_CHAT_FILTER_BITFIELD_LEN+7)/8)
```

Description

Number of bytes needed to support the medius chat filter.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_MACRO_BITS_TO_BYTES

Generic macro to convert a bit position into an index for a byte array.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

#define MEDIUS_MACRO_BITS_TO_BYTES(_x) (((_x)+7)>>3)

Description

Byte position needed to represent the Nth bit in an array of bytes

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_MACRO_CLEAR_ALL_BITS

Macro to clear all the bits in a bitfield.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

#define MEDIUS_MACRO_CLEAR_ALL_BITS(_bitfieldarray) {int _byte; for(_byte=0; _byte<sizeof(_bitfieldarray); _byte++) _bitfieldarray[_byte]=0;}

Description

Clear all bits (set to zero) in a bitfield.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_MACRO_CLEAR_BIT

Macro to clear a specific bit in a bitfield.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

```
#define MEDIUS_MACRO_CLEAR_BIT(_bit, _bitfieldarray) _bitfieldarray[(_bit) /
MEDIUS_BITFIELD_ELEMENT_SIZE] &= ~(1 << ((_bit) % MEDIUS_BITFIELD_ELEMENT_SIZE))
```

Description

Macro to clear a specific bit in a bitfield.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_MACRO_GET_BIT

Retrieve the value of a particular bit from a bitfield array.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

```
#define MEDIUS_MACRO_GET_BIT(_bit, _bitfieldarray) ((_bitfieldarray[(_bit) /
MEDIUS_BITFIELD_ELEMENT_SIZE] >> ((_bit) % MEDIUS_BITFIELD_ELEMENT_SIZE)) & 1)
```

Description

Get a specific bit from a bitfield array.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_MACRO_SET_ALL_BITS

Macro to set all bits in a bitfield to true.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

#define MEDIUS_MACRO_SET_ALL_BITS(_bitfieldarray) {int _byte; for(_byte=0; _byte<sizeof(_bitfieldarray); _byte++) _bitfieldarray[_byte]=0xFF;}

Description

Set all bits to true (1).

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_MACRO_SET_BIT

Set a particular bit in a bitfield.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

```
#define MEDIUS_MACRO_SET_BIT(_bit, _bitfieldarray) _bitfieldarray[(_bit) /
MEDIUS_BITFIELD_ELEMENT_SIZE] |= 1 << ((_bit) % MEDIUS_BITFIELD_ELEMENT_SIZE)
```

Description

Set a particular bit in a bitfield.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_MESSAGE_MAXLEN

Internal definition for the maximum message size in bytes.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define MEDIUS_MESSAGE_MAXLEN 512

Description

Internal definition for the maximum message size in bytes.

Notes

N/A

Example

N/A

See also

N/A

MEDIUS_TOKEN_MAXSIZE

Number of bytes allowed for MediusToken.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Syntax

#define MEDIUS_TOKEN_MAXSIZE 8

Description

Number of bytes allowed for MediusToken. The value is binary and there is no default.

Notes

N/A

Example

N/A

See also

N/A

MediusDOffsetOfMember

This is a helper macro to derive the offset of a member variable within a structure.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDOffsetOfMember(

*typeName***,**	Name of the struct or class that you are describing.
memberName	Name for the data member of the struct/class you are describing.

) ((size_t) &((*typeName* ***)0)->***memberName***)**

Description

Derives the relative offset of a member variable from the base address of the containing structure.

Notes

N/A

Example

N/A

See also

N/A

MediusDSizeOfMember

Helper macro to derive the size of a member variable within a struct.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSizeOfMember(

*typeName***,**	Name of the structure or class that you are describing.
memberName	Name for the data member of the structure or class you are describing.

) (sizeof(((*typeName* ***)0)->***memberName***))**

Description

Derives the size of a member of a structure or class.

Notes

N/A

Example

N/A

See also

N/A

MediusDSpecChar

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecChar(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_CHAR,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecCString

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecCString(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_CSTRING,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecDouble

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecDouble(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_DOUBLE,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecField

This is a helper macro to specify a MediusDSpecField.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecField(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeEnum,	Enumeration describing the type of the member data. (See MediusDTypeEnum .)
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) { *fieldId*, *typeEnum*, **MediusDSizeOfMember(***typeName*, *memberName***) \ ,**
MediusDOffsetOfMember(*typeName*,*memberName***) }**

Description

Macro utilizes the MediusDOffsetOfMember() and MediusDSizeOfMember() macros to fill in the structure values of a MediusFieldSpec.

Notes

N/A

Example

N/A

See also

N/A

MediusDSpecFloat

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecFloat(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_FLOAT,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecInt16

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecInt16(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_INT16,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecInt32

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecInt32(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_INT32,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecInt64

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecInt64(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_INT64,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecUChar

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecUChar(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_UCHAR,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecUInt16

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecUInt16(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_UINT16,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecUInt32

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecUInt32(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_UINT32,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MediusDSpecUInt64

This creates a MediusDSpecField for a Specification Field List.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define MediusDSpecUInt64(

fieldId,	Field Id from the meta-definition fields specifying with which field the data member is to be associated.
typeName,	The name for the type containing the data member.
memberName	The name of the member within the structure or class that is to be associated with the above Field Id.

) MediusDSpecField(*fieldId***, MEDIUS_DTYPE_UINT64,** *typeName*, *memberName***)**

Description

Used to create individual field descriptions for each field specified within a MediusDFieldSpec list for a game list object.

Notes

Be careful to ensure that the correct macro is used to describe each of the fields in the game's list object. In some instances the compiler will not return an error on mismatch (e.g., for signed types).

Example

N/A

See also

N/A

MESSAGEID_MAXLEN

Maximum number of bytes to use for the message ID. Must be a null terminated string.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define MESSAGEID_MAXLEN 21

Description

Maximum number of bytes to use for the message ID. Must be a null terminated string.

Notes

N/A

Example

N/A

See also

N/A

MIDDLENAME_MAXLEN

The maximum number of bytes for the user's middle name, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define MIDDLENAME_MAXLEN 32

Description

The maximum number of bytes for the user's middle name, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

NEWS_MAXLEN

The maximum number of bytes in a single chunk of a response to a news request, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define NEWS_MAXLEN 256

Description

The maximum number of bytes in a single chunk of a response to a news request, including null termination.

Notes

N/A

Example

N/A

See also

N/A

numSpecFields

This is a helper macro used to derive the number of field specifications that have been defined.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

#define numSpecFields(

fieldSpecList	Field specification list upon which the field map is based.

) (sizeof(*fieldSpecList***)/sizeof(MediusDFieldSpec))**

Description

This is a helper macro used to derive the number of field specifications that have been defined.

Notes

N/A

Example

N/A

See also

N/A

PASSWORD_MAXLEN

The maximum number of bytes that a password may contain, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define PASSWORD_MAXLEN 32

Description

The maximum number of bytes that a password may contain, including null termination.

Notes

N/A

Example

N/A

See also

N/A

PLAYERNAME_MAXLEN

The maximum number of bytes that a player name may use, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define PLAYERNAME_MAXLEN 32

Description

The maximum number of bytes that a player name may use, including null termination.

Notes

N/A

Example

N/A

See also

N/A

POLICY_MAXLEN

The maximum number of bytes in a single chunk of the policy, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define POLICY_MAXLEN 256

Description

The maximum number of bytes in a single chunk of the policy, including null termination.

Notes

N/A

Example

N/A

See also

N/A

POSTALCODE_MAXLEN

The maximum number of bytes for the postal code field, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

```
#define POSTALCODE_MAXLEN 16
```

Description

The maximum number of bytes for the postal code field, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

PROVINCE_MAXLEN

The maximum number of bytes for the province field, stored as part of the user's profile, including null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define PROVINCE_MAXLEN 32

Description

The maximum number of bytes for the province field, stored as part of the user's profile, including null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

REPORT_WORLD_ID

The ID of the report world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
#define REPORT_WORLD_ID 0
```

Description

The ID of the report world.

Notes

N/A

Example

N/A

See also

N/A

SERVERIP_MAXLEN

The maximum number of bytes for the server's IP address string, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define SERVERIP_MAXLEN 20

Description

The maximum number of bytes for the server's IP address string, including null termination.

Notes

N/A

Example

N/A

See also

N/A

SERVERPORT_MAXLEN

The maximum number of bytes to represent a port, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define SERVERPORT_MAXLEN 8

Description

The maximum number of bytes needed to represent a port (as in IP address and port), including null termination.

Notes

N/A

Example

N/A

See also

N/A

SERVERVERSION_MAXLEN

The maximum number of bytes needed to represent the server version, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define SERVERVERSION_MAXLEN 16

Description

The maximum number of bytes needed to represent the server version, including null termination.

Notes

N/A

Example

N/A

See also

N/A

SESSIONKEY_MAXLEN

The maximum number of bytes needed to represent the session key, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define SESSIONKEY_MAXLEN 17

Description

The maximum number of bytes needed to represent the session key, including null termination.

Notes

N/A

Example

N/A

See also

N/A

STATE_MAXLEN

The maximum number of bytes for the state field, stored as part of the user's profile, including the null termination. Deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define STATE_MAXLEN 3

Description

The maximum number of bytes for the state field, stored as part of the user's profile, including the null termination. Deprecated.

Notes

N/A

Example

N/A

See also

N/A

TITLENAME_MAXLEN

The maximum number of bytes for the title name, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

```
#define TITLENAME_MAXLEN 64
```

Description

The maximum number of bytes for the title name, including null termination.

Notes

N/A

Example

N/A

See also

N/A

UNIVERSE_BSP_MAXLEN

The maximum number of bytes needed to represent the Billing Service Provider (BSP) name, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define UNIVERSE_BSP_MAXLEN 8

Description

The maximum number of bytes needed to represent the Billing Service Provider (BSP) name, including the null termination.

Notes

N/A

Example

“SCEA” or “SCEE” or “SCEK”

See also

N/A

UNIVERSE_BSP_NAME_MAXLEN

The maximum number of bytes for the full name of the Billing Service Provider (BSP), incluing the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define UNIVERSE_BSP_NAME_MAXLEN 128

Description

The maximum number of bytes for the full name of the Billing Service Provider (BSP), incluing the null termination.

Notes

N/A

Example

”Sony Computer Entertainment America, Inc. Billing System”

See also

N/A

UNIVERSE_EXTENDED_INFO_MAXLEN

Maximum number of bytes for the extended information field in the universe information, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

```
#define UNIVERSE_EXTENDED_INFO_MAXLEN 128
```

Description

Maximum number of bytes for the extended information field in the universe information, including null termination. Have to allow for up to 3 bytes per character in the case of UTF-8.

Notes

The contents of the field is up to the title developer. Used on the MUIS.

Example

N/A

See also

N/A

UNIVERSE_SVO_URL_MAXLEN

The maximum number of bytes for the entry point for SVO for the given universe, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define UNIVERSE_SVO_URL_MAXLEN 128

Description

The maximum number of bytes for the entry point for SVO for the given universe, including null termination.

Notes

The URL should be a fully qualified domain name or IP address, including port, and path for the entry point.

Example

See also

N/A

UNIVERSEDESCRIPTION_MAXLEN

The maximum number of bytes for the universe description from the MUIS, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define UNIVERSEDESCRIPTION_MAXLEN 256

Description

The maximum number of bytes for the universe description from the MUIS, including the null termination.

Notes

N/A

Example

N/A

See also

N/A

UNIVERSEDNS_MAXLEN

The maximum number of bytes for the DNS name for the entry point (authentication server) for a given universe, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define UNIVERSEDNS_MAXLEN 128

Description

The maximum number of bytes for the DNS name for the entry point (authentication server) for a given universe, including null termination.

Notes

N/A

Example

N/A

See also

N/A

UNIVERSENAME_MAXLEN

The maximum number of bytes for a universe name, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define UNIVERSENAME_MAXLEN 128

Description

The maximum number of bytes for a universe name, including null termination.

Notes

N/A

Example

N/A

See also

N/A

USERNAME_MAXLEN

The maximum number of bytes for a user name, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define USERNAME_MAXLEN 32

Description

The maximum number of bytes for a user name, including null termination.

Notes

The string must be encoded in either ISO-8859-1 or UTF-8.

Example

N/A

See also

N/A

VERSIONSTRING_MAXLEN

The maximum number of bytes for a version string, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define VERSIONSTRING_MAXLEN 56

Description

The maximum number of bytes for a version string, including null termination.

Notes

N/A

Example

N/A

See also

N/A

WINNINGTEAM_MAXLEN

The maximum number of bytes for the winning team field in an end-game report, including null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define WINNINGTEAM_MAXLEN 64

Description

The maximum number of bytes for the winning team field in an end-game report, including null termination.

Notes

N/A

Example

N/A

See also

N/A

WORLDNAME_MAXLEN

The maximum number of bytes in a world name, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define WORLDNAME_MAXLEN 64

Description

The maximum number of bytes in a world name, including the null termination.

Notes

The world name is a string encoded in either ISO-8859-1 or UTF-8. Care must be taken not to truncate the data in the middle of a multibyte character.

Example

N/A

See also

N/A

WORLDPASSWORD_MAXLEN

The maximum number of bytes for the password for a world, including the null termination.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define WORLDPASSWORD_MAXLEN 32

Description

The maximum number of bytes for the password for a world, including the null termination.

Notes

The password is a string, encoded in either ISO-8859-1 or UTF-8, and must be null terminated.

Example

N/A

See also

N/A

WORLDSTATS_MAXLEN

The maximum number of bytes used to represent the world stats.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Syntax

#define WORLDSTATS_MAXLEN 256

Description

The maximum number of bytes used to represent the world stats. This is a binary field and does not contain a default value.

Notes

N/A

Example

N/A

See also

N/A

This page intentionally left blank.

Chapter 2:
Enumerated Types

This page intentionally left blank.

MediusAccountStatus

Enumeration used to identify whether an account is active or not.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

```
typedef enum {
```

AccountActive,	Account is active and usable.
AccountDeactivated,	Account is banned or deactivated.
ExtraMediusAccountStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

```
} MediusAccountStatus;
```

Description

Enumeration used to identify whether an account is active or not

Notes

N/A

Example

N/A

See also

MediusAccountGetProfileResponse

MediusAccountType

Enumeration used to determine what type of account to be created (Master/Child).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusChildAccount,	Child account type.
MediusMasterAccount,	Master account type.
ExtraMediusAccountType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusAccountType;

Description

Enumeration used to determine what type of account to be created (Master/Child)

Notes

The MediusMasterAccount should be used for all normal account registration.

Example

N/A

See also

MediusAccountLoginResponse, MediusAccountRegistrationRequest

MediusApplicationType

Enumeration used to determine the application types within the Medius SDK.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

```
typedef enum {
```

MediusAppTypeGame,	Game type.
LobbyChatChannel,	Lobby chat channel type.
ExtraMediusApplicationType = 0xffffff	Placeholder to normalize the field size on different compilers.

```
} MediusApplicationType;
```

Description

Enumeration used to determine the application types within the Medius SDK for various entities including words (game world versus lobby world), and player (in game versus in lobby).

Notes

MediusAppTypeGame was previously enumerated as "Game". The value is the same, but the name has been changed to stop imposing on the title's namespace.

Example

N/A

See also

MediusBanPlayerRequest, MediusFindPlayerResponse, MediusFindWorldByNameResponse, MediusGetWorldSecurityLevelRequest, MediusGetWorldSecurityLevelResponse

MediusBanReasonType

Enumeration used to identify reason for voting to ban a player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Enumeration

typedef enum {

MediusInvalidBanReason = 0,	Reserved.
MediusBanForCheating = 1,	Ban for Cheating.
MediusBanForVulgarity = 2,	Ban for Vulgarity.
MediusBanForOtherReason = 3,	Ban for other title-defined reason.
ExtraMediusBanReasonType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusBanReasonType;

Description

Enumeration used to identify reason for voting to ban a player (cheating/vulgarity)

Notes

N/A

Example

```
MediusBanReasonType myBanReasonType = MediusBanForCheating;
```

See also

MediusVoteToBanPlayerRequest

MediusBillingBSPType

Enumeration used to identify the type of Billing Service Provider being accessed.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.9	November 31, 2004

Enumeration

```
typedef enum {
 MEDIUS_BILLING_NOTUSED = 0,
 MEDIUS_BILLING_SCEK = 1,
 MEDIUS_BILLING_SCEA = 2,
 MEDIUS_BILLING_SCEJ = 3,
 MEDIUS_BILLING_SCEE = 4,
 MEDIUS_BILLING_EXTRA = 0xffffff
} MediusBillingBSPType;
```

Invalid ID. Zero should never be used.

SCEK Billing Service Provider.

SCEA Billing Service Provider.

SCEJ Billing Service Provider.

SCEE Billing Service Provider.

Placeholder to normalize the field size on different compilers.

Description

Enumeration used to identify the type of Billing Service Provider

Notes

This enum is used within the Billing subsystem.

Example

N/A

See also

N/A

MediusBinaryMessageType

Specifies type of binary message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.51	October 31, 2003

Enumeration

typedef enum {

BroadcastBinaryMsg,	send to all in given chat channel
TargetBinaryMsg,	send directly to another player
BroadcastBinaryMsgAcrossEntireUniverse,	channels
ExtraMediusBinaryMessageType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusBinaryMessageType;

Description

Specifies the scope of a binary message

Notes

BroadcastBinaryMsgAcrossEntireUniverse is usable, but highly discouraged. Special server side flags are needed to enable this type of binary message due to the high load it represents.

Example

N/A

See also

MediusBinaryFwdMessage, MediusBinaryMessage

MediusBool

Ensure binary compatibility of 'bool' types Medius implements 'bool' as an enum.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.9	November 1, 2004

Enumeration

typedef enum {

MEDIUS_FALSE = 0,	Medius implementation of 'false' , also #defined to FALSE
MEDIUS_TRUE,	Medius implementation of 'true' , also #defined to TRUE
MEDIUS_BOOL_TYPE_FIX = 0xFFFFFFFF	Extra typedef ensuring cross compiler enum compatibility

} MediusBool;

Description

Enumeration used for boolean values

Notes

N/A

Example

N/A

See also

N/A

MediusBuddyAddType

Enumeration used to specify the type of add operation to be performed on a buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

AddSingle = 0,	Add user to your buddy list, but without the requirement that the buddy has you on their list.
AddSymmetric = 1,	Request that each person appears on the others' buddy list.
ExtraMediusAddType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusBuddyAddType;

Description

Enumeration used to specify the type of add operation to be performed on a buddy list

Notes

AddSingle is only valid in a non Unified Community (UC) context. AddSymettric is supported on both UC and non-UC environments.

Example

N/A

See also

MediusAddToBuddyListConfirmationRequest, MediusAddToBuddyListFwdConfirmationRequest, MediusAddToBuddyListFwdConfirmationResponse, MediusGetBuddyInvitationsResponse

MediusCallbackStatus

Status codes returned within response structures.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusBeginSessionFailed = -1000,	Session begin failed.
MediusAccountAlreadyExists = -999,	Account already exists, can not register with the same account name.
MediusAccountNotFound = -998,	Account name was not found.
MediusAccountLoggedIn = -997,	The account is marked as already being logged in to the system.
MediusEndSessionFailed = -996,	Unable to properly end the session.
MediusLoginFailed = -995,	Login failed.
MediusRegistrationFailed = -994,	Registration failed.
MediusIncorrectLoginStep = -993,	The login step was incorrect. For example, login without having a session.
MediusAlreadyLeaderOfClan = -992,	The user is already the leader of a clan, and can not be the leader of multiple clans.
MediusWMError = -991,	World Manager error.
MediusNotClanLeader = -990,	The player attempted some request that requires being the leader of the clan.
MediusPlayerNotPrivileged = -989,	The player is not privileged to make the request. Typically, the user's session has been destroyed, but is still connected to the server.
MediusDBError = -988,	An internal database error occurred.
MediusDMEError = -987,	A DME layer error.
MediusExceedsMaxWorlds = -986,	The maximum number of worlds has been exceeded.
MediusRequestDenied = -985,	The request has been denied.
MediusSetGameListFilterFailed = -984,	Setting the game list filter failed.
MediusClearGameListFilterFailed = -983,	Clearing the game list filter failed.
MediusGetGameListFilterFailed = -982,	Getting the game list filter failed.
MediusNumFiltersAtMax = -981,	The number of filters is at the maximum.
MediusFilterNotFound = -980,	The filter being referenced does not exist.
MediusInvalidRequestMsg = -979,	The request message was invalid.
MediusInvalidPassword = -978,	The specified password was invalid.
MediusGameNotFound = -977,	The game was not found.
MediusChannelNotFound = -976,	The channel was not found.
MediusGameNameExists = -975,	The game name already exists.
MediusChannelNameExists = -974,	The channel name already exists.
MediusGameNameNotFound = -973,	The game name was not found.
MediusPlayerBanned = -972,	The player has been banned.
MediusClanNotFound = -971,	The clan was not found.
MediusClanNameInUse = -970,	The clan name already exists.
MediusSessionKeyInvalid = -969,	Session key is invalid.
MediusTextStringInvalid = -968,	The text string is invalid.

MediusFilterFailed = -967,	The filtering failed.
MediusFail = -966,	General fail message.
MediusFileInternalAccessError = -965,	Medius File Services (MFS) Internal error.
MediusFileNoPermissions = -964,	Insufficient permissions for the MFS request.
MediusFileDoesNotExist = -963,	The file requested in MFS does not exist.
MediusFileAlreadyExists = -962,	The file requested in MFS already exists.
MediusFileInvalidFilename = -961,	The filename is not valid in MFS.
MediusFileQuotaExceeded = -960,	The user's quota has been exceeded.
MediusCacheFailure = -959,	The cache system had an internal failure.
MediusDataAlreadyExists = -958,	The data already exists.
MediusDataDoesNotExist = -957,	The data does not exist.
MediusMaxExceeded = -956,	A maximum count has been exceeded.
MediusKeyError = -955,	The key used is incorrect.
MediusIncompatibleAppID = -954,	The application ID is not compatible.
MediusAccountBanned = -953,	The account has been banned.
MediusMachineBanned = -952,	The machine has been banned.
MediusLeaderCannotLeaveClan = -951,	The leader of the clan can not leave. Must disband instead.
MediusFeatureNotEnabled = -950,	The feature requested is not enabled.
MediusDNASSignatureLoggedIn = -949,	The same DNAS signature is already logged in.
MediusWorldIsFull = -948,	The world is full. Unable to join.
MediusNotClanMember = -947,	The user is not a member of the clan.
MediusServerBusy = -946,	The server is busy. Try again later.
MediusNumGameWorldsPerLobbyWorldExceeded = -945,	The maximum number of game worlds per lobby world has been exceeded.
MediusAccountNotUCCompliant = -944,	The account name is not UC compliant.
MediusPasswordNotUCCompliant = -943,	The password is not UC compliant.
MediusGatewayError = -942,	There is an internal gateway error.
MediusTransactionCanceled = -941,	The transaction has been cancelled.
MediusSessionFail = -940,	The session has failed.
MediusTokenAlreadyTaken = -939,	The token is already in use.
MediusTokenDoesNotExist = -938,	The token being referenced does not exist.
MediusSubscriptionAborted = -937,	The subscription has been aborted.
MediusSubscriptionInvalid = -936,	The subscription is invalid.
MediusNotAMember = -935,	The user is not a member of an list.
MediusSuccess = 0,	Success.
MediusNoResult = 1,	No results. This is a valid state.
MediusRequestAccepted = 2,	The request has been accepted.
MediusWorldCreatedSizeReduced = 3,	The world has been created with reduced size.
MediusPass = 4,	The criteria has been met.
ExtraMediusCallbackStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusCallbackStatus;

Description

Status codes returned within response structures

Notes

This enum is returned in the context of a callback, typically triggered by a response from the server.

Example

N/A

See also

N/A

MediusCallTypeCode

Used by MediusCreateMessageID() to generate MessageID strings.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Enumeration

typedef enum {

TypeMediusAccountDelete,	MediusAccountDelete type.
TypeMediusAccountGetID,	MediusAccountGetID type.
TypeMediusAccountGetProfile,	MediusAccountGetProfile type.
TypeMediusAccountLogin,	MediusAccountLogin type.
TypeMediusAccountLogout,	MediusAccountLogout type.
TypeMediusAccountRegistration,	MediusAccountRegistration type.
TypeMediusAccountUpdateProfile,	MediusAccountUpdateProfile type.
TypeMediusAccountUpdatePassword,	MediusAccountUpdatePassword type.
TypeMediusAccountUpdateStats,	MediusAccountUpdateStats type.
TypeMediusAddToBuddyList,	MediusAddToBuddyList type.
TypeMediusAddToIgnoreList,	MediusAddToIgnoreList type.
TypeMediusBuddyAddConfirmation,	MediusBuddyAddConfirmation type.
TypeMediusBuddyGetPermission,	TypeMediusBuddyGetPermission type.
TypeMediusClearGameListFilter,	MediusClearGameListFilter type.
TypeMediusClearStoredAccountInfo,	MediusClearStoredAccountInfo type.
TypeMediusClose,	MediusClose type.
TypeMediusConnect,	MediusConnect type.
TypeMediusCreateGame,	MediusCreateGame type.
TypeMediusCreateGameOnSelf,	MediusCreateGameOnSelf type.
TypeMediusCreateChannel,	MediusCreateChannel type.
TypeMediusCreateMessageID,	MediusCreateMessageID type.
TypeMediusDList,	MediusDList type.
TypeMediusDisconnect,	MediusDisconnect type.
TypeMediusFindWorldByName,	MediusFindWorldByName type.
TypeMediusFindPlayer,	MediusFindPlayer type.
TypeMediusGetAllAnnouncements,	MediusGetAllAnnouncements type.
TypeMediusGetAnnouncements,	MediusGetAnnouncements type.
TypeMediusGetBuddyList,	MediusGetBuddyList type.
TypeMediusGetBuildTimeStamp,	MediusGetBuildTimeStamp type.
TypeMediusGetChannels,	MediusGetChannels type.
TypeMediusGetGameInfo,	MediusGetGameInfo type.
TypeMediusGetChannelInfo,	MediusGetChannelInfo type.
TypeMediusGetGameListFilter,	MediusGetGameListFilter type.
TypeMediusGetGamePlayers,	MediusGetGamePlayers type.
TypeMediusGetGames,	MediusGetGames type.
TypeMediusGetIgnoreList,	MediusGetIgnoreList type.
TypeMediusGetLobbyPlayers,	MediusGetLobbyPlayers type.
TypeMediusGetMySessionKey,	MediusGetMySessionKey type.
TypeMediusGetPlayerInfo,	MediusGetPlayerInfo type.

TypeMediusGetPolicy,	MediusGetPlayerInfo type.
TypeMediusGetStoredAccountInfo,	MediusGetStoredAccountInfo type.
TypeMediusGetStoredAccountList,	MediusGetStoredAccountList type.
TypeMediusInitialize,	MediusInitialize type.
TypeMediusInitializeBare,	MediusInitializeBare type.
TypeMediusInitializeStorage,	MediusInitializeStorage type.
TypeMediusJoinGame,	MediusJoinGame type.
TypeMediusJoinChannel,	MediusJoinChannel type.
TypeMediusReassignCallbackGeneric ChatFwdMessageCallback,	MediusReassignCallbackGenericChatFwdMessageCallback type.
TypeMediusReassignCallbackAddTo BuddyListFwdConfirmationRequest Callback,	MediusReassignCallbackAddToBuddyListFwdConfirmationRequest Callback type.
TypeMediusReassignCallbackError MessageCallback,	MediusReassignCallbackErrorMessageCallback.
TypeMediusReassignGameMedius WorldID,	MediusReassignGameMediusWorldID.
TypeMediusRemoveFromBuddyList,	MediusRemoveFromBuddyList.
TypeMediusRemoveFromIgnoreList,	MediusRemoveFromIgnoreList.
TypeMediusSendChatMessage,	MediusSendChatMessage.
TypeMediusSendEndGameReport,	MediusSendChatMessage.
TypeMediusSendPlayerReport,	MediusSendPlayerReport type.
TypeMediusSendWorldReport,	MediusSendWorldReport type.
TypeMediusSessionBegin,	MediusSessionBegin type.
TypeMediusSessionEnd,	MediusSessionEnd type.
TypeMediusSetGameListFilter,	MediusSetGameListFilter type.
TypeMediusSetStoredAccountInfo,	MediusSetStoredAccountInfo type.
TypeMediusSetStoredPlayerInfo,	MediusSetStoredPlayerInfo type.
TypeMediusSetStoredUserInfo,	MediusSetStoredUserInfo type.
TypeMediusUpdate,	MediusUpdate type.
TypeMediusUpdateClientState,	MediusUpdateClientState type.
TypeMediusUpdateUniverseInformation,	MediusUpdateUniverseInformation type.
TypeMediusCreateClan,	MediusCreateClan type.
TypeMediusDisbandClan,	MediusDisbandClan type.
TypeMediusGetClanByName,	MediusGetClanByName type.
TypeMediusGetClanByID,	MediusGetClanByID type.
TypeMediusTransferClanLeadership,	MediusTransferClanLeadership type.
TypeMediusAddPlayerToClan,	MediusAddPlayerToClan type.
TypeMediusRemovePlayerFromClan,	MediusRemovePlayerFromClan type.
TypeMediusInvitePlayerToClan,	MediusInvitePlayerToClan type.
TypeMediusCheckMyClanInvitations,	MediusCheckMyClanInvitations type.
TypeMediusGetClanInvitationsSent,	MediusGetClanInvitationsSent type.
TypeMediusRespondToClanInvitation,	MediusRespondToClanInvitation type.
TypeMediusRevokeClanInvitation,	MediusRevokeClanInvitation type.
TypeMediusGetMyClanMessages,	MediusGetMyClanMessages type.
TypeMediusSendClanMessage,	MediusSendClanMessage type.
TypeMediusModifyClanMessage,	MediusModifyClanMessage type.
TypeMediusDeleteClanMessage,	MediusDeleteClanMessage type.

TypeMediusRequestClanTeamChallenge,	MediusRequestClanTeamChallenge type.
TypeMediusRespondToClanTeam Challenge,	MediusRespondToClanTeamChallenge type.
TypeMediusRevokeClanTeamChallenge,	MediusRevokeClanTeamChallenge type.
TypeMediusConfirmClanTeamChallenge,	MediusConfirmClanTeamChallenge.
TypeMediusGetAllClanMessages,	MediusGetAllClanMessages.
TypeMediusGetClanTeamChallenge History,	MediusGetClanTeamChallengeHistory.
TypeMediusGetClanTeamChallenges,	MediusGetClanTeamChallenges.
TypeMediusGetMyClans,	MediusGetMyClans.
TypeMediusUpdateClanStats,	MediusUpdateClanStats.
TypeMediusBanPlayer,	MediusBanPlayer.
TypeMediusLadderPosition,	MediusLadderPosition.
TypeMediusLadderPositionFast,	MediusLadderPositionFast.
TypeMediusLadderList,	MediusLadderList.
TypeMediusChatToggle,	MediusChatToggle.
TypeMediusTextFilter,	MediusTextFilter.
TypeMediusGetLocations,	MediusGetLocations.
TypeMediusPickLocation,	MediusPickLocation.
TypeMediusAnonymousLogin,	MediusAnonymousLogin.
TypeMediusGetClanMemberList,	MediusGetClanMemberList.
TypeMediusGetMyIP,	MediusGetMyIP.
TypeMediusVersionServer,	MediusVersionServer.
TypeMediusGetTotalGames,	MediusGetTotalGames.
TypeMediusGetTotalChannels,	MediusGetTotalChannels.
TypeMediusGetTotalUsers,	MediusGetTotalUsers.
TypeMediusGetWorldSecurityLevel,	MediusGetWorldSecurityLevel.
TypeMediusSetLocalizationParams,	MediusSetLocalizationParams.
TypeMediusSetMessageAsRead,	MediusSetMessageAsRead.
TypeMediusFileCreate,	MediusFileCreate.
TypeMediusFileUpload,	MediusFileUpload.
TypeMediusFileClose,	MediusFileClose.
TypeMediusFileDownload,	MediusFileDownload.
TypeMediusFileDownloadStream,	MediusFileDownloadStream.
TypeMediusFileDelete,	MediusFileDelete.
TypeMediusFileListFiles,	MediusFileListFiles.
TypeMediusFileUpdateAttributes,	MediusFileUpdateAttributes.
TypeMediusFileGetAttributes,	MediusFileGetAttributes.
TypeMediusFileUpdateMetaData,	MediusFileUpdateMetaData.
TypeMediusFileGetMetaData,	MediusFileGetMetaData.
TypeMediusFileSearchByMetaData,	MediusFileSearchByMetaData.
TypeMediusFileCancelOperation,	MediusFileCancelOperation.
TypeMediusMachineSignature,	MediusMachineSignature.
TypeMediusUniverseInformationRequest,	MediusUniverseInformationRequest.
TypeMediusClanLadderList,	MediusClanLadderList.
TypeMediusClanLadderPosition,	MediusClanLadderPosition.
TypeMediusGetBuddyList_ExtraInfo,	MediusGetBuddyList_ExtraInfo.

TypeMediusGetLobbyPlayerNames _ExtraInfo,	MediusGetLobbyPlayerNames_ExtraInfo.
TypeMediusGetTotalRankings,	MediusGetTotalRankings.
TypeMediusGetClanMemberList _ExtraInfo,	MediusGetClanMemberList_ExtraInfo.
TypeMediusGetGames_ExtraInfo,	MediusGetGames_ExtraInfo.
TypeMediusGetChannels_ExtraInfo,	MediusGetChannels_ExtraInfo.
TypeMediusLadderList_ExtraInfo,	MediusLadderList_ExtraInfo.
TypeMediusInvitePlayerToClan_ByName,	MediusInvitePlayerToClan_ByName.
TypeMediusLadderPosition_ExtraInfo,	MediusLadderPosition_ExtraInfo.
TypeMediusUpdateLadderStats,	MediusUpdateLadderStats.
TypeMediusGetLadderStats,	MediusGetLadderStats.
TypeMediusGetLobbyPlayerNames,	MediusGetLobbyPlayerNames.
TypeMediusGetBuddyInvitations,	MediusGetBuddyInvitations.
TypeMediusDnasSignature,	MediusDnasSignature.
TypeMediusUpdateLadderStatsWide,	MediusUpdateLadderStatsWide.
TypeMediusGetLadderStatsWide,	MediusGetLadderStatsWide.
TypeMediusSetLobbyWorldFilter,	MediusSetLobbyWorldFilter.
TypeMediusSendBinaryMessage,	MediusSendBinaryMessage.
TypeMediusPostDebugInfo,	MediusPostDebugInfo.
TypeMediusUpdateClanLadderStats Wide_Delta,	MediusUpdateClanLadderStatsWide_Delta.
TypeMediusGetLadderStatsWide _wIDArray,	MediusGetLadderStatsWide_wIDArray.
TypeMediusSendGenericChatMessage,	MediusSendGenericChatMessage.
TypeMediusGenericChatSetFilter,	MediusGenericChatSetFilter.
TypeMediusToken,	MediusToken.
TypeMediusGetServerTime,	MediusGetServerTime.
TypeMediusSetAutoChatHistory,	MediusSetAutoChatHistory.
TypeMediusVoteToBanPlayer,	MediusVoteToBanPlayer.
TypeMediusExtraCallCode = 0xffffff	Make sure variables of this type occupy at least four bytes.

} MediusCallTypeCode;

Description

The type code must be used by MediusCreateMessageID to create MessageID strings.

Notes

N/A

Example

N/A

See also

MediusCreateMessageID

MediusCharacterEncodingType

Used to set a player's character encoding.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusCharacterEncoding_NoUpdate,	No change to the current encoding.
MediusCharacterEncoding_ISO8859_1,	ISO-8859-1 single byte encoding 0x00 – 0xFF.
MediusCharacterEncoding_UTF8,	UTF-8 multibyte encoding.
ExtraMediusCharacterEncodingType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusCharacterEncodingType;

Description

For internationalization. Used to set a player's character encoding type. This affects whether character data between the client and servers need to be converted to/from UTF-8.

Notes

UTF-8 is the suggested encoding. It gives the widest range of characters, and is automatically usable within international titles.

Example

N/A

See also

MediusSetLocalizationParamsRequest, MediusGetUniverseInformationRequest

MediusChatMessageType

Specifies type of chat message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

Broadcast,	Sends to all in given chat channel
Whisper,	Sends directly to another player
BroadcastAcrossEntireUniverse,	Sends to all in all given chat channels
MediusClanChatType,	Sends chat to all members in a clan
MediusBuddyChatType,	Sends chat to all members in your buddy list
ExtraMediusChatMessageType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusChatMessageType;

Description

Specifies the scope of a chat message

Notes

As of 2.10, MediusBuddyChatType is not supported yet BroadcastAcrossEntireUniverse is usable, but highly discouraged. Special server side flags are needed to enable this type of chat message due to the high load it represents.

Example

N/A

See also

MediusGenericChatFwdMessage, MediusGenericChatMessage

MediusClanChallengeStatus

Status of an outstanding clan challenge.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

ClanChallengeRequest,	This is a request to challenge a clan.
ClanChallengeAccepted,	Accept a clan challenge.
ClanChallengeRevoked,	Revoke an outstanding challenge to a clan.
ClanChallengeRefused,	Refuse a request to be challenged.
ClanChallengeConfirmed,	Accept and confirm a challenge.
ExtraMediusClanChallengeStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusClanChallengeStatus;

Description

Status of an outstanding clan challenge

Notes

N/A

Example

N/A

See also

MediusGetClanTeamChallengeHistoryResponse,
MediusGetClanTeamChallengesRequestMediusGetClanTeamChallengesResponse,
MediusRespondToClanTeamChallengeRequest

MediusClanInvitationsResponseStatus

Status of an outstanding clan challenge.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

ClanInvitationUndecided,	Status to join a clan is undecided.
ClanInvitationAccept,	Accept the invitation to the clan.
ClanInvitationDecline,	Decline the invitation to the clan.
ClanInvitationRevoked,	Revoke an outstanding invitation to a potential candidate.
ExtraMediusClanInvitationsResponseStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusClanInvitationsResponseStatus;

Description

Status of an outstanding clan invitation

Notes

N/A

Example

N/A

See also

MediusCheckMyClanInvitationsResponse, MediusGetClanInvitationsSentResponse, MediusRespondToClanInvitationRequest

MediusClanMessageStatus

Status of a clan message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

ClanMessageUnread,	The clan message is marked as unread.
ClanMessageModified,	The clan message has been modified.
ClanMessageDeleted,	The clan message has been deleted.
ClanMessageRead,	The clan message is marked as read.
ExtraMediusClanMessageStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusClanMessageStatus;

Description

Status of a clan message

Notes

N/A

Example

N/A

See also

MediusGetAllClanMessagesResponse

MediusClanPlayerStatus

Current status of a player in a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

NotYetAccepted,	A player has not yet accepted the invitation.
PlayerActiveInClan,	The player is an active member in the clan.
PlayerRemovedFromClan,	The player has been removed from the clan.
ExtraMediusClanPlayerStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusClanPlayerStatus;

Description

Current status of a player in a clan

Notes

N/A

Example

N/A

See also

N/A

MediusClanStatus

Whether or not a clan is active.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

ClanActive,	The clan is active.
ClanDisbanded = -1,	The clan has been disbanded.
ExtraMediusClanStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusClanStatus;

Description

Whether or not a clan is active

Notes

N/A

Example

N/A

See also

MediusGetClanByIDResponse, MediusGetClanByNameResponse, MediusGetMyClansResponse

MediusComparisonOperator

Specifies the operator used in filtering operations.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

LESS_THAN,	Less than comparison operator.
LESS_THAN_OR_EQUAL_TO,	Less than or equal to comparison operator.
EQUAL_TO,	Equal to comparison operator.
GREATER_THAN_OR_EQUAL_TO,	Greater than or equal to comparison operator.
GREATER_THAN,	Great than comparison operator.
NOT_EQUALS,	Not equals comparison operator.
ExtraMediusComparisonOperator = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusComparisonOperator;

Description

Specifies the operator used in filtering operations

Notes

N/A

Example

N/A

See also

MediusGetGameListFilterResponse, MediusSetGameListFilterRequest

MediusConnectionType

Specify which type of network connection is being used.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

Modem = 0,	The connection is on a modem.
Ethernet = 1,	The connection is on Ethernet.
Wireless = 2,	The connection is wireless.
ExtraMediusConnectionType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusConnectionType;

Description

Specify which type of network connection is being used

Notes

The connection type is set during the initial session begin request.

Example

N/A

See also

MediusGameWorldPlayerListResponse, MediusLobbyWorldPlayerListResponse, MediusPlayerInfoResponse, MediusSessionBeginRequest

MediusDeviceType

Specifies a device type for Account I/O operations.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MEDIUS_MEMCARD,	Use a Memory Card as the target.
MEDIUS_HDD,	Use the HDD as the target.
MEDIUS_HOST0,	Use Host0 as the target.
ExtraMediusDeviceType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusDeviceType;

Description

Specifies a device type for Account I/O operations

Notes

Deprecated

Example

N/A

See also

MediusClearStoredAccountInfoRequest, MediusGetStoredAccountInfoRequest, MediusGetStoredAccountListRequest, MediusInitializeStorageRequest, MediusSetStoredAccountInfoRequest

MediusDInterestId

An interest ID identifies a specific type of entity to use as the focus of a set of lists and field associations.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Enumeration

typedef enum {

MEDIUS_DINTEREST_PLAYER,	Player-centric interest.
MEDIUS_DINTEREST_LAST,	MAX marker (internal use only).
MEDIUS_DINTEREST_TYPE_FIX = 0xFFFFFFFF	Extra typedef ensuring cross-compiler enum compatibility.

} MediusDInterestId;

Description

The interest IDs are used to associate meta-data descriptions with specific types of data available from the server.

Notes

There is a one-to-one correlation between meta-types and interest IDs. There is a one-to-many relationship between interested IDs and list IDs.

Example

N/A

See also

N/A

MediusDListAction

This is the action associated with an list event.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Enumeration

typedef enum {

MEDIUS_DACTION_NOEVENT = 0,	Not an event.
MEDIUS_DACTION_ERROR,	A list error event has occurred.
MEDIUS_DACTION_STATUS,	A list status has been returned.
MEDIUS_DACTION_UPDATE,	A change in the data of a row has occurred.
MEDIUS_DACTION_ADD,	A new row needs to be created.
MEDIUS_DACTION_DELETE,	A row has been deleted.
MEDIUS_DACTION_REFRESH,	A refresh for a row object has occurred.
MEDIUS_DACTION_DISBAND,	Deprecated. Do not use.
MEDIUS_DACTION_LAST,	MAX marker (internal use only).
MEDIUS_DACTION_TYPE_FIX = 0xFFFFFFFF	Extra typedef ensuring cross compiler enum compatibility.

} MediusDListAction;

Description

Solicited and unsolicited events are relayed through a user callback. The MediusDListAction indictates the appropriate actions to take on rows received through the user callback.

There is NOT a one-to-one correspondence between a request and an action. A request may result in a number of actions. The only one-to-one correlation for a request is the transactionId.

Notes

N/A

Example

N/A

See also

N/A

MediusDListId

These are the current lists that are supported by the DList service.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Enumeration

typedef enum {

MEDIUS_DLIST_BUDDY,	The Buddy list.
MEDIUS_DLIST_CLAN_MEMBER,	The Clan list.
MEDIUS_DLIST_LAST,	MAX marker (internal use only).
MEDIUS_DLIST_TYPE_FIX = 0xFFFFFFFF	Extra typedef ensuring cross-compiler enum compatibility.

} MediusDListId;

Description

A list ID is associated with each distinct type of list available for subscription on the server.

Notes

N/A

Example

N/A

See also

N/A

MediusDListServiceLevel

A Service Level is used to specify the type of events a subscription wants to receive.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Enumeration

typedef enum {

MEDIUS_DLEVEL_UNSUB,	Reserved for Medius. Do not use.
MEDIUS_DLEVEL_CHANGE_EVENTS,	Subscribe to change events only, and do not get a refresh unless requested.
MEDIUS_DLEVEL_ALL_EVENTS,	Subscribe to all events (change, add, delete, etc.) Do not get a refresh automatically.
MEDIUS_DLEVEL_REFRESHED,	Automatically get a refresh on subscription.
MEDIUS_DLEVEL_RESERVED1,	Reserved for Medius. Do not use.
MEDIUS_DLEVEL_LAST,	MAX marker. Do not use.
MEDIUS_DLEVEL_TYPE_FIX = 0xFFFFFFFF	Extra typedef ensuring cross-compiler enum compatibility.

} MediusDListServiceLevel;

Description

The service level tailors the interaction with the server to the specific events that a game is interested in for a list. If the game is not displaying the buddy list it may only need to know when a player goes off or on line to display a message. This is accomplished by subscribing with the MEDIUS_DLIST_CHANGE_EVENTS service level.

To maintain a consistent list requires at least MEDIUS_DLEVEL_ALL_EVENTS to receive add and delete events. Of course you must first have a list to update. By subscribing to MEDIUS_DLEVEL_REFRESHED a refresh will be requested as part of the subscription process.

Notes

N/A

Example

N/A

See also

N/A

MediusDnasCategory

Post the dnas signature for this application.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Enumeration

typedef enum {

DnasConsoleID,	DNAS console ID.
DnasTitleID,	DNAS title ID.
DnasDiskID,	DNAS disk ID.
ExtraMediusDnasType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusDnasCategory;

Description

Post the dnas signature for this application

Notes

The DNAS category must correspond with the type of auth.dat file requested from SCEI.

Example

N/A

See also

MediusDnasSignaturePost

MediusDPLayerListFields

Field IDs for player lists (BUDDY, CLAN, etc.).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDPlayerList.h	2.10	February 1, 2005

Enumeration

typedef enum {

MEDIUS_PLIST_PLAYER_ID,	INT32 Player ID.
MEDIUS_PLIST_PLAYER_NAME,	CSTRING Player name.
MEDIUS_PLIST_PLAYER_STATUS,	UINT32 indicating the extended online state.
MEDIUS_PLIST_LOBBY_ID,	INT32 Lobby ID.
MEDIUS_PLIST_LOBBY_NAME,	CSTRING Lobby name.
MEDIUS_PLIST_GAME_ID,	INT32 Game ID.
MEDIUS_PLIST_GAME_NAME,	CSTRING Game Name.
MEDIUS_PLIST_RESERVED1,	CSTRING Reserved, do not use.
MEDIUS_PLIST_RESERVED2,	CSTRING Reserved, do not use.
MEDIUS_PLIST_ONLINE,	UCHAR 0 = offline 1 = online.
MEDIUS_PLIST_PLAYER_STATS,	UCHAR[ACCOUNTSTATS] Player account stats.
MEDIUS_PLIST_LAST,	MAX marker (for internal use).
MEDIUS_PLIST_TYPE_FIX = 0xFFFFFFFF	Extra typedef ensuring cross-compiler enum compatibility.

} MediusDPLayerListFields;

Description

MEDIUS_PLIST_ONLINE provides only event information, and its state is undefined in a refresh.

It is probable that a player PlayerStatus may indicate "in lobby" or "in game", but the MEDIUS_PLIST_LOBBY_ID, MEDIUS_PLIST_LOBBY_NAME, MEDIUS_PLIST_GAME_ID, and MEDIUS_PLIST_GAME_NAME fields may be blank for a short period of time.

In rare cases MEDIUS_PLIST_PLAYER_STATS may not be available on player adds.

Notes

N/A

Example

N/A

See also

N/A

MediusDTypeEnum

Type specifier enumerations are used by DList to associate user types with the types in the meta-definition.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Enumeration

typedef enum {

MEDIUS_INVALID_TYPE,	Signifies an invalid type.
MEDIUS_DTYPE_CHAR,	Designates signed 8-bit type.
MEDIUS_DTYPE_UCHAR,	Designates unsigned 8-bit type.
MEDIUS_DTYPE_INT16,	Designates signed 16-bit type.
MEDIUS_DTYPE_UINT16,	Designates unsigned 16-bit type.
MEDIUS_DTYPE_INT32,	Designates signed 32-bit type.
MEDIUS_DTYPE_UINT32,	Designates unsigned 32-bit type.
MEDIUS_DTYPE_INT64,	Designates signed 64-bit type.
MEDIUS_DTYPE_UINT64,	Designates unsigned 64-bit type.
MEDIUS_DTYPE_FLOAT,	Designates float 32-bit type.
MEDIUS_DTYPE_DOUBLE,	Designates double 64-bit type.
MEDIUS_DTYPE_CSTRING,	Designates 'C' string (null-terminated array of chars).
MEDIUS_DTYPE_LAST,	MAX marker (internal use only).
MEDIUS_DTYPE_TYPE_FIX	Extra typedef ensuring cross-compiler enum compatibility.

} MediusDTypeEnum;

Description

Be careful when using these enumeration types directly, because they infer platform independent types of specific sizes. In practice, it is not necessary to use these enumeration types directly, because their use is encapsulated in the field specification macros.

Notes

N/A

Example

N/A

See also

N/A

MediusErrorCode

Return codes for all MediusClient API functions.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusErrorNone = 0,	No error.
MediusErrorInitializing = -1,	Error initializing the Medius Client Library.
MediusErrorConnecting = -2,	Error connecting to a host (MUIS, auth, lobby, …).
MediusErrorDisconnecting = -3,	Error disconnecting from a host.
MediusErrorClosing = -4,	Error shutting down the Medius Client Library.
MediusErrorSendingMessage = -5,	Error sending a message across the network.
MediusErrorFileNotFound = -6,	Error finding a file.
MediusErrorDeviceNotFound = -7,	Error accessing a device.
MediusErrorDirectoryNotFound = -8,	Error accessing a directory.
MediusErrorGeneral = -10,	General purpose error.
MediusErrorSessionInactive = -11,	Session is no longer active. Not able to process the request.
MediusErrorItemNotFound = -12,	Error finding a particular item.
MediusErrorItemAlreadyExists = -13,	Error that an item already exists.
MediusErrorNoResult = -14,	No result returned. Not necessarily an error.
MediusErrorNotInitialized = -15,	Error. Need to initialize the library before using this function.
MediusErrorNotConnected = -16,	Error due to a missing connection.
MediusErrorAlreadyConnected = -17,	Attempt to connect when already connected.
MediusErrorCallMediusCloseBeforeReinitializing = -18,	Attempt to re-initialize the client library.
MediusErrorCallMediusCloseBareBeforeReinitializing = -19,	Attempt to re-initialize the client library when MediusInitializeBare() was used to init.
MediusErrorFeatureNotEnabled = -20,	Feature is not enabled.
MediusErrorInvalidParameter = -21,	One ore more parameters is not valid.
MediusErrorOutOfMemory = -22,	Out of memory error.
MediusErrorOutOfSlots = -23,	Error due to an attempt to exceed the maximum number of slots.
MediusAPIExtraErrorCode = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusErrorCode;

Description

Return codes for all MediusClient API functions

Notes

This enum is returned by every medius API call.

Example

N/A

See also

N/A

MediusExceptionExtent

The exception extent is used to determine the action that the developer should take in response to any error relayed from the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Enumeration

typedef enum {

MEDIUS_EXCEPT_NONE = 0,	Not an exception.
MEDIUS_EXCEPT_ABORT_TRANSACTION = 100,	Try again after the timeout.
MEDIUS_EXCEPT_FAIL_TRANSACTION,	Do not try again with this data.
MEDIUS_EXCEPT_ABORT_CONTEXT = 200,	Context is toast, reinit context.
MEDIUS_EXCEPT_FAIL_CONTEXT,	Context is toast, no longer valid for this session.
MEDIUS_EXCEPT_FAIL_SESSION = 300,	The session is toast, restart.
MEDIUS_EXCEPT_TYPE_FIX = 0xffffff	Extra typedef ensuring cross compiler enum compatibility.

} MediusExceptionExtent;

Description

Indicates the scope and degree of an error.

Notes

ABORT Implies that the transaction was valid, but some error invalidated the scope. Retry the transaction later (after the included timeout).

FAIL Implies that the transaction itself was not valid and you should consult the status to determine if the transaction can be reformatted to try again.

In addition to a transaction the context and session may also be aborted or failed and must be restarted according to the same guidelines that govern transactions.

Example

N/A

See also

N/A

MediusFindWorldType

Search types for finding chat channels and/or game worlds.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

FindGameWorld,	Search for a game world with these parameters.
FindLobbyWorld,	Search for a lobby chat channel with these parameters.
FindAllWorlds,	Search for either game or lobby world with these parameters.
ExtraMediusFindWorldType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusFindWorldType;

Description

Search types for finding chat channels and/or game worlds.

Notes

N/A

Example

N/A

See also

MediusFindWorldByNameRequest

MediusGameHostType

Defines which host type of game is being described.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusGameHostClientServer = 0,	Create a client-server based game.
MediusGameHostIntegratedServer = 1,	Create a integrated server game where the game server and a client are on the same host.
MediusGameHostPeerToPeer = 2,	Host a peer-to-peer game.
MediusGameHostLANPlay = 3,	Host a LAN based game.
MediusGameHostClientServerAuxUDP = 4,	Host a client-server, auxiliary UDP game.
ExtraMediusGameHost = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusGameHostType;

Description

Defines which host type of game is being described

Notes

The type ClientServer is not equal to ClientServerAuxUDP. A game server must be configured to be one or the other. This implies that a game server configured as ClientServerAuxUDP will only be able to host those types of games, and not be able to host ClientServer games.

Example

N/A

See also

MediusCreateGameRequest, MediusGameInfoResponse, MediusGameList_ExtraInfoResponse, MediusGameListResponse, MediusJoinGameRequest, MediusJoinGameResponse

MediusGameListFilterField

Specify which base value should be filtered in game lists.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MEDIUS_FILTER_PLAYER_COUNT = 1,	Filter based on the number of players in the game.
MEDIUS_FILTER_MIN_PLAYERS = 2,	Filter based on the minimum number of players for the game.
MEDIUS_FILTER_MAX_PLAYERS = 3,	Filter based on the maximum number of players for the game.
MEDIUS_FILTER_GAME_LEVEL = 4,	Filter based on the game level.
MEDIUS_FILTER_PLAYER_SKILL_LEVEL = 5,	Filter based on the advertised skill level for the game.
MEDIUS_FILTER_RULES_SET = 6,	Filter based on the rule set for the game.
MEDIUS_FILTER_GENERIC_FIELD_1 = 7,	Filter on generic field 1.
MEDIUS_FILTER_GENERIC_FIELD_2 = 8,	Filter on generic field 2.
MEDIUS_FILTER_GENERIC_FIELD_3 = 9,	Filter on generic field 3.
MEDIUS_FILTER_LOBBY_WORLDID = 10,	Filter based on the lobby world ID that the game was created in.
MEDIUS_FILTER_GENERIC_FIELD_4 = 11,	Filter on generic field 4.
MEDIUS_FILTER_GENERIC_FIELD_5 = 12,	Filter on generic field 5.
MEDIUS_FILTER_GENERIC_FIELD_6 = 13,	Filter on generic field 6.
MEDIUS_FILTER_GENERIC_FIELD_7 = 14,	Filter on generic field 7.
MEDIUS_FILTER_GENERIC_FIELD_8 = 15,	Filter on generic field 8.
ExtraMediusGameListFilterField = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusGameListFilterField;

Description

Specify which base value should be filtered in game lists

Notes

N/A

Example

N/A

See also

MediusClearGameListFilterRequest, MediusGetGameListFilterResponse, MediusSetGameListFilterRequest

MediusGenerateRandomSelection

Determine whether or not random names should be used for account logins.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

```
typedef enum {
```

NotGenerate = 0,	Do not generate a random name for login.
GenerateRandom = 100,	Generate a random name for login.
ExtraGenerateRandomSelection = 0xffffff	Placeholder to normalize the field size on different compilers.

```
} MediusGenerateRandomSelection;
```

Description

Generate / Do not generate flags for random name generation during account logins

Notes

Deprecated, will be removed in a future release of the API.

Example

N/A

See also

N/A

MediusJoinType

Specifies how a player is attempting to join a game world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

```
typedef enum {
```

MediusJoinAsPlayer = 0,	Join a game as a normal player.
MediusJoinAsSpectator = 1,	Join a game as a spectator.
MediusJoinAsMassSpectator = 2,	Join a game as a large scale spectator.
ExtraMediusJoinType = 0xffffff	Placeholder to normalize the field size on different compilers.

```
} MediusJoinType;
```

Description

Specifies how a player is attempting to join a game world

Notes

N/A

Example

N/A

See also

MediusJoinGameRequest

MediusLadderType

Specifies type of ladder stats to retrieve/update.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusLadderTypePlayer = 0,	Applies request to player ladders.
MediusLadderTypeClan = 1,	Applies request to clan ladders.
ExtraMediusLadderType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusLadderType;

Description

Specifies type of ladder stats to retrieve/update

Notes

N/A

Example

N/A

See also

MediusGetLadderStatsWideRequest, MediusGetLadderStatsWide_wIDArray_Request, MediusGetTotalRankingsRequest, MediusUpdateLadderStatsWideRequest

MediusLanguageType

Used to set a player's language.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusLanguage_NoUpdate,	No update to the language.
MediusLanguage_USEnglish,	US English.
MediusLanguage_UKEnglish,	UK English.
MediusLanguage_Japanese,	Japanese.
MediusLanguage_Korean,	Korean.
MediusLanguage_Italian,	Italian.
MediusLanguage_Spanish,	Spanish.
MediusLanguage_German,	German.
MediusLanguage_French,	French.
MediusLanguage_Dutch,	Dutch.
MediusLanguage_Portuguese,	Portuguese.
MediusLanguage_Chinese,	Chinese.
MediusLanguage_Taiwanese,	Taiwanese.
MediusLanguage_Finnish,	Finnish.
MediusLanguage_Norwegian,	Norwegian.
ExtraMediusLanguageType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusLanguageType;

Description

For internationalization. Used to set a player's language. This determines which language system messages such as announcements and policies are displayed.

Notes

N/A

Example

N/A

See also

MediusSetLocalizationParamsRequest, MediusGetUniverseInformationRequest

MediusLobbyFilterMaskLevelType

Allows the user to set the number of filtermasks to use for the lobby world filter (GF1,2,3,4).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusLobbyFilterMaskLevel0 = 0,	not using filter mask
MediusLobbyFilterMaskLevel1 = (1<<0),	use only FilterMask1
MediusLobbyFilterMaskLevel2 = (1<<1),	use only FilterMask2
MediusLobbyFilterMaskLevel3 = (1<<2),	use only FilterMask3
MediusLobbyFilterMaskLevel4 = (1<<3),	use only FilterMask4
MediusLobbyFilterMaskLevel12 = (1<<4),	use 1 and 2
MediusLobbyFilterMaskLevel123 = (1<<5),	use 1, 2 and 3
MediusLobbyFilterMaskLevel1234 = (1<<6),	use 1, 2, 3, and 4
MediusLobbyFilterMaskLevel23 = (1<<7),	use 2 and 3
MediusLobbyFilterMaskLevel234 = (1<<8),	use 2, 3, and 4
MediusLobbyFilterMaskLevel34 = (1<<9),	use 3 and 4
ExtraMediusLobbyFilterMaskLevelType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusLobbyFilterMaskLevelType;

Description

Allows the user to set the number of filtermasks to use for the lobby world filter (GF1,2,3,4)

Notes

N/A

Example

N/A

See also

MediusSetLobbyWorldFilterRequest, MediusSetLobbyWorldFilterResponse

MediusLobbyFilterType

Whether the FilterMask(s) submitted to a MediusSetLobbyWorldFilter() call will be Lobby&Filter==Filter or Lobby&Filter==Lobby.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusLobbyFilterEqualsLobby = 0,	Lobby filtering rules. Lobby&Filter = Lobby.
MediusLobbyFilterEqualsFilter = 1,	Lobby filtering rules. Lobby&Filter = Filter.
ExtraMediusLobbyFilter = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusLobbyFilterType;

Description

Whether the FilterMask(s) submitted to a MediusSetLobbyWorldFilter() call will be Lobby&Filter==Filter or Lobby&Filter==Lobby.

Notes

N/A

Example

N/A

See also

MediusSetLobbyWorldFilterRequest, MediusSetLobbyWorldFilterResponse

MediusMessageType

Specifies type of message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

AnnouncementMessage,	Applies request to the announcements message.
ExtraMediusMessageType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusMessageType;

Description

Specifies type of message

Notes

Currently only supported as announcement messages (to mark as read)

Example

N/A

See also

MediusSetMessageAsReadRequest

MediusPlayerSearchType

Specify how to execute a player search.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

PlayerAccountID,	Apply search using the account ID field.
PlayerAccountName,	Apply search using the player name field.
ExtraMediusPlayerSearchType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusPlayerSearchType;

Description

Specify how to execute a player search

Notes

N/A

Example

N/A

See also

MediusFindPlayerRequest

MediusPlayerStatus

Defines current activity status of player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusPlayerDisconnected = 0,	Player is not connected.
MediusPlayerInAuthWorld,	Player is currently on an authentication world.
MediusPlayerInChatWorld,	Player is currently in a chat channel.
MediusPlayerInGameWorld,	Player is currently in a game world.
MediusPlayerInOtherUniverse,	Player is online in some other universe.
LastMediusPLayerStatus,	Reserved for internal use.
ExtraMediusPlayerStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusPlayerStatus;

Description

Defines current activity status of player

Notes

N/A

Example

N/A

See also

MediusPlayerOnlineState, MediusGetBuddyListResponse, MediusGetIgnoreListResponse, MediusLobbyWorldPlayerListResponse, MediusPlayerInfoResponse

MediusPolicyType

Enumerated type and structures to get legal policies.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

Usage,	Usage policy.
Privacy,	Privacy policy.
ExtraMediusPolicyType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusPolicyType;

Description

Enumerated type and structures to get legal policies

Notes

N/A

Example

N/A

See also

MediusGetPolicyRequest

MediusSCETerritory

Identifies the appropriate TRC territory for this title, for memory card and HDD-related operations.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

SCEA = 0,	Sony Computer Entertainment, America.
SCEE = 1,	Sony Computer Entertainment, Europe.
SCEI = 2,	Sony Computer Entertainment, Inc.
SCEA_THIRDPARTY = 3,	Third party SCEA.
SCEE_THIRDPARTY = 4,	Third party SCEE.
SCEI_THIRDPARTY = 5,	Third party SCEI.
ExtraSCETerritoryType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusSCETerritory;

Description

Identifies the appropriate TRC territory for this title, for memory card and HDD-related operations

Notes

N/A

Example

N/A

See also

MediusInitializeStorageRequest

MediusSortOrder

Sort direction for ladder list and other list operations.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MEDIUS_ASCENDING,	Sort the list in a ascending order.
MEDIUS_DESCENDING,	Sort the list in a descending order.
ExtraMediusSortOrder = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusSortOrder;

Description

Sort direction for ladder list and other list operations

Notes

N/A

Example

N/A

See also

MediusClanLadderListRequest, MediusClanLadderPositionRequest, MediusGetClanMemberList_ExtraInfoRequest, MediusLadderList_ExtraInfoRequest, MediusLadderPosition_ExtraInfoRequest

MediusStoredConfirmationType

Error codes related to storage functions.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

```
typedef enum {
```

MediusStoredSuccess = 0,	Stored successfully.
MediusStoredFileNotFound = -1,	File not found.
MediusStoredDeviceNotFound = -2,	Device not found.
MediusStoredDirectoryNotFound = -3,	Directory not found.
MediusStoredItemAlreadyExists = -4,	File already exists.
ExtraMediusStoredConfirmationType = 0xffffff	Placeholder to normalize the field size on different compilers.

```
} MediusStoredConfirmationType;
```

Description

Error codes related to storage functions

Notes

Deprecated

Example

N/A

See also

MediusClearStoredAccountInfoResponse, MediusInitializeStorageResponse, MediusSetStoredAccountInfoResponse

MediusTextFilterType

Whether a text string submitted to a MediusTextFilter() call should be pass/fail or search-and-replace.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

MediusTextFilterPassFail = 0,	Type of filtering: pass or fail.
MediusTextFilterReplace = 1,	Type of filtering: replace text with strike-out characters.
ExtraMediusTextFilter = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusTextFilterType;

Description

Whether a text string submitted to a MediusTextFilter() call should be pass/fail or search-and-replace

Notes

N/A

Example

N/A

See also

MediusTextFilterRequest

MediusTimeZone

Medius Time Zones.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Enumeration

```
typedef enum {
```

MediusTimeZone_IDLW = -1200,	[GMT-12] IDLW International Date Line - West
MediusTimeZone_HST = -1000,	[GMT-10] HST Hawaiian Standard Time
MediusTimeZone_AKST = -900,	[GMT-09] AKST Alaska Standard Time
MediusTimeZone_AKDT = -800,	[GMT-08] AKDT Alaska Daylight Time
MediusTimeZone_PST = -801,	[GMT-08] PST Pacific Standard Time
MediusTimeZone_PDT = -700,	[GMT-07] PDT Pacific Daylight Time
MediusTimeZone_MST = -701,	[GMT-07] MST Mountain Standard Time
MediusTimeZone_MDT = -600,	[GMT-06] MDT Mountain Daylight Time
MediusTimeZone_CST = -601,	[GMT-06] CST Central Standard Time
MediusTimeZone_CDT = -500,	[GMT-05] CDT Central Daylight Time
MediusTimeZone_EST = -501,	[GMT-05] EST Eastern Standard Time
MediusTimeZone_EDT = -400,	[GMT-04] EDT Eastern Daylight Time
MediusTimeZone_AST = -401,	[GMT-04] AST Atlantic Standard Time
MediusTimeZone_NST = -350,	[GMT-03.5] NST Newfoundland Standard Time
MediusTimeZone_ADT = -300,	[GMT-03] ADT Atlantic Daylight Time
MediusTimeZone_NDT = -250,	[GMT-02.5] NDT Newfoundland Daylight Time
MediusTimeZone_WAT = -100,	[GMT-01] WAT West Africa Time
MediusTimeZone_GMT = 0,	[GMT+00] GMT Greenwich Mean Time
MediusTimeZone_UTC = 1,	[GMT+00] UTC Universal Time Coordinated
MediusTimeZone_WET = 2,	[GMT+00] WET Western Europe Time
MediusTimeZone_BST = 100,	[GMT+01] BST British Summer Time
MediusTimeZone_IRISHST = 101,	[GMT+01] IRISHST Irish Summer Time
MediusTimeZone_WEST = 102,	[GMT+01] WEST Western Europe Summer Time
MediusTimeZone_CET = 103,	[GMT+01] CET Central European Time
MediusTimeZone_CEST = 200,	[GMT+02] CEST Central European Summer Time
MediusTimeZone_SWEDISHST = 201,	[GMT+02] SWEDISHST Swedish Summer Time
MediusTimeZone_FST = 202,	[GMT+02] FST French Summer Time
MediusTimeZone_CAT = 203,	[GMT+02] CAT Central African Time
MediusTimeZone_SAST = 204,	[GMT+02] SAST South African Standard Time
MediusTimeZone_EET = 205,	[GMT+02] EET Eastern European Time
MediusTimeZone_ISRAELST = 206,	[GMT+02] ISRAELST Israel Standard Time
MediusTimeZone_EEST = 300,	[GMT+03] EEST Eastern European Summer Time
MediusTimeZone_BT = 301,	[GMT+03] BT Baghdad Time
MediusTimeZone_MSK = 302,	[GMT+03] MSK Moscow Time
MediusTimeZone_IRANST = 350,	[GMT+03.5] IRANST Iran Standard Time
MediusTimeZone_MSD = 400,	[GMT+04] MSD Moscow Summer Time
MediusTimeZone_INDIANST = 550,	[GMT+05.5] INDIANST Indian Standard Time
MediusTimeZone_JT = 750,	[GMT+07.5] JT Java Time
MediusTimeZone_HKT = 800,	[GMT+08] HKT Hong Kong Time

MediusTimeZone_CCT = 801,	[GMT+08] CCT China Coastal Time
MediusTimeZone_AWST = 802,	[GMT+08] AWST Australian Western Standard Time
MediusTimeZone_MT = 850,	[GMT+08.5] MT Moluccas Time
MediusTimeZone_KST = 900,	[GMT+09] KST Korea Standard Time
MediusTimeZone_JST = 901,	[GMT+09] JST Japan Standard Time
MediusTimeZone_ACST = 950,	[GMT+09.5] ACST Australian Central Standard Time
MediusTimeZone_AEST = 1000,	[GMT+10] AEST Australian Eastern Standard Time
MediusTimeZone_GST = 1001,	[GMT+10] GST Guam Standard Time
MediusTimeZone_ACDT = 1050,	[GMT+10.5] ACDT Australian Central Daylight Time
MediusTimeZone_AEDT = 1100,	[GMT+11] AEDT Australian Eastern Daylight Time
MediusTimeZone_SST = 1101,	[GMT+11] SST Solomon Standard Time
MediusTimeZone_NZST = 1200,	[GMT+12] NZST New Zealand Standard Time
MediusTimeZone_IDLE = 1201,	[GMT+12] IDLE International Date Line - East
MediusTimeZone_NZDT = 1300,	[GMT+13] NZDT New Zealand Daylight Time
MediusTimeZone_EXTRA = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusTimeZone;

Description

Timezone enumerations. Hours from GMT, scaled by 100. Ex: -1200 = -12 hours, 750 = +7.5 hours. Ex: 200 = +2 hours (Central European Summer Time), 201 = +2 hours (Swedish Summer Time), 202 = +2 hours (French Summer Time) The ones digit is to differentiate the enumeration, and must be be truncated prior to use.

Notes

Use the enumerated value, scaled by 10 to get the number of hours from GMT.

Example

N/A

See also

MediusGetServerTimeResponse

MediusTokenActionType

Enumeration used to identify action of MediusToken Request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Enumeration

typedef enum {

MediusInvalidTokenAction = 0,	No action on the token.
MediusAddToken = 1,	Add a new token.
MediusUpdateToken = 2,	Update an existing token.
MediusRemoveToken = 3,	Remove a token.
ExtraMediusTokenActionType = 0xffff	Placeholder to normalize the field size on different compilers.

} MediusTokenActionType;

Description

Enumeration used to identify action of MediusToken Request (add/update/remove)

Notes

N/A

Example

```
MediusTokenActionType myTokenActionType = MediusAddToken;
```

See also

MediusTokenRequest

MediusTokenCategoryType

Enumeration used to identify category of a MediusToken.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Enumeration

typedef enum {

MediusInvalidToken = 0,	Invalid token category.
MediusGenericToken1 = 1,	Generic token category 1.
MediusGenericToken2 = 2,	Generic token category 2.
MediusGenericToken3 = 3,	Generic token category 3.
MediusAccountToken = 4,	Token associated with the account.
MediusClanToken = 5,	Token associated with a clan.
ExtraMediusTokenCategoryType = 0xffff	Placeholder to normalize the field size on different compilers.

} MediusTokenCategoryType;

Description

Enumeration used to identify category of a MediusToken.

Notes

N/A

Example

```
MediusTokenCategoryType myTokenCategory = MediusAccountToken;
```

See also

MediusTokenRequest

MediusUniverseAvailability

Enumeration used to denote the availability of universes.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

```
typedef enum {
 UniverseUnavailable = 0,        Universe is unavailable.
 UniverseAvailable = 1           Universe is available.
} MediusUniverseAvailability;
```

Description

Enumeration used to denote the availability of universes

Notes

N/A

Example

N/A

See also

N/A

MediusUniverseInformationType

Set what type of information to return regarding the Medius Universes (to the Medius Universe Information Server).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	October 31, 2001

Enumeration

typedef enum {

INFO_UNIVERSES = (1 << 0),	Get the universe list.
INFO_NEWS = (1 << 1),	Get the universe news.
INFO_ID = (1 << 2),	Get the universe ID.
INFO_NAME = (1 << 3),	Get the universe name.
INFO_DNS = (1 << 4),	Get the universe DNS entry point.
INFO_DESCRIPTION = (1 << 5),	Get the universe description.
INFO_STATUS = (1 << 6),	Get the universe status.
INFO_BILLING = (1 << 7),	Get the universe biling information.
INFO_EXTRAINFO = (1 << 8),	Get the universe extra info.
INFO_SVO_URL = (1 << 9),	Get the universe SVO URL.
INFO_ALL = 0xFFFFFFFF	Placeholder to normalize the field size on different compilers.

} MediusUniverseInformationType;

Description

Set what type of information to return regarding the Medius Universes (to the Medius Universe Information Server)

Classic MUIS Info Request (deprecated as of release 1.50, for legacy titles only):

- Bit 1 Set: Returns standard universe information (bits 2 & above ignored)
- Bit 2 Set: Returns the (multi-paged) news record for each universe

Modern MUIS Info Request (see MediusUniverseVariableInformationResponse):

- Bit 1: Clear
- Bit 2 Set: Returns the (multi-paged) news record for each universe
- Bit 3 Set: Populates the UniverseID field
- Bit 4 Set: Populates the UniverseName field
- Bit 5 Set: Populates the DNS & Port fields
- Bit 6 Set: Populates the UniverseDescription field
- Bit 7 Set: Populates the Status & UserCount & MaxUser fields
- Bit 8 Set: Populates the UniverseBilling & BillingSystemName fields
- Bit 9 Set: Populates the ExtendedInfo field
- Bit 10 Set: Populates the SvoURL field

Notes

N/A

Example

N/A

See also

N/A

MediusUserAction

User actions to indicate activity within and across worlds.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Enumeration

typedef enum {

KeepAlive,	Used to denote that the player is still online.
JoinedChatWorld,	Sent when a player joins a chat world.
LeftGameWorld,	Sent when a player leaves a game world.
ExtraMediusUserAction = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusUserAction;

Description

User actions to indicate activity within and across worlds.

KeepAlive:	Deprecated, should not be used anymore.
JoinedChatWorld:	Should be sent after joining a chat channel.
LeftGameWorld:	Should be sent after leaving a game world.

Notes

The user state should be set when joining a chat world (aka jumping channels), or upon leaving a game world.

Example

N/A

See also

MediusUpdateUserState

MediusVoteActionType

Enumeration used to identify action of MediusVoteToBanPlayer Request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Enumeration

typedef enum {

MediusInvalidVoteAction = 0,	Invalid vote action.
MediusAddVote = 1,	Add a vote to ban a player.
MediusRemoveVote = 2,	Remove a vote to ban a player.
ExtraMediusVoteActionType = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusVoteActionType;

Description

Enumeration used to identify action of MediusVoteToBanPlayer Request (add/remove).

Notes

N/A

Example

```
MediusVoteActionType myVoteActionType = MediusAddVote;
```

See also

MediusVoteToBanPlayerRequest

MediusWorldAttributesType

Determines the specific attributes of a game world during creation.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Enumeration

typedef enum {

GAME_WORLD_NONE = 0,	Default game world attributes. Nothing special.
GAME_WORLD_ALLOW_REBROADCAST = (1 << 0),	supports connected spectator worlds
GAME_WORLD_ALLOW_SPECTATOR = (1 << 1),	Indicates that this world is a spectator world
GAME_WORLD_INTERNAL = (1 << 2),	Indicates that this world was generated internally, not by a client request
GAME_WORLD_EXTRA = 0xFFFFFF	Placeholder to normalize the field size on different compilers.

} MediusWorldAttributesType;

Description

Determines the specific attributes of a game world during creation.

Notes

N/A

Example

N/A

See also

MediusCreateGameRequest

MediusWorldGenericFieldLevelType

Filtering levels for lobby worlds.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Enumeration

```
typedef enum {
```

MediusWorldGenericFieldLevel0 = 0,	no server-side filtering
MediusWorldGenericFieldLevel1 = (1<<0),	use only GenericField1
MediusWorldGenericFieldLevel2 = (1<<1),	use only GenericField2
MediusWorldGenericFieldLevel3 = (1<<2),	use only GenericField3
MediusWorldGenericFieldLevel4 = (1<<3),	use only GenericFiled4
MediusWorldGenericFieldLevel12 = (1<<4),	use 1 and 2
MediusWorldGenericFieldLevel123 = (1<<5),	use 1, 2, and 3
MediusWorldGenericFieldLevel1234 = (1<<6),	use 1, 2, 3, and 4
MediusWorldGenericFieldLevel23 = (1<<7),	use 2 and 3
MediusWorldGenericFieldLevel234 = (1<<8),	use 2, 3, and 4
MediusWorldGenericFieldLevel34 = (1<<9),	use 3 and 4
ExtraMediusWorldGenericFieldLevelType = 0xffffff	Placeholder to normalize the field size on different compilers.

```
} MediusWorldGenericFieldLevelType;
```

Description

Allows the creator of a lobby world to set the number of GenericFields to use as a generic lobby attribute (1, 2, 3, or 4). Relevant for server-side filtering.

Notes

A lobby world world must be created with the same filter level as the client will be filtering on.

Example

N/A

See also

MediusChannelList_ExtraInfoResponse, MediusCreateChannelRequest

MediusWorldSecurityLevelType

Security level for a world. Determines if passwords are needed.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Enumeration

typedef enum {

WORLD_SECURITY_NONE = 0,	No security on world.
WORLD_SECURITY_PLAYER_PASSWORD = (1 << 0),	Password required to join as a player
WORLD_SECURITY_CLOSED = (1 << 1),	World is closed to new players
WORLD_SECURITY_SPECTATOR_PASSWORD = (1 << 2),	Password is required to join as a spectator
WORLD_SECURITY_EXTRA = 0xFFFFFF	Placeholder to normalize the field size on different compilers.

} MediusWorldSecurityLevelType;

Description

Security levels assigned to a given world Valid settings are:

WORLD_SECURITY_NONE
WORLD_SECURITY_CLOSED
WORLD_SECURITY_PLAYER_PASSWORD
WORLD_SECURITY_SPECTATOR_PASSWORD
WORLD_SECURITY_PLAYER_PASSWORD
WORLD_SECURITY_SPECTATOR_PASSWORD

Notes

N/A

Example

N/A

See also

MediusChannelList_ExtraInfoResponse, MediusGameList_ExtraInfoResponse, MediusGetWorldSecurityLevelResponse

MediusWorldStatus

Used to set a game world to a certain state.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Enumeration

typedef enum {

WorldInactive,	Game world is not active.
WorldStaging,	Players are staging in the game, but not yet playing.
WorldActive,	Players are playing in the game world.
WorldClosed,	Players are not allowed to join this game world.
WorldPendingCreation,	Set by server while creation is in progress.
WorldPendingConnectToGame,	Set by server for spectator worlds only after creation while connection to host game world is in progress
ExtraMediusWorldStatus = 0xffffff	Placeholder to normalize the field size on different compilers.

} MediusWorldStatus;

Description

Used to set a game world to a certain state This affects whether the game can be joined or not and is displayed in GameInfo and GameList information.

Notes

N/A

Example

N/A

See also

MediusGameInfoResponse, MediusGameList_ExtraInfoResponse, MediusGameListResponse, MediusWorldReport

This page intentionally left blank.

Chapter 3:
Typedefs

This page intentionally left blank.

MediusDArgList

Opaque forward declaration for argument list objects.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

typedef MediusDArgList_ MediusDArgList

Description

A DArgList is a collection of fields pushed from the server that are associated with a specific subscription, type, and action.

Notes

N/A

Return value

N/A

Example

N/A

See also

MedisuDListInterface_::(*popRowData)

MediusDFieldId

FieldId within a type or metatype.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

typedef unsigned short MediusDFieldId

Description

A fieldId is used to uniquely identify a field within a DType or DMetaType.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusDListFilterId

Filter Id (Reserved).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

typedef unsigned int MediusDListFilterId

Description

Filter Id is reserved for future use and should be 0 at this time.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusDListInterface

MediusDListInterface is the API for creating, manipulating and destroying dynamic list subscriptions within Medius.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

typedef const struct MediusDListInterface_ MediusDListInterface

Description

The MediusDListInterface encapsulates all the functions needed to interact with a DList subscription.

Since DList is a meta-object protocol, the API reflects the nature of the object system. Each object within the protocol is accessed through an interface structure.

```
typedef const struct
{
    ...
    MediusBool      (*refresh)      (MediusDListSubscription
                                     *pSubscription);
    ...
} MediusDListInterface;
```

To manipulate an object, one must first obtain a pointer to the interface implementation.

```
MediusDListInterface *gpDListInterface;
int main()
{
    gpDListInterface = GetMediusDListInterface();
    ...
}
```

You can then use the interface to manipulate and interact with the meta-objects and the Medius Dynamic List service.

```
MediusBool doBuddyRefresh()
{ return gpDListInterface->refresh( pMySubscription ); }
```

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusDListSubscription

Opaque forward declaration for DList subscription objects.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

typedef MediusDListSubscription_ MediusDListSubscription

Description

A DList subscription is an object that maintains the state and associations of the subscription views of lists on the server.

Notes

These objects are currently statically allocated and are owned by DList, not the application. You must call unsubscribe to dispose of a subscription object.

Return value

N/A

Example

N/A

See also

MediusDListInterface_::(*subscribe)

MediusDMetaType

Opaque forward declaration for DMetaType objects.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

typedef MediusDMetaType_ MediusDMetaType

Description

This is a map to the field definitions for the server object. One map is defined for each list, and it associates field definitions with the fieldId values for that list.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusDRowId

Used to indicate the unique Id of a row within a subscription.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

typedef unsigned int MediusDRowId

Description

Row Ids are unique within a subscription but not guaranteed to be unique across interests. For example, a row Id might be a Player Id or a Clan Id.

Notes

N/A

Return value

N/A

Example

N/A

See also

MediusDListActionCallback

MediusDType

Opaque forward declaration for argument DType objects.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

typedef MediusDType_ MediusDType

Description

A MediusDType is a subset of the fields in a MediusDMetaType. It is important for the game to create its own subtypes to specify the fields for which it receives updates.

Notes

N/A

Return value

N/A

Example

N/A

See also

MediusDTypeInterface

MediusDTypeId

Internal use, deprecated.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

typedef unsigned int MediusDTypeId

Description

Internal use, deprecated.

Notes

Do not use.

Return value

N/A

Example

N/A

See also

N/A

MediusDTypeInterface

This is the interface for creating and manipulating MediusDType objects.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

typedef const struct MediusDTypeInterface_ MediusDTypeInterface

Description

This is the MediusDTypeInterface that encapsulates all of the functions needed to interact with a MediusDType.

Since DList is a meta-object protocol, the API reflects the nature of the object system. Each object within the protocol is accessed through an interface structure.

```
typedef const struct
{
    ...
    MediusBool      (*refresh)      (MediusDListSubscription
                                     *pSubscription);
    ...
} MediusDListInterface;
```

To manipulate an object, one must first obtain a pointer to the interface implementation.

```
MediusDListInterface *gpDListInterface;
int main()
{
    gpDListInterface = GetMediusDListInterface();
    ...
}
```

You can then use the interface to manipulate and interact with the meta-objects and the Medius Dynamic List service.

```
MediusBool doBuddyRefresh()
{ return gpDListInterface->refresh( pMySubscription ); }
```

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFile

Fundamental information about a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFile_tag MediusFile

Description

Fundamental information about a file.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileAttributes

File attributes.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileAttributes_tag MediusFileAttributes

Description

File attributes.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileCancelOperationRequest

Request to cancel an upload/download currently in progress.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileCancelOperationRequest_tag **MediusFileCancelOperationRequest**

Description

Request to cancel an upload/download currently in progress.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileCancelOperationResponse

Response to Cancel operation request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileCancelOperationResponse_tag MediusFileCancelOperationResponse

Description

Response to Cancel operation request.

Notes

If the user is not the owner of the file, then chances are that the returned status will be MediusFileNoPermissions. StatusCodes can be: MediusSuccess,MediusFail, MediusFileNoPermissions

Return value

N/A

Example

N/A

See also

N/A

MediusFileChecksum

Data checksum calculation input/output structure.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileChecksum_tag **MediusFileChecksum**

Description

Data checksum calculation input/output structure.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileCloseRequest

Request to close out a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileCloseRequest_tag **MediusFileCloseRequest**

Description

Request to close out a file.

Notes

This is the last bit of the handshake that is needed for the upload to be committed.

Return value

N/A

Example

N/A

See also

N/A

MediusFileCloseResponse

Message type sent to invoke the client's Close callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileCloseResponse_tag **MediusFileCloseResponse**

Description

Message type sent to invoke the client's Close callback.

Notes

StatusCodes can be: MediusSuccess, MediusFail

Return value

N/A

Example

N/A

See also

N/A

MediusFileCreateRequest

Request to create a file using Medius File Services.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileCreateRequest_tag **MediusFileCreateRequest**

Description

Request to create a file using Medius File Services

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileCreateResponse

Response to the create a file using Medius File Services request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileCreateResponse_tag MediusFileCreateResponse

Description

Response to the create a file using Medius File Services request

Notes

Status Code can be: MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError, MediusFileAlreadyExists, MediusFileInvalidFilename, MediusFileQuotaExceeded

Return value

N/A

Example

N/A

See also

N/A

MediusFileDeleteRequest

Request to delete a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileDeleteRequest_tag MediusFileDeleteRequest

Description

Request to delete a file.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileDeleteResponse

Message type sent to invoke the client's delete callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileDeleteResponse_tag MediusFileDeleteResponse

Description

Message type sent to invoke the client's delete callback.

Notes

Status Code can be:MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Return value

N/A

Example

N/A

See also

N/A

MediusFileDownloadRequest

Request to download a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileDownloadRequest_tag MediusFileDownloadRequest

Description

Request to download a file.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileDownloadResponse

Message type sent to invoke the client's download callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileDownloadResponse_tag MediusFileDownloadResponse

Description

Message type sent to invoke the client's download callback.

Notes

Status Code can be:MediusSuccess, MediusFileNoPermissions, MediusFileDoesNotExist, MediusFileQuotaExceeded, MediusFileInvalidFilename

Return value

N/A

Example

N/A

See also

N/A

MediusFileDownloadStreamRequest

Request to download a file by streaming.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileDownloadStreamRequest_tag **MediusFileDownloadStreamRequest**

Description

Request to download a file by streaming.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileDownloadStreamResponse

Message type sent to invoke the client's download stream callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileDownloadStreamResponse_tag **MediusFileDownloadStreamResponse**

Description

Message type sent to invoke the client's download stream callback.

Notes

Status Code can be:MediusSuccess, MediusFileNoPermissions, MediusFileDoesNotExist, MediusFileQuotaExceeded, MediusFileInvalidFilename

Return value

N/A

Example

N/A

See also

N/A

MediusFileGetAttributesRequest

Request to get the detailed attributes for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileGetAttributesRequest_tag MediusFileGetAttributesRequest

Description

Request to get the detailed attributes for a file.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileGetAttributesResponse

Response to a FileGetAttributes request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileGetAttributesResponse_tag **MediusFileGetAttributesResponse**

Description

Response to a FileGetAttributes request.

Notes

StatusCodes can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Return value

N/A

Example

N/A

See also

N/A

MediusFileGetMetaDataRequest

Request to retrieve meta-data for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileGetMetaDataRequest_tag MediusFileGetMetaDataRequest

Description

Request to retrieve meta-data for a file

Notes

Populate the key in the MediusMetaDataRequestedKey and the response will only come back for the particular one. If left blank, then the response will return all possible values.

Return value

N/A

Example

N/A

See also

N/A

MediusFileGetMetaDataResponse

Response to meta-data request for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileGetMetaDataResponse_tag **MediusFileGetMetaDataResponse**

Description

Response to meta-data request for a file.

Notes

There can be many meta data responses from a single meta-data get request. StatusCodes can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Return value

N/A

Example

N/A

See also

N/A

MediusFileListRequest

Request for a file list with simple filters.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileListRequest_tag MediusFileListRequest

Description

Request for a file list with simple filters.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileListResponse

Response to a file list request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileListResponse_tag MediusFileListResponse

Description

Response to a file list request.

Notes

EndOfList is non-zero when this represents the last item. Status Code can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Return value

N/A

Example

N/A

See also

N/A

MediusFileMetaData

Key-value pairs of meta-data.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileMetaData_tag MediusFileMetaData

Description

Key-value pairs of meta-data.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileSearchByMetaDataRequest

Request to search for files matching specified meta-data key-value pair.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileSearchByMetaDataRequest_tag MediusFileSearchByMetaDataRequest

Description

Request to search for files matching specified meta-data key-value pair

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileSearchByMetaDataResponse

Response list of files matching the specified meta data key-value pair.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileSearchByMetaDataResponse_tag **MediusFileSearchByMetaDataResponse**

Description

Response list of files matching the specified meta data key-value pair

Notes

StatusCodes can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Return value

N/A

Example

N/A

See also

N/A

MediusFileUpdateAttributesRequest

Request to update the attributes for a particular file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileUpdateAttributesRequest_tag **MediusFileUpdateAttributesRequest**

Description

Request to update the attributes for a particular file.

Notes

This usually refers to the description, or the streaming information.

Return value

N/A

Example

N/A

See also

N/A

MediusFileUpdateAttributesResponse

Response to a FileUpdateAttributes request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileUpdateAttributesResponse_tag **MediusFileUpdateAttributesResponse**

Description

Response to a FileUpdateAttributes request.

Notes

StatusCodes can be: MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Return value

N/A

Example

N/A

See also

N/A

MediusFileUpdateMetaDataRequest

Request to update the meta-data for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileUpdateMetaDataRequest_tag **MediusFileUpdateMetaDataRequest**

Description

Request to update the meta-data for a file.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileUpdateMetaDataResponse

Response to meta-data update for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileUpdateMetaDataResponse_tag **MediusFileUpdateMetaDataResponse**

Description

Response to meta-data update for a file.

Notes

StatusCodes can be: MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Return value

N/A

Example

N/A

See also

N/A

MediusFileUploadRequest

Initiate an upload from the client to the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileUploadRequest_tag MediusFileUploadRequest

Description

Initiate an upload from the client to the server.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusFileUploadResponse

Invoke client's upload callback to provide progress information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileUploadResponse_tag MediusFileUploadResponse

Description

Message type is sent to invoke the client's upload callback.

Notes

Purpose of invoking client's upload callback is to inform the application of the current progress, and give the client (game) the ability to display a progress bar if desired. The iXferStatus variable is the current file transfer status: MEDIUS_FILE_XFER_STATUS_ERROR, MEDIUS_FILE_XFER_STATUS_INITIAL, MEDIUS_FILE_XFER_STATUS_MID, MEDIUS_FILE_XFER_STATUS_END Status Code can be: MediusSuccess, MediusFileInternalAccessError

Return value

N/A

Example

N/A

See also

N/A

MediusFileUploadServerReq

Message sent from server to client to invoke client's upload handler.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef MediusFileUploadServerReq_tag MediusFileUploadServerReq

Description

Message sent from server to client to invoke client's upload handler

Notes

This structure is never seen by the client's callback code i.e., the game developer should forget they ever saw this declaration. Status Code can be: MediusSuccess, MediusFileInternalAccessError *

Return value

N/A

Example

N/A

See also

N/A

MediusTransactionId

Integer-based transaction ID provided by some new services.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Syntax

typedef unsigned int MediusTransactionId

Description

Integer-based transaction ID provided by some new services. Used with DList.

Notes

As with other transaction IDs this may be used to pair requests with responses. These are generated by Medius and not the developer.

Return value

N/A

Example

N/A

See also

N/A

Chapter 4:
Structures

This page intentionally left blank.

MediusAccountDeleteRequest

Request to delete the currently logged-in account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 char MasterPassword[PASSWORD_MAXLEN];      Current password
} MediusAccountDeleteRequest;
```

Description

Request to delete the currently logged-in account

Notes

Once the account is deleted, the player will be disconnected as they no longer have priveledges to do anything.

Example

N/A

See also

N/A

MediusAccountGetIDRequest

Request to determine the system AccountID of an AccountName.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 char AccountName[ACCOUNTNAME_MAXLEN];      Account Name
} MediusAccountGetIDRequest;
```

Description

Request to determine the system AccountID of an AccountName

Notes

N/A

Example

N/A

See also

N/A

MediusAccountGetIDResponse

Response from the server indicating an AccountID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int AccountID;                             Account ID
 MediusCallbackStatus StatusCode;           Response status code
} MediusAccountGetIDResponse;
```

Description

Response from the server indicating an AccountID

Notes

N/A

Example

N/A

See also

N/A

MediusAccountGetProfileRequest

Request for profile information for currently logged-in account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusAccountGetProfileRequest;
```

Description

Request for profile information for currently logged-in account

Notes

N/A

Example

N/A

See also

N/A

MediusAccountGetProfileResponse

Response to MediusAccountGetProfile().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response status code
  MediusAccountStatus AccountStatus;                 Account status
  char AccountName[ACCOUNTNAME_MAXLEN];              Account Name
  short BirthdayMonth;                               1 - 12
  short BirthdayDay;                                 1-31
  short BirthdayYear;                                1900-20xx
  char FirstName[FIRSTNAME_MAXLEN];                  Player's first name
  char LastName[LASTNAME_MAXLEN];                    Player's last name
  char MiddleName[MIDDLENAME_MAXLEN];                Player's middle name
  char Address1[ADDRESS_MAXLEN];                     Address line 1
  char Address2[ADDRESS_MAXLEN];                     Address line 2
  char Address3[ADDRESS_MAXLEN];                     Address line 3
  char City[CITY_MAXLEN];                            City
  char State[STATE_MAXLEN];                          State
  char Province[PROVINCE_MAXLEN];                    Province
  char Country[COUNTRY_MAXLEN];                      Country
  char PostalCode[POSTALCODE_MAXLEN];                Postal Code
  char EmailAddress[EMAILADDRESS_MAXLEN];            E-mail address
} MediusAccountGetProfileResponse;
```

Description

Response to MediusAccountGetProfile()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess or MediusDBError

Example

N/A

See also

N/A

MediusAccountLoginRequest

Login request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session key
 char AccountName[ACCOUNTNAME_MAXLEN];      Account name
 char Password[PASSWORD_MAXLEN];            Password
} MediusAccountLoginRequest;
```

Description

Login request

Notes

N/A

Example

N/A

See also

N/A

MediusAccountLoginResponse

Response to MediusAccountLogin() and MediusAnonymousLogin().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  MediusCallbackStatus StatusCode;           Login response code
  int AccountID;                             Account ID
  MediusAccountType AccountType;             Account type
  int MediusWorldID;                         World ID to connect to
  NetConnectionInfo ConnectInfo;             IP address and port of server to connect to.
} MediusAccountLoginResponse;
```

Description

Response to MediusAccountLogin() and MediusAnonymousLogin()

Notes

Status Code can be: MediusLoginFailed, MediusSuccess

Example

N/A

See also

N/A

MediusAccountLogoutRequest

Response to logout the currently logged-in account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];        Message ID
 char SessionKey[SESSIONKEY_MAXLEN];      Session key
} MediusAccountLogoutRequest;
```

Description

Response to logout the currently logged-in account

Notes

N/A

Example

N/A

See also

N/A

MediusAccountRegistrationRequest

Request to register a new account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 MediusAccountType AccountType;             Medius Account type
 char AccountName[ACCOUNTNAME_MAXLEN];      Account name requested
 char Password[PASSWORD_MAXLEN];            Password requested
} MediusAccountRegistrationRequest;
```

Description

Request to register a new account

Notes

N/A

Example

N/A

See also

N/A

MediusAccountRegistrationResponse

Response to MediusAccountRegistration().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];        Message ID
 MediusCallbackStatus StatusCode;         Registration response status
 int AccountID;                           Account ID if successful.
} MediusAccountRegistrationResponse;
```

Description

Response to MediusAccountRegistration()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusAccountAlreadyExists, MediusDBError

Example

N/A

See also

N/A

MediusAccountUpdatePasswordRequest

Request to update currently logged-in account password.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 char OldPassword[PASSWORD_MAXLEN];         Old password
 char NewPassword[PASSWORD_MAXLEN];         New password
} MediusAccountUpdatePasswordRequest;
```

Description

Request to update currently logged-in account password

Notes

N/A

Example

N/A

See also

N/A

MediusAccountUpdateProfileRequest

Response to MediusAccountUpdatePassword().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];                  Message ID
 char SessionKey[SESSIONKEY_MAXLEN];                Session key
 short BirthdayMonth;                               1 - 12
 short BirthdayDay;                                 1-31
 short BirthdayYear;                                1900-20xx
 char FirstName[FIRSTNAME_MAXLEN];                  Player's first name
 char LastName[LASTNAME_MAXLEN];                    Player's last name
 char MiddleName[MIDDLENAME_MAXLEN];                Player's middle name
 char Address1[ADDRESS_MAXLEN];                     Address line 1
 char Address2[ADDRESS_MAXLEN];                     Address line 2
 char Address3[ADDRESS_MAXLEN];                     Address line 3
 char City[CITY_MAXLEN];                            City
 char State[STATE_MAXLEN];                          State
 char Province[PROVINCE_MAXLEN];                    Province
 char Country[COUNTRY_MAXLEN];                      Country
 char PostalCode[POSTALCODE_MAXLEN];                Postal Code
 char EmailAddress[EMAILADDRESS_MAXLEN];            E-mail address
} MediusAccountUpdateProfileRequest;
```

Description

Response to MediusAccountUpdatePassword()

Notes

N/A

Example

N/A

See also

N/A

MediusAccountUpdateStatsRequest

Request to update stored Stats for the currently logged-in account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 char Stats[ACCOUNTSTATS_MAXLEN];           Stats
} MediusAccountUpdateStatsRequest;
```

Description

Request to update stored Stats for the currently logged-in account

Notes

The Stats field can be a binary set of data, and need not constrain itself to ASCII characters.

Example

N/A

See also

N/A

MediusAddPlayerToClanRequest

Request by the clan leader to add a player to a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int PlayerAccountID;                       Account ID of player to invite to clan.
 char WelcomeMessage[CLANMSG_MAXLEN];       Welcome message to player.
} MediusAddPlayerToClanRequest;
```

Description

Request by the clan leader to add a player to a clan

Notes

N/A

Example

N/A

See also

N/A

MediusAddPlayerToClanResponse

Response to MediusAddPlayerToClan().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Status code for the request to invite a player into the clan.

} MediusAddPlayerToClanResponse;

Description

Response to MediusAddPlayerToClan()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusWMError, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusAddToBuddyListConfirmationRequest

Confirmation request to add someone else to my buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
char *SessionKey***[SESSIONKEY_MAXLEN];**	Session Key
int *TargetAccountID***;**	Target account ID of the player to add to your buddy list.
MediusBuddyAddType *addType***;**	Add type is either single or symmetric. If symmetric, the add will be mutual.

} MediusAddToBuddyListConfirmationRequest;

Description

Confirmation request to add someone else to my buddy list

Notes

N/A

Example

N/A

See also

N/A

MediusAddToBuddyListConfirmationResponse

Indicates whether or not permission was granted to be added to another's buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Medius Message ID
 MediusCallbackStatus StatusCode;           Status code for the add to buddy list confirmation reponse.
 int TargetAccountID;                       Target account ID
 char TargetAccountName[ACCOUNTNAME_MAXLEN]; Target account name.
} MediusAddToBuddyListConfirmationResponse;
```

Description

Indicates whether or not permission was granted to be added to another's buddy list

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess or MediusDBError.

MediusSuccess = PlaceHolder (MLS recieved request) but still waiting for other player to respond.

MediusRequestAccepted = Other player accepted buddy invitation and wishes to be a buddy.

MediusRequestDenied = Other player rejected the buddy invitation.

The callback set during MediusBuddyGetPermission will get triggered as soon as the MLS recieves the request, and at any time a player accepts/rejects a given buddy invite (if we are online).

Example

N/A

See also

N/A

MediusAddToBuddyListFwdConfirmationRequest

Message requesting permissiong to be added to someone else's buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
int *OriginatorAccountID*;	The account ID of the user that sent the request.
char *OriginatorAccountName*[**ACCOUNTNAME_MAXLEN**];	The account name of the user that sent the request.
MediusBuddyAddType *addType*;	Information about adding as a mutual entry, or one-sided.

} MediusAddToBuddyListFwdConfirmationRequest;

Description

Message requesting permissiong to be added to someone else's buddy list

Notes

N/A

Example

N/A

See also

N/A

MediusAddToBuddyListFwdConfirmationResponse

Grant or deny permission to be added to someone's buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response code to the request.
char *SessionKey*[**SESSIONKEY_MAXLEN**];	Session key
int *OriginatorAccountID*;	Originator's account ID.
MediusBuddyAddType *addType*;	Information about adding as a mutual entry or as one-sided

} MediusAddToBuddyListFwdConfirmationResponse;

Description

Grant or deny permission to be added to someone's buddy list

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusDBError

Example

N/A

See also

N/A

MediusAddToBuddyListRequest

Request to add a user to the persistent buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int AccountID;                             Account ID of person to add to buddy list.
} MediusAddToBuddyListRequest;
```

Description

Request to add a user to the persistent buddy list

Notes

N/A

Example

N/A

See also

N/A

MediusAddToBuddyListResponse

Response to MediusAddToBuddyList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code to the request.
} MediusAddToBuddyListResponse;
```

Description

Response to MediusAddToBuddyList()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusDBError

Example

N/A

See also

N/A

MediusAddToIgnoreListRequest

Request to add a user to the persistent ignore list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int IgnoreAccountID;                       Account ID of player to add to ignore list.
} MediusAddToIgnoreListRequest;
```

Description

Request to add a user to the persistent ignore list

Notes

N/A

Example

N/A

See also

N/A

MediusAddToIgnoreListResponse

Response to MediusAddToIgnoreList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response from the request to add a player to the ignore list.

} MediusAddToIgnoreListResponse;

Description

Response to MediusAddToIgnoreList()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusDBError

Example

N/A

See also

N/A

MediusAnonymousLoginRequest

Request for an anonymous login (no persistent data).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
char *SessionKey***[SESSIONKEY_MAXLEN];**	Session Key
char *SessionDisplayName***[ACCOUNTNAME_MAXLEN];**	Requested name for the anonymous login
char *SessionDisplayStats***[ACCOUNTSTATS_MAXLEN];**	Requested user stats for this login.

} MediusAnonymousLoginRequest;

Description

Request for an anonymous login (no persistent data)

Notes

N/A

Example

N/A

See also

N/A

MediusBanPlayerRequest

Sent as request to ban a player from a game world/chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  char SessionKey[SESSIONKEY_MAXLEN];        Session Key
  int BanAccountID;                          Account ID of player to vote to ban.
  int BanMinutes;                            Max = 300, Lifetime of Game = 0
  int MediusWorldID;                         World ID
  MediusApplicationType AppType;             Lobby chat channel or game world.
} MediusBanPlayerRequest;
```

Description

Sent as request to ban a player from a game world/chat channel depending on the AppType

Notes

N/A

Example

N/A

See also

N/A

MediusBanPlayerResponse

Status of Ban Player action returned from server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response from the request to ban a player.
} MediusBanPlayerResponse;
```

Description

Status of Ban Player action returned from server

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusWMError

Example

N/A

See also

N/A

MediusBinaryFwdMessage

Incoming binary message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.51	April 1, 2004

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int OriginatorAccountID;                   The account ID of the person who sent this
                                            message.
 MediusBinaryMessageType MessageType;       The binary message type (targeted or broadcast)
 char Message[BINARYMESSAGE_MAXLEN];        Payload (application specific)
} MediusBinaryFwdMessage;
```

Description

Incoming binary message

Notes

N/A

Example

N/A

See also

N/A

MediusBinaryMessage

Outgoing binary message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.51	April 1, 2004

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 MediusBinaryMessageType MessageType;       Type of request (targeted or broadcast)
 int TargetAccountID;                       Target account ID.
 char Message[BINARYMESSAGE_MAXLEN];        Payload (application specific)
} MediusBinaryMessage;
```

Description

Outgoing binary message

Notes

N/A

Example

N/A

See also

N/A

MediusChannelInfoRequest

Request for detailed chat channel instance information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int MediusWorldID;                         World ID of the channel to get information about.
} MediusChannelInfoRequest;
```

Description

Request for detailed chat channel instance information

Notes

N/A

Example

N/A

See also

N/A

MediusChannelInfoResponse

Response to MediusGetChannelInfo().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response status from the request to get
                                                     information about a channel.
  char LobbyName[LOBBYNAME_MAXLEN];                  Chat channel name
  int ActivePlayerCount;                             Number of players
  int MaxPlayers;                                    Maximum number of players.
} MediusChannelInfoResponse;
```

Description

Response to MediusGetChannelInfo()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusWMError

Example

N/A

See also

N/A

MediusChannelList_ExtraInfoRequest

Request for a channel list that returns additional information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 unsigned short PageID;                     Page value (1..N)
 unsigned short PageSize;                   Page size (1..M)
} MediusChannelList_ExtraInfoRequest;
```

Description

Request for a channel list that returns additional information

Notes

N/A

Example

N/A

See also

N/A

MediusChannelList_ExtraInfoResponse

Response to MediusGetChannels_ExtraInfo(),.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response status from the request to get the status code for this channel.
int *MediusWorldID*;	World ID.
unsigned short *PlayerCount*;	Number of players
unsigned short *MaxPlayers*;	Maximum number of players
unsigned short *GameWorldCount*;	Number of game worlds that were created and are associated with this lobby chat channel.
MediusWorldSecurityLevelType *SecurityLevel*;	Security level.
unsigned int *GenericField1*;	Generic field 1
unsigned int *GenericField2*;	Generic field 2
unsigned int *GenericField3*;	Generic field 3
unsigned int *GenericField4*;	Generic field 4
MediusWorldGenericFieldLevelType *GenericFieldLevel*;	Generic field filtering level. Must match the titles filter level to be applicable for filtering purposes.
char *LobbyName*[**LOBBYNAME_MAXLEN**];	Lobby world (chat channel) name.
char *EndOfList*;	Flag 0 or 1 to denote the end of list.

} MediusChannelList_ExtraInfoResponse;

Description

Response to MediusGetChannels_ExtraInfo(), Returns more GenericFields than original (filtering)

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusChannelListRequest

Request for a channel list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 short int PageID;                          Page number (1..N)
 short int PageSize;                        Page size (1..M)
} MediusChannelListRequest;
```

Description

Request for a channel list

Notes

N/A

Example

N/A

See also

N/A

MediusChannelListResponse

Response to MediusGetChannels().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];
 MediusCallbackStatus StatusCode;
 int MediusWorldID;
 char LobbyName[LOBBYNAME_MAXLEN];
 int PlayerCount;
 char EndOfList;
} MediusChannelListResponse;
```

Message ID	
Response status from the request to get a list of chat channels.	
The world ID of the chat channel.	
The name of the lobby (chat channel) world.	
The number of players in the world.	
Flag 0 or 1 to denote the end of list.	

Description

Response to MediusGetChannels()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusCheckMyClanInvitationsRequest

Request to check oustanding clan invitations by clan leader.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int Start;                                 Staring page number (1..N).
 int PageSize;                              Page size.
} MediusCheckMyClanInvitationsRequest;
```

Description

Request to check oustanding clan invitations by clan leader

Notes

N/A

Example

N/A

See also

N/A

MediusCheckMyClanInvitationsResponse

Response to MediusCheckMyClanInvitations().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response from the request to see which clans have invited you.
int *ClanInvitationID***;**	The specific invitation ID.
int *ClanID***;**	The clan id.
MediusClanInvitationsResponseStatus *ResponseStatus***;**	The current response status to the clan invitation.
char *Message***[CLANMSG_MAXLEN];**	The message associated with the invitation.
int *LeaderAccountID***;**	The account ID of the leader.
char *LeaderAccountName***[ACCOUNTNAME_MAXLEN];**	The account name of the clan leader.
char *EndOfList***;**	Flag 0 or 1 to denote the end of list.

} MediusCheckMyClanInvitationsResponse;

Description

Response to MediusCheckMyClanInvitations()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusDBError, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusClanLadderListRequest

Request for a list of clans in a ladder ranking.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int ClanLadderStatIndex;                   Ladder stat index 0..99 (which stats column)
 MediusSortOrder SortOrder;                 Ascending or descending.
 unsigned int StartPosition;                Starting position (1..N)
 unsigned int PageSize;                     Page size (1..M)
} MediusClanLadderListRequest;
```

Description

Request for a list of clans in a ladder ranking

Notes

N/A

Example

N/A

See also

N/A

MediusClanLadderListResponse

Response(s) from the server with the list of clans in a ladder ranking.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int ClanID;                                Clan ID
 char ClanName[CLANNAME_MAXLEN];            Clan Name
 unsigned int LadderPosition;               Relative ladder position
 MediusCallbackStatus StatusCode;           Response status to the request.
 char EndOfList;                            Flag 0 or 1 to denote the end of the list.
} MediusClanLadderListResponse;
```

Description

Response(s) from the server with the list of clans in a ladder ranking

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusDBError, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusClanLadderPositionRequest

Request for the exact position of a clan in a ladder ranking.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];      Message ID
 int ClanID;                            Clan ID to find the position on.
 int ClanLadderStatIndex;               Stat index (column) for the clan ranking.
 MediusSortOrder SortOrder;             Asecnding or descending order.
} MediusClanLadderPositionRequest;
```

Description

Request for the exact position of a clan in a ladder ranking

Notes

N/A

Example

N/A

See also

N/A

MediusClanLadderPositionResponse

Response from the server with the exact position of a clan in a ladder ranking.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
unsigned int *LadderPosition***;**	The relative position for this clan.
unsigned int *TotalRankings***;**	The total number of ranked clans.
MediusCallbackStatus *StatusCode***;**	Response status for the request to get the ladder position for the clan.

} MediusClanLadderPositionResponse;

Description

Response from the server with the exact position of a clan in a ladder ranking

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusDBError, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusClearGameListFilterRequest

Remove a game list filter from this session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 unsigned int FilterID;                     Clear a particular game filter ID.
} MediusClearGameListFilterRequest;
```

Description

Remove a game list filter from this session

Notes

N/A

Example

N/A

See also

N/A

MediusClearGameListFilterResponse

Response to MediusClearGameListFilter().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response status from the request to clear a particular game list filter.

} MediusClearGameListFilterResponse;

Description

Response to MediusClearGameListFilter()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusFilterNotFound MediusClearGameListFilterFailed

Example

N/A

See also

N/A

MediusClearStoredAccountInfoRequest

Erase stored info about an Account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusDeviceType device;          Device type (memory card or HDD)
 int CardPort;                     Card port
 int CardSlot;                     Card slot
 int AccountID;                    Account ID to clear
} MediusClearStoredAccountInfoRequest;
```

Description

Erase stored info about an Account

Notes

Deprecated.

Example

N/A

See also

N/A

MediusClearStoredAccountInfoResponse

Response to MediusClearStoredAccountInfo().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

MediusStoredConfirmationType *Confirmation*; — Confirmation response for the request to clear the account.

} MediusClearStoredAccountInfoResponse;

Description

Response to MediusClearStoredAccountInfo()

Notes

Deprecated.

Example

N/A

See also

N/A

MediusConfirmClanTeamChallengeRequest

Confirm a response to a clan challenge by clan leader.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanChallengeID;                       Clan ID of the clan you wish to challenge.
} MediusConfirmClanTeamChallengeRequest;
```

Description

Confirm a response to a clan challenge by clan leader

Notes

N/A

Example

N/A

See also

N/A

MediusConfirmClanTeamChallengeResponse

Response to MediusConfirmClanTeamChallenge().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response status from the request to challenge a clan.

} MediusConfirmClanTeamChallengeResponse;

Description

Response to MediusConfirmClanTeamChallenge()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusDBError, MediusWMError, MediusNotClanLeader

Example

N/A

See also

N/A

MediusConnectInParams

Input Parameter structure for MediusConnect().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Structure

typedef struct {

NetConnectionInfo *ConnectInfo*;	The connection info
NetStreamMediaParams *StreamMediaParams*;	Stream media
unsigned int *MaxClientsPerConnection*;	Must be set to MaxPlayersPerChannel in medius.txt (256 default)
MediusTypeConnectCallback *MyConnectCallback*;	Called upon connection
NetTypeClientConnectCallback *pfRemoteClientConnectCallback*;	Called when remote clients connect to this one
NetTypeClientConnectCallback *pfRemoteClientDisconnectCallback*;	Called when remote clients disconnect

} MediusConnectInParams;

Description

Input Parameter structure for MediusConnect().

Notes

N/A

Example

N/A

See also

N/A

MediusConnectOutParams

Output response structure for MediusConnect().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Structure

typedef struct {

HDME *ConnectionHandle*;	required for making DME calls
MediusErrorCode *ErrorCode*;	Result of the operation is returned here. It is the same as the function return code.

} MediusConnectOutParams;

Description

Output response structure for MediusConnect().

Notes

N/A

Example

N/A

See also

N/A

MediusCreateChannelRequest

Request to create a new chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
char *SessionKey*[**SESSIONKEY_MAXLEN**];	Session Key
int *ApplicationID*;	The title's application ID
int *MaxPlayers*;	Maximum number of players for the channel.
char *LobbyName*[**LOBBYNAME_MAXLEN**];	Name of the lobby world.
char *LobbyPassword*[**LOBBYPASSWORD_MAXLEN**];	Password for the lobby world
unsigned int *GenericField1*;	Generic field 1
unsigned int *GenericField2*;	Generic field 2
unsigned int *GenericField3*;	Generic field 3
unsigned int *GenericField4*;	Generic field 4
MediusWorldGenericFieldLevelType *GenericFieldLevel*;	Generic field filtering level. Must coincide witht the clients filtering level.

} MediusCreateChannelRequest;

Description

Request to create a new chat channel

Notes

N/A

Example

N/A

See also

N/A

MediusCreateChannelResponse

Response to MediusCreateChannel().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response from the request to create a channel
 int MediusWorldID;                         World ID of the channel that was created.
} MediusCreateChannelResponse;
```

Description

Response to MediusCreateChannel()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusWMError

Example

N/A

See also

N/A

MediusCreateClanRequest

Request to create clan - Will make this user the "leader".

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ApplicationID;                         Application ID of the title.
 char ClanName[CLANNAME_MAXLEN];            Name of the clan to create.
} MediusCreateClanRequest;
```

Description

Request to create clan - Will make this user the "leader"

Notes

N/A

Example

N/A

See also

N/A

MediusCreateClanResponse

Response to see if creating clan was successful.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response for the request to create a clan.
 int ClanID;                                Clan ID is successful.
} MediusCreateClanResponse;
```

Description

Response to see if creating clan was successful.

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusAlreadyLeaderOfClan, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusCreateGameRequest

Request to create a new game.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];                  Message ID
 char SessionKey[SESSIONKEY_MAXLEN];                Session Key
 int ApplicationID;                                 Application ID of the title.
 int MinPlayers;                                    Minimum number of players in this game.
 int MaxPlayers;                                    Maximum number of players in this game.
 int GameLevel;                                     Application specific game level.
 char GameName[GAMENAME_MAXLEN];                    Name of the game.
 char GamePassword[GAMEPASSWORD_MAXLEN];            Password for the game.
 char SpectatorPassword[GAMEPASSWORD_MAXLEN];       Spectator password
 int PlayerSkillLevel;                              Player skill level to advertise.
 int RulesSet;                                      Rule set
 int GenericField1;                                 Generic field 1
 int GenericField2;                                 Generic field 2
 int GenericField3;                                 Generic field 3
 int GenericField4;                                 Generic field 4
 int GenericField5;                                 Generic field 5
 int GenericField6;                                 Generic field 6
 int GenericField7;                                 Generic field 7
 int GenericField8;                                 Generic field 8
 MediusGameHostType GameHostType;                   Game host type. (Client-server, peer-to-peer, etc.)
 MediusWorldAttributesType Attributes;              Game world attributes.
} MediusCreateGameRequest;
```

Description

Request to create a new game

Notes

N/A

Example

N/A

See also

N/A

MediusCreateGameResponse

Response to MediusCreateGame().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
MediusCallbackStatus *StatusCode***;**	Response status code for the request to create a game.
int *MediusWorldID***;**	World ID of the game if successful.

} MediusCreateGameResponse;

Description

Response to MediusCreateGame()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusGameNameExists, MediusNumGameWorldsPerLobbyWorldExceeded, MediusDBError, MediusWMError, MediusSuccess

Example

N/A

See also

N/A

MediusDeleteClanMessageRequest

Request by leader to delete an outstanding clan message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanMessageID;                         Clan message ID to delete.
} MediusDeleteClanMessageRequest;
```

Description

Request by leader to delete an outstanding clan message

Notes

N/A

Example

N/A

See also

N/A

MediusDeleteClanMessageResponse

Response to MediusDeleteClanMessage().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  MediusCallbackStatus StatusCode;           Response code for the request to delete a specific
                                             clan message.
} MediusDeleteClanMessageResponse;
```

Description

Response to MediusDeleteClanMessage()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusDBError, MediusWMError, MediusSuccess, MediusNotClanLeader

Example

N/A

See also

N/A

MediusDFieldMap

This is the map to the fields within a Field Specification.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Structure

```
typedef struct {
 const MediusDFieldSpec *fieldSpec;      Field spec list describing each field.
 unsigned short objectSize;              Size of the game's list object.
 unsigned short numFields;               Number of fields described.
} MediusDFieldMap;
```

Description

A field map is a description of the Field Specification list to be used to create a MediusDType.

Notes

Do not try to fill out this structure manually. It is much safer and simpler to use the associated helper macros.

Example

N/A

See also

N/A

MediusDFieldSpec

The MediusDFieldSpec specification is used to describe how to access individual fields within a games list object.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Structure

typedef struct {

unsigned short *fieldId*;	FieldId from the meta definition.
unsigned short *typeEnum*;	Type specifier from MediusDTypeEnum.
unsigned short *fieldSize*;	Size in bytes of the field pointed to.
unsigned short *offset*;	Offset in bytes to the location of the field within the game's list object.

} MediusDFieldSpec;

Description

In order for DList to access a developer's game list object, each field must be described. These descriptions serve not only to indicate the structure of the game list object, but also to verify that it is compatible with the fields delivered in the meta-type.

Notes

Do not try to fill out this structure manually. It is much safer and simpler to use the associated helper macros.

Example

N/A

See also

MediusDSpecChar

MediusDisbandClanRequest

Request to disband a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanID;                                Clan ID to disband.
} MediusDisbandClanRequest;
```

Description

Request to disband a clan

Notes

N/A

Example

N/A

See also

N/A

MediusDisbandClanResponse

Response to MediusDisbandClan().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response status from the request to disband a clan.

} MediusDisbandClanResponse;

Description

Response to MediusDisbandClan()

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusDBError, MediusWMError, MediusSuccess, MediusNotClanLeader

Example

N/A

See also

N/A

MediusDisconnectParams

Input Parameter structure for MediusDisconnect().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	October 1, 2004

Structure

```
typedef struct {
 HDME ConnectionHandle;                    required for making DME calls
 NetDisconnectReason DisconnectReason;     The reason for the disconnection
 MediusTypeConnectCallback MyDisconnectCallback;   Called when the disconnect completes
} MediusDisconnectParams;
```

Description

Input Parameter structure for MediusDisconnect().

Notes

N/A

Example

N/A

See also

N/A

MediusDnasSignaturePost

The DNAS signature to post to the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];                  Message ID
 char SessionKey[SESSIONKEY_MAXLEN];                Session Key
 MediusDnasCategory DnasSignatureType;              Type of DNAS signature (console, title, or disc)
 char DnasSignatureLength;                          Number of bytes in the signature
 char DnasSignature[DNASSIGNATURE_MAXLEN];          Signature (binary data)
} MediusDnasSignaturePost;
```

Description

The DNAS signature to post to the server.

Notes

The DnasSignatureType should match the appropriate auth.dat type allocated by SCEI. This should be sent after session begin, but before the login attempt.

Example

N/A

See also

N/A

MediusEndGameReport

Report from the "host" of game at the end of the game instance to the Medius Lobby Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char SessionKey[SESSIONKEY_MAXLEN];          Session Key
 int MediusWorldID;                           World ID of the game to terminate
 char WinningTeam[WINNINGTEAM_MAXLEN];        Winning team information N/A.
 char WinningPlayer[ACCOUNTNAME_MAXLEN];      Winning player information. N/A
 int FinalScore;                              Final score. N/A
} MediusEndGameReport;
```

Description

Report from the "host" of game at the end of the game instance to the Medius Lobby Server.

Notes

This should be sent after the game has ended, but before the game world has been destroyed.

Example

N/A

See also

N/A

MediusErrorMessage

General error message from the server to the client.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 int ErrorCode;                          General error code from the server to the client.
 char ErrorMessage[ERRORMSG_MAXLEN];     Text description of the error.
} MediusErrorMessage;
```

Description

General error message from the server to the client

Notes

N/A

Example

N/A

See also

N/A

MediusExceptionEvent

Relates information related to an error from the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 MediusCallbackStatus error;          Error number
 MediusExceptionExtent exceptExtent;  Scope and degree of the error
 unsigned int retryTimeout;           How long to wait to retry after an abort
} MediusExceptionEvent;
```

Description

Relates information related to an error from the server.

An exception event is sent from server when any error condition that affects the client is detected. The related information is sufficient for not only debugging, but also scope/degree determination and control flow selection.

Notes

At present, only the DList service supports this structure.

Example

N/A

See also

MediusDList

MediusExtendedSessionBeginRequest

Wraps the information in a session begin a session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 MediusSessionBeginRequest SessionBeginRequest;     Standard session begin information
 int ClientVersionMajor;                            Major version for the Medius Client
 int ClientVersionMinor;                            Minor version for the Medius Client
 int ClientVersionBuild;                            Build version for the Medius Client
} MediusExtendedSessionBeginRequest;
```

Description

Wraps the information in a session begin a session.

Notes

This is an internal data structure and need not be used by a developer. It wraps the MediusSessionBeginRequest

Example

N/A

See also

N/A

MediusFile_tag

Fundamental information about a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

typedef struct {

unsigned char *Filename***[MEDIUS_FILE_MAX_FILENAME_LENGTH];**	Filename
unsigned char *ServerChecksum***[MEDIUS_FILE_CHECKSUM_NUMBYTES];**	checksum of file data
unsigned int *FileID***;**	Read only ID of file assigned by server
unsigned int *FileSize***;**	Read only file size in bytes
unsigned int *CreationTimeStamp***;**	Read only datetime of file creation
unsigned int *OwnerID***;**	Owner's user account id
unsigned int *GroupID***;**	Group id
unsigned short *OwnerPermissionRWX***;**	Owner file permissions
unsigned short *GroupPermissionRWX***;**	Group file permissions
unsigned short *GlobalPermissionRWX***;**	Global file permissions
unsigned short *ServerOperationID***;**	Read only ID used to identify the current operation being performed on file.

} MediusFile_tag;

Description

Fundamental information about a file.

Notes

N/A

Example

N/A

See also

N/A

MediusFileAttributes_tag

File attributes.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

typedef struct {

unsigned char *Description***[MEDIUS_FILE_MAX_DESCRIPTION_LENGTH];**	Client provided text description of file
unsigned int *LastChangedTimeStamp***;**	Read only date/time when file was last changed
unsigned int *LastChangedByUserID***;**	Read only ID of user that last changed the file
unsigned int *NumberAccesses***;**	Read only number of accesses requested for the file
unsigned int *StreamableFlag***;**	Flag specifying if the file is streamable
unsigned int *StreamingDataRate***;**	The desired data rate to stream the file data to/from the client

} MediusFileAttributes_tag;

Description

File attributes.

Notes

N/A

Example

N/A

See also

N/A

MediusFileCancelOperationRequest_tag

Request to cancel an upload/download currently in progress.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileCancelOperationRequest_tag;
```

Description

Request to cancel an upload/download currently in progress.

Notes

N/A

Example

N/A

See also

N/A

MediusFileCancelOperationResponse_tag

Response to Cancel operation request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusCallbackStatus StatusCode;          Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];         ID specified by Client in corresponding request
} MediusFileCancelOperationResponse_tag;
```

Description

Response to Cancel operation request.

Notes

If the user is not the owner of the file, then chances are that the returned status will be MediusFileNoPermissions. StatusCodes can be: MediusSuccess,MediusFail, MediusFileNoPermissions

Example

N/A

See also

N/A

MediusFileChecksum_tag

Data checksum calculation input/output structure.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 unsigned char *pucData;                          Input parameter: Data client is requesting to
                                                  perform checksum on.
 unsigned int uiSize;                             Input parameter: Size in bytes of data client is
                                                  requesting to perform checksum on.
 unsigned char
Checksum[MEDIUS_FILE_CHECKSUM_NUMBYTES];          This should correspond to the MD5 checksum. /**
                                                  Output parameter: MD5 checksum
} MediusFileChecksum_tag;
```

Description

Data checksum calculation input/output structure.

Notes

N/A

Example

N/A

See also

N/A

MediusFileCloseRequest_tag

Request to close out a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileCloseRequest_tag;
```

Description

Request to close out a file.

Notes

This is the last bit of the handshake that is needed for the upload to be committed.

Example

N/A

See also

N/A

MediusFileCloseResponse_tag

Message type sent to invoke the client's Close callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 MediusCallbackStatus StatusCode;    Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client in corresponding request
} MediusFileCloseResponse_tag;
```

Description

Message type sent to invoke the client's Close callback.

Notes

StatusCodes can be: MediusSuccess, MediusFail

Example

N/A

See also

N/A

MediusFileCreateRequest_tag

Request to create a file using Medius File Services.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileToCreate;          File information
 MediusFileAttributes MediusFileCreateAttributes;   File attributes
 char MessageID[MESSAGEID_MAXLEN];       ID specified by Client to associate with this request
} MediusFileCreateRequest_tag;
```

Description

Request to create a file using Medius File Services

Notes

N/A

Example

N/A

See also

N/A

MediusFileCreateResponse_tag

Response to the create a file using Medius File Services request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 MediusCallbackStatus StatusCode;    Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client in corresponding request
} MediusFileCreateResponse_tag;
```

Description

Response to the create a file using Medius File Services request

Notes

Status Code can be: MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError, MediusFileAlreadyExists, MediusFileInvalidFilename, MediusFileQuotaExceeded

Example

N/A

See also

N/A

MediusFileDeleteRequest_tag

Request to delete a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileDeleteRequest_tag;
```

Description

Request to delete a file.

Notes

N/A

Example

N/A

See also

N/A

MediusFileDeleteResponse_tag

Message type sent to invoke the client's delete callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusCallbackStatus StatusCode;          Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];         ID specified by the Client in corresponding request
} MediusFileDeleteResponse_tag;
```

Description

Message type sent to invoke the client's delete callback.

Notes

Status Code can be:MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Example

N/A

See also

N/A

MediusFileDownloadRequest_tag

Request to download a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileDownloadRequest_tag;
```

Description

Request to download a file.

Notes

N/A

Example

N/A

See also

N/A

MediusFileDownloadResponse_tag

Message type sent to invoke the client's download callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 unsigned char Data[MEDIUS_FILE_MAX_DOWNLOAD_DATA_SIZE];   File Data packet
 int iStartByteIndex;                                      Starting byte index in the data packet - Zero to N, Read only
 int iDataSize;                                            Number of bytes populated in the Data, Read only
 int iPacketNumber;                                        Sequential packet number - Zero to N, Read only
 int iXferStatus;                                          Transfer status (initial, mid, end, or error)
 MediusCallbackStatus StatusCode;                          Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];                         ID specified by Client in corresponding request
} MediusFileDownloadResponse_tag;
```

Description

Message type sent to invoke the client's download callback.

Notes

Status Code can be:MediusSuccess, MediusFileNoPermissions, MediusFileDoesNotExist, MediusFileQuotaExceeded, MediusFileInvalidFilename

Example

N/A

See also

N/A

MediusFileDownloadStreamRequest_tag

Request to download a file by streaming.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileDownloadStreamRequest_tag;
```

Description

Request to download a file by streaming.

Notes

N/A

Example

N/A

See also

N/A

MediusFileDownloadStreamResponse_tag

Message type sent to invoke the client's download stream callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 unsigned char Data[MEDIUS_FILE_MAX_DOWNLOAD_DATA_SIZE];      File Data packet
 int iStartByteIndex;                                         Starting byte index in the data packet - Zero to N, Read only
 int iDataSize;                                               Number of bytes populated in the Data, Read only
 int iPacketNumber;                                           Sequential packet number - Zero to N, Read only
 int iXferStatus;                                             Transfer status (initial, mid, end, or error)
 MediusCallbackStatus StatusCode;                             Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];                            ID specified by Client in corresponding request
} MediusFileDownloadStreamResponse_tag;
```

Description

Message type sent to invoke the client's download stream callback.

Notes

Status Code can be:MediusSuccess, MediusFileNoPermissions, MediusFileDoesNotExist, MediusFileQuotaExceeded, MediusFileInvalidFilename

Example

N/A

See also

N/A

MediusFileGetAttributesRequest_tag

Request to get the detailed attributes for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileGetAttributesRequest_tag;
```

Description

Request to get the detailed attributes for a file.

Notes

N/A

Example

N/A

See also

N/A

MediusFileGetAttributesResponse_tag

Response to a FileGetAttributes request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;                    File information
 MediusFileAttributes MediusFileAttributesResponse;    File attributes
 MediusCallbackStatus StatusCode;              Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];             ID specified by Client in corresponding request
} MediusFileGetAttributesResponse_tag;
```

Description

Response to a FileGetAttributes request.

Notes

StatusCodes can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Example

N/A

See also

N/A

MediusFileGetMetaDataRequest_tag

Request to retrieve meta-data for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  MediusFile MediusFileInfo;                  File information
  MediusFileMetaData MediusMetaDataRequestedKey;  Key of specific meta-data item
  char MessageID[MESSAGEID_MAXLEN];           ID specified by Client to associate with this request
} MediusFileGetMetaDataRequest_tag;
```

Description

Request to retrieve meta-data for a file

Notes

Populate the key in the MediusMetaDataRequestedKey and the response will only come back for the particular one. If left blank, then the response will return all possible values.

Example

N/A

See also

N/A

MediusFileGetMetaDataResponse_tag

Response to meta-data request for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;                  File information
 MediusFileMetaData MediusMetaDataResponse;  Metadata returned by server
 MediusCallbackStatus StatusCode;            Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];           ID specified by Client in corresponding request
 char EndOfList;                             Flag indicating if this is last packet
} MediusFileGetMetaDataResponse_tag;
```

Description

Response to meta-data request for a file.

Notes

There can be many meta data responses from a single meta-data get request. StatusCodes can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Example

N/A

See also

N/A

MediusFileListRequest_tag

Request for a file list with simple filters.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  unsigned char FilenameBeginsWith
  [MEDIUS_FILE_MAX_FILENAME_LENGTH];        Set to "*" to not filter
  unsigned int FilesizeGreaterThan;         Max file size filter
  unsigned int FilesizeLessThan;            Min file size filter
  unsigned int OwnedByID;                   Set to -1 to not filter on Owner ID
  unsigned int NewerThanTimestamp;          Last update datetime filter
  unsigned int StartingEntryNumber;         Starting index into resultset
  unsigned int PageSize;                    Number of files to return from result set
  char MessageID[MESSAGEID_MAXLEN];         ID specified by Client to associate with this request
} MediusFileListRequest_tag;
```

Description

Request for a file list with simple filters.

Notes

N/A

Example

N/A

See also

N/A

MediusFileListResponse_tag

Response to a file list request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 MediusCallbackStatus StatusCode;    Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client in corresponding request
 char EndOfList;                     Flag indicating if this is last packet
} MediusFileListResponse_tag;
```

Description

Response to a file list request.

Notes

EndOfList is non-zero when this represents the last item. Status Code can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Example

N/A

See also

N/A

MediusFileMetaData_tag

Key-value pairs of meta-data.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 unsigned char Key                                   Identifier to associate with data value
 [MEDIUS_FILE_MAX_FILE_METADATA_KEY_LENGTH];
 unsigned char Value                                 Data value associated with Key
[MEDIUS_FILE_MAX_FILE_METADATA_VALUE_LENGTH];
} MediusFileMetaData_tag;
```

Description

Key-value pairs of meta-data.

Notes

N/A

Example

N/A

See also

N/A

MediusFileSearchByMetaDataRequest_tag

Request to search for files matching specified meta-data key-value pair.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

typedef struct {

MediusFileMetaData *MediusMetaDataRequestedKey*;	Key for which to retrieve associated meta-data value
char *MessageID*[**MESSAGEID_MAXLEN**];	ID specified by Client to associate with this request

} MediusFileSearchByMetaDataRequest_tag;

Description

Request to search for files matching specified meta-data key-value pair

Notes

N/A

Example

N/A

See also

N/A

MediusFileSearchByMetaDataResponse_tag

Response list of files matching the specified meta data key-value pair.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

typedef struct {

MediusFile *MediusFileInfo*;	File information
MediusFileMetaData *MediusMetaDataResponse*;	File meta-data
MediusCallbackStatus *StatusCode*;	Status code returned by server
char *MessageID*[**MESSAGEID_MAXLEN**];	ID specified by Client in corresponding request
char *EndOfList*;	Flag indicating if this is last response packet.

} MediusFileSearchByMetaDataResponse_tag;

Description

Response list of files matching the specified meta data key-value pair

Notes

StatusCodes can be: MediusSuccess, MediusNoResult, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Example

N/A

See also

N/A

MediusFileUpdateAttributesRequest_tag

Request to update the attributes for a particular file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;                  File information
 MediusFileAttributes MediusFileUpdatedAttributes;  Updated file attributes
 char MessageID[MESSAGEID_MAXLEN];           ID specified by Client to associate with this request
} MediusFileUpdateAttributesRequest_tag;
```

Description

Request to update the attributes for a particular file.

Notes

This usually refers to the description, or the streaming information.

Example

N/A

See also

N/A

MediusFileUpdateAttributesResponse_tag

Response to a FileUpdateAttributes request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 MediusCallbackStatus StatusCode;    Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client in corresponding request
} MediusFileUpdateAttributesResponse_tag;
```

Description

Response to a FileUpdateAttributes request.

Notes

StatusCodes can be: MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Example

N/A

See also

N/A

MediusFileUpdateMetaDataRequest_tag

Request to update the meta-data for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 MediusFileMetaData MediusUpdateMetaData;   Updated file meta-data
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileUpdateMetaDataRequest_tag;
```

Description

Request to update the meta-data for a file.

Notes

N/A

Example

N/A

See also

N/A

MediusFileUpdateMetaDataResponse_tag

Response to meta-data update for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 MediusCallbackStatus StatusCode;    Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client in corresponding request
} MediusFileUpdateMetaDataResponse_tag;
```

Description

Response to meta-data update for a file.

Notes

StatusCodes can be: MediusSuccess, MediusFileNoPermissions, MediusFileInternalAccessError, MediusDBError

Example

N/A

See also

N/A

MediusFileUploadRequest_tag

Initiate an upload from the client to the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusFile MediusFileInfo;          File information
 unsigned char *pucDataStart;        Data packet to upload
 unsigned int uiDataSize;            Size of data packet to upload
 char MessageID[MESSAGEID_MAXLEN];   ID specified by Client to associate with this request
} MediusFileUploadRequest_tag;
```

Description

Initiate an upload from the client to the server.

Notes

N/A

Example

N/A

See also

N/A

MediusFileUploadResponse_tag

Invoke client's upload callback to provide progress information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

typedef struct {

unsigned char *Data* **[MEDIUS_FILE_MAX_UPLOAD_DATA_SIZE];**	Data packet
int *iStartByteIndex*;	Starting byte index in the data packet - Zero to N, Read only
int *iDataSize*;	Number of bytes populated in the Data, Read only
int *iPacketNumber*;	Sequential packet number - Zero to N, Read only
int *iXferStatus*;	Transfer status (initial, mid, end, or error)
MediusCallbackStatus *StatusCode*;	Status code returned by server
char *MessageID***[MESSAGEID_MAXLEN];**	ID specified by Client in corresponding request

} MediusFileUploadResponse_tag;

Description

Message type is sent to invoke the client's upload callback.

Notes

Purpose of invoking client's upload callback is to inform the application of the current progress, and give the client (game) the ability to display a progress bar if desired. The iXferStatus variable is the current file transfer status: MEDIUS_FILE_XFER_STATUS_ERROR, MEDIUS_FILE_XFER_STATUS_INITIAL, MEDIUS_FILE_XFER_STATUS_MID, MEDIUS_FILE_XFER_STATUS_END Status Code can be: MediusSuccess, MediusFileInternalAccessError

Example

N/A

See also

N/A

MediusFileUploadServerReq_tag

Message sent from server to client to invoke client's upload handler.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 int iReqStartByteIndex;                    Requested starting byte index in the data packet - Zero to N
 int iPacketNumber;                         Sequential packet number - Zero to N
 int iXferStatus;                           Transfer status (initial, mid, end, or error)
 MediusCallbackStatus StatusCode;           Status code returned by server
 char MessageID[MESSAGEID_MAXLEN];          ID specified by Client to associate with this request
} MediusFileUploadServerReq_tag;
```

Description

Message sent from server to client to invoke client's upload handler.

Notes

This structure is never seen by the client's callback code i.e., the game developer should forget they ever saw this declaration. Status Code can be: MediusSuccess, MediusFileInternalAccessError *

Example

N/A

See also

N/A

MediusFindPlayerRequest

Request to search for a player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 MediusPlayerSearchType SearchType;         Type of search (by ID or name)
 int ID;                                    ID of player to find.
 char Name[PLAYERNAME_MAXLEN];              Name of player to find.
} MediusFindPlayerRequest;
```

Description

Request to search for a player.

Notes

N/A

Example

N/A

See also

N/A

MediusFindPlayerResponse

Response(s) to MediusFindPlayer().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];
 MediusCallbackStatus StatusCode;
 int ApplicationID;
 char ApplicationName[APPNAME_MAXLEN];
 MediusApplicationType ApplicationType;
 int MediusWorldID;
 int AccountID;
 char AccountName[ACCOUNTNAME_MAXLEN];
 char EndOfList;
} MediusFindPlayerResponse;
```

Message ID

Response code for the request to find a user.

Application ID of the user.

Application name of the user.

In a lobby chat channel or a game world.

World ID

Account ID

Account Name

Flag 0 or 1 to determine the end of list.

Description

Response(s) to MediusFindPlayer().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusInvalidRequestMsg, MediusWMError, MediusSuccess, MediusNoResult

Example

N/A

See also

N/A

MediusFindWorldByNameRequest

Request structure to locate chat channels and/or game worlds based on name.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 char Name[GAMENAME_MAXLEN];                Name of the world to look for.
 MediusFindWorldType WorldType;             Type of world to look for (game or chat channel)
} MediusFindWorldByNameRequest;
```

Description

Request structure to locate chat channels and/or game worlds based on name.

Notes

N/A

Example

N/A

See also

N/A

MediusFindWorldByNameResponse

Response(s) to MediusFindWorldByName().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];                  Message ID
 MediusCallbackStatus StatusCode;                   Response status to find a world by name
 int ApplicationID;                                 Application ID of the world.
 char ApplicationName[APPNAME_MAXLEN];              Application name related to the app-ID
 MediusApplicationType ApplicationType;             Application type (game or chat channel)
 int MediusWorldID;                                 World ID
 char WorldName[GAMENAME_MAXLEN];                   World name
 MediusWorldStatus WorldStatus;                     World status
 char EndOfList;                                    Flag 0 or 1 to determine the end of list.
} MediusFindWorldByNameResponse;
```

Description

Response(s) to MediusFindWorldByName().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusInvalidRequestMsg, MediusNoResult, MediusWMError, MediusSuccess

Example

N/A

See also

N/A

MediusGameInfoRequest

Request for detailed game instance information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int MediusWorldID;                         World ID of the game to get information about.
} MediusGameInfoRequest;
```

Description

Request for detailed game instance information.

Notes

N/A

Example

N/A

See also

N/A

MediusGameInfoResponse

Response to MediusGetGameInfo().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response code for the request to get game information.
int *ApplicationID*;	Application ID of the game world.
int *MinPlayers*;	Minimum number of players
int *MaxPlayers*;	Maximum number of players
int *GameLevel*;	Game leve (title specific)l
int *PlayerSkillLevel*;	Player skill level (title specific)
int *PlayerCount*;	Number of players
char *GameStats*[**GAMESTATS_MAXLEN**];	Current game stats
char *GameName*[**GAMENAME_MAXLEN**];	Name of the game
int *RulesSet*;	Rule set (Title specific)
int *GenericField1*;	Generic field 1
int *GenericField2*;	Generic field 2
int *GenericField3*;	Generic field 3
int *GenericField4*;	Generic field 4
int *GenericField5*;	Generic field 5
int *GenericField6*;	Generic field 6
int *GenericField7*;	Generic field 7
int *GenericField8*;	Generic field 8
MediusWorldStatus *WorldStatus*;	Status of the game world (staging, closed, etc.)
MediusGameHostType *GameHostType*;	Game host type (Client-server, peer-to-peer, aux-udp)

} MediusGameInfoResponse;

Description

Response to MediusGetGameInfo().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusWMError, MediusSuccess

Example

N/A

See also

N/A

MediusGameList_ExtraInfoRequest

Request for a game list that returns additional information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 unsigned short PageID;                     Starting page 1..N
 unsigned short PageSize;                   Page size 1..M
} MediusGameList_ExtraInfoRequest;
```

Description

Request for a game list that returns additional information.

Notes

N/A

Example

N/A

See also

N/A

MediusGameList_ExtraInfoResponse

Response(s) to MediusGetGames_ExtraInfo().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response code for the request to get game
                                                     information.
  int MediusWorldID;                                 World ID for the game.
  unsigned short PlayerCount;                        Number of players
  unsigned short MinPlayers;                         Minimum number of players
  unsigned short MaxPlayers;                         Maximum number of players
  int GameLevel;                                     Game level
  int PlayerSkillLevel;                              Player skill level
  int RulesSet;                                      Rule set
  int GenericField1;                                 Generic field 1
  int GenericField2;                                 Generic field 2
  int GenericField3;                                 Generic field 3
  int GenericField4;                                 Generic field 4
  int GenericField5;                                 Generic field 5
  int GenericField6;                                 Generic field 6
  int GenericField7;                                 Generic field 7
  int GenericField8;                                 Generic field 8
  MediusWorldSecurityLevelType SecurityLevel;        Security level for this game world.
  MediusWorldStatus WorldStatus;                     World status for this game world.
  MediusGameHostType GameHostType;                   Game host type (client-server, peer-to-peer, etc.)
  char GameName[GAMENAME_MAXLEN];                    Game name
  char GameStats[GAMESTATS_MAXLEN];                  Game statistics
  char EndOfList;                                    Flag 0 or 1 to determine the end of the list.
} MediusGameList_ExtraInfoResponse;
```

Description

Response(s) to MediusGetGames_ExtraInfo().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusWMError, MediusSuccess MediusNoResult

Example

N/A

See also

N/A

MediusGameListRequest

Request for a game list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ApplicationID;                         Application ID
 short int PageID;                          Starting page number 1..N
 short int PageSize;                        Page size 1..M
} MediusGameListRequest;
```

Description

Request for a game list.

Notes

N/A

Example

N/A

See also

N/A

MediusGameListResponse

Response(s) to MediusGetGames().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the request to get a game list.
 int MediusWorldID;                         World ID
 char GameName[GAMENAME_MAXLEN];            Game name
 MediusWorldStatus WorldStatus;             World status (staging, closed, etc…)
 MediusGameHostType GameHostType;           Game host type (client-server, aux-udp, etc…)
 int PlayerCount;                           Number of players
 char EndOfList;                            Flag 0 or 1 to determine the end of list.
} MediusGameListResponse;
```

Description

Response(s) to MediusGetGames().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusWMError, MediusSuccess MediusNoResult

Example

N/A

See also

N/A

MediusGameWorldPlayerListRequest

Request for a list of players in a game.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int MediusWorldID;                         World ID for the game world to query.
} MediusGameWorldPlayerListRequest;
```

Description

Request for a list of players in a game.

Notes

N/A

Example

N/A

See also

N/A

MediusGameWorldPlayerListResponse

Response(s) to MediusGetGameWorldPlayerList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to get a list of players on the game world.
int *AccountID***;**	The players account ID
char *AccountName***[ACCOUNTNAME_MAXLEN];**	The players account name.
char *Stats***[ACCOUNTSTATS_MAXLEN];**	The players account stats
MediusConnectionType *ConnectionClass***;**	The connection type (Ethernet, modem, wireless)
char *EndOfList***;**	Flag 0 or 1 to determine the end of list.

} MediusGameWorldPlayerListResponse;

Description

Response(s) to MediusGetGameWorldPlayerList().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusWMError, MediusSuccess MediusNoResult

Example

N/A

See also

N/A

MediusGenericChatFilter

Setting of chat filters.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

typedef struct {

unsigned char *GenericChatFilterBitfield* **[MEDIUS_GENERIC_CHAT_FILTER_BYTES_LEN];**	The bitfield payload used to determine which chat types are enabled and which are filtered out.

} MediusGenericChatFilter;

Description

Enable or Disable Chat Filtering on the Server-Side for various types of chat, including lobby chat, whisper, and clan chat. Bitfield encoded, with the N-th bit corresponding to the enumeration for the MediusChatMessageType (i.e., Clan chat = bit 3).

Notes

Revised chat filter for 2.10 By default, broadcast and whisper are enabled. Clan and buddy are disabled by default.

Example

N/A

See also

N/A

MediusGenericChatFwdMessage

Incoming chat message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 int TimeStamp;                                  Servers time stamp at the time of sending.
 int OriginatorAccountID;                        The senders account ID.
 MediusChatMessageType MessageType;              Broadcast or tagetted.
 char OriginatorAccountName
 [ACCOUNTNAME_MAXLEN];                           The senders account name.
 char Message[CHATMESSAGE_MAXLEN];               The chat message itself.
} MediusGenericChatFwdMessage;
```

Description

Incoming chat message.

Notes

Revised chat handler for 2.10. TimeStamp = time in seconds since 1/1/1970, as per GMT time. Also directly comparable to the value in MediusGetServerTime.

Example

N/A

See also

N/A

MediusGenericChatMessage

Outgoing chat message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 MediusChatMessageType MessageType;         The scope of the message to send (target or
                                            broadcast)
 int TargetID;                              The account ID of the user to target.
 char Message[CHATMESSAGE_MAXLEN];          The chat message.
} MediusGenericChatMessage;
```

Description

Outgoing chat message to the lobby world, or to a particular user, or to everyone, or to one of the clans that you are in, or to everyone in your buddy list. The latter buddy list functionality is not yet supported. Not guaranteed delivery. Player may be jumping, leaving, or already offline.

Notes

Revised chat handler for 2.10 The buddy list chat functionality is not yet supported in 2.10

Example

N/A

See also

N/A

MediusGenericChatSetFilterRequest

Request to set the chat filters.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
char *SessionKey***[SESSIONKEY_MAXLEN];**	Session Key
MediusGenericChatFilter *GenericChatFilter***;**	The chat filter bitfield.

} MediusGenericChatSetFilterRequest;

Description

Enable or Disable Chat Filtering on the Server-Side This request replaces the user's current chat filter settings. Use the MEDIUS_MACRO_CLEAR_ALL_BITS, MEDIUS_MACRO_GET_BIT and MEDIUS_MACRO_SET_BIT, and MEDIUS_MACRO_CLEAR_BIT to set each field.

By default, lobby world chat and whisper chat are enabled. All other chat types are disabled.

A bit set to true indicates the ability to receive chat of that type. A bit set to false will prevent chat of that type from being received.

The bitfield number is taken from the enumerated type, MediusChatMessageType The first bit is bit zero, and not one.

Notes

Revised chat filter for 2.10 By default, broadcast and whisper are enabled. Clan and buddy are disabled by default.

Example

```
// (Only get Clan chat):
MediusGenericChatFilter stMediusGenericChatFilter
MEDIUS_MACRO_CLEAR_ALL_BITS(
        stMediusGenericChatFilter.GenericChatFilterBitfield);
MEDIUS_MACRO_SET_BIT(MediusClanChatType,
        stMediusGenericChatFilter.GenericChatFilterBitfield);
MEDIUS_MACRO_GET_BIT(MediusClanChatType,
        stMediusGenericChatFilter.GenericChatFilterBitfield);
```

See also

N/A

MediusGenericChatSetFilterResponse

Confirmation for enabling/disabling chat filtering.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to set the chat filter.
MediusGenericChatFilter *ChatFilter***;**	The chat filter, used to confirm what the server believes are the current settings.

} MediusGenericChatSetFilterResponse;

Description

Confirmation for enabling/disabling chat filtering.

Notes

Status Code can be: MediusRequestDenied, MediusSuccess, MediusWMError

Example

N/A

See also

N/A

MediusGetAllAnnouncementsRequest

Request all system announcements from the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];      Message ID
 char SessionKey[SESSIONKEY_MAXLEN];    Session Key
 int ApplicationID;                     Application ID of the title.
} MediusGetAllAnnouncementsRequest;
```

Description

Request all system announcements from the server.

Notes

N/A

Example

N/A

See also

N/A

MediusGetAllClanMessagesRequest

Request for all outstanding clan messages by leader.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int Start;                                 Starting page number 1..N
 int PageSize;                              Page size 1..M
} MediusGetAllClanMessagesRequest;
```

Description

Request for all outstanding clan messages by leader.

Notes

N/A

Example

N/A

See also

N/A

MediusGetAllClanMessagesResponse

Response to MediusGetAllClanMessages().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  MediusCallbackStatus StatusCode;           Response code for the request to get clan
                                             messages
  int ClanMessageID;                         The clan message ID
  char Message[CLANMSG_MAXLEN];              The contents of the clan message
  MediusClanMessageStatus Status;            The status for this particular message.
  char EndOfList;                            Flag 0 or 1 to denote the end of the list.
} MediusGetAllClanMessagesResponse;
```

Description

Response to MediusGetAllClanMessages().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusWMError, MediusSuccess MediusDBError, MediusNotClanLeader

Example

N/A

See also

N/A

MediusGetAnnouncementsRequest

Request unread system announcements from the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ApplicationID;                         Application ID for the title.
} MediusGetAnnouncementsRequest;
```

Description

Request unread system announcements from the server.

Notes

N/A

Example

N/A

See also

N/A

MediusGetAnnouncementsResponse

System Announcements.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response code for the request to get announcements for this title.
int *AnnouncementID*;	The announcement ID
char *Announcement*[**ANNOUNCEMENT_MAXLEN**];	The contents of a partial chunk of the announcement.
char *EndOfList*;	Flag 0 or 1 to determine if this is the end of the list.

} MediusGetAnnouncementsResponse;

Description

System Announcements.

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusNoResult

Example

N/A

See also

N/A

MediusGetBuddyInvitationsRequest

Request for Buddy Invitations accumulated since last time player logged in.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
} MediusGetBuddyInvitationsRequest;
```

Description

Request for Buddy Invitations accumulated since last time player logged in.

Notes

N/A

Example

N/A

See also

N/A

MediusGetBuddyInvitationsResponse

Response(s) to MediusGetBuddyInvitations().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response code to the request to get a list of people who have invited you to their buddy list.
int *AccountID*;	The account ID of the player inviting you to their list.
char *AccountName*[**ACCOUNTNAME_MAXLEN**];	The account name of the player inviting you to their list.
MediusBuddyAddType *addType*;	The requested add type can be mutual or one-sided.
char *EndOfList*;	Flag 0 or 1 to determine if this is the last item.

} MediusGetBuddyInvitationsResponse;

Description

Response(s) to MediusGetBuddyInvitations().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusNoResult, MediusDBError

Example

N/A

See also

N/A

MediusGetBuddyList_ExtraInfoRequest

Request for persistent buddy list with additional state information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
} MediusGetBuddyList_ExtraInfoRequest;
```

Description

Request for persistent buddy list with additional state information.

Notes

N/A

Example

N/A

See also

N/A

MediusGetBuddyList_ExtraInfoResponse

Response(s) to MediusGetBuddyList_ExtraInfo().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to get the buddy list with additional information.
int *AccountID***;**	Account ID of the buddy
char *AccountName***[ACCOUNTNAME_MAXLEN];**	Account name of the buddy
MediusPlayerOnlineState *OnlineState***;**	The online state for the buddy.
char *EndOfList***;**	Flag 0 or 1 to determine the end of list.

} MediusGetBuddyList_ExtraInfoResponse;

Description

Response(s) to MediusGetBuddyList_ExtraInfo().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusNoResult

Example

N/A

See also

N/A

MediusGetBuddyListRequest

Request for persistent buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusGetBuddyListRequest;
```

Description

Request for persistent buddy list.

Notes

N/A

Example

N/A

See also

N/A

MediusGetBuddyListResponse

Response(s) to MediusGetBuddyList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];
  MediusCallbackStatus StatusCode;
  int AccountID;
  char AccountName[ACCOUNTNAME_MAXLEN];
  MediusPlayerStatus PlayerStatus;
  char EndOfList;
} MediusGetBuddyListResponse;
```

Message ID	
Response code for the request to get your buddy list.	
The account ID of the buddy.	
The account name of the buddy.	
The player's status	
Flag 0 or 1 to determine the end of list.	

Description

Response(s) to MediusGetBuddyList().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusNoResult

Example

N/A

See also

N/A

MediusGetClanByIDRequest

Lookup a clan by ClanID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int AccountID;                             Account ID of the clan leader. N/A
 int ClanID;                                Clan ID.
} MediusGetClanByIDRequest;
```

Description

Lookup a clan by ClanID.

Notes

N/A

Example

N/A

See also

N/A

MediusGetClanByIDResponse

Response to MediusGetClanByID().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response for the request to get clan information by the clan ID.
int *ApplicationID*;	Application ID
char *ClanName*[**CLANNAME_MAXLEN**];	Clan name
int *LeaderAccountID*;	Account ID of the leader.
char *LeaderAccountName*[**ACCOUNTNAME_MAXLEN**];	Account name of the leader.
char *Stats*[**CLANSTATS_MAXLEN**];	Clan stats
MediusClanStatus *Status*;	The clans status

} MediusGetClanByIDResponse;

Description

Response to MediusGetClanByID().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError, MediusWMError

Example

N/A

See also

N/A

MediusGetClanByNameRequest

Request to lookup clan information by ClanName.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ApplicationID;                         Application ID
 char ClanName[CLANNAME_MAXLEN];            Clan Name
} MediusGetClanByNameRequest;
```

Description

Request to lookup clan information by ClanName.

Notes

N/A

Example

N/A

See also

N/A

MediusGetClanByNameResponse

Response to MediusGetClanByName().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response code for the request to get clan
                                                     information by name
  int ClanID;                                        Clan ID
  int LeaderAccountID;                               Account ID of the leader.
  char LeaderAccountName[ACCOUNTNAME_MAXLEN];        Account name of the leader.
  char Stats[CLANSTATS_MAXLEN];                      Clan stats.
  MediusClanStatus Status;                           Clan status.
} MediusGetClanByNameResponse;
```

Description

Response to MediusGetClanByName().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError, MediusWMError

Example

N/A

See also

N/A

MediusGetClanInvitationsSentRequest

Request by leader for all outstanding clan invitations/status.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int Start;                                 Starting page number 1..N
 int PageSize;                              Page size 1..M
} MediusGetClanInvitationsSentRequest;
```

Description

Request by leader for all outstanding clan invitations/status.

Notes

N/A

Example

N/A

See also

N/A

MediusGetClanInvitationsSentResponse

Response to MediusGetClanInvitationsSent().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to see what invitations have been sent.
int *AccountID***;**	Account ID of the person that the invitation was sent to.
char *AccountName*[**ACCOUNTNAME_MAXLEN**]**;**	Account name of the person that the invitation was sent to.
char *ResponseMsg*[**CLANMSG_MAXLEN**]**;**	The response message from the person if they responded.
MediusClanInvitationsResponseStatus *ResponseStatus***;**	The response status.
int *ResponseTime***;**	The time of the response.
char *EndOfList***;**	Flag 0 or 1 to determine the end of list.

} MediusGetClanInvitationsSentResponse;

Description

Response to MediusGetClanInvitationsSent().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError, MediusWMError, MediusNotClanLeader, MediusNoResult

Example

N/A

See also

N/A

MediusGetClanMemberList_ExtraInfoRequest

Request to retrieve list of accountnames in a clan with additional state information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int ClanID;                                Clan ID to get information about.
 int LadderStatIndex;                       Ladder stat column
 MediusSortOrder SortOrder;                 Ascending or descending sort order.
} MediusGetClanMemberList_ExtraInfoRequest;
```

Description

Request to retrieve list of accountnames in a clan with additional state information.

Notes

N/A

Example

N/A

See also

N/A

MediusGetClanMemberList_ExtraInfoResponse

Response from the server returning 0 or more clan members with additional state information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response code for the request to get clan member information
  int AccountID;                                     Account ID of the player
  char AccountName[ACCOUNTNAME_MAXLEN];              Account name of the player.
  char Stats[ACCOUNTSTATS_MAXLEN];                   Account stats of the player.
  MediusPlayerOnlineState OnlineState;               The players online state.
  int LadderStat;                                    The ladder stat (score) for the player.
  unsigned int LadderPosition;                       The ladder position for the player.
  unsigned int TotalRankings;                        The total number of ranked players in this column.
  char EndOfList;                                    Flag 0 or 1 to denote the end of list.
} MediusGetClanMemberList_ExtraInfoResponse;
```

Description

Response from the server returning 0 or more clan members with additional state information.

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusGetClanMemberListRequest

Request to retrieve list of accountnames in a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
char *SessionKey***[SESSIONKEY_MAXLEN];**	Session Key
int *ClanID***;**	Clan ID of the clan to request member information about.

} MediusGetClanMemberListRequest;

Description

Request to retrieve list of accountnames in a clan.

Notes

N/A

Example

N/A

See also

N/A

MediusGetClanMemberListResponse

Response from the server returning 0 or more clan members.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int AccountID;                             Account ID of the clan member
 char AccountName[ACCOUNTNAME_MAXLEN];      Account name of the clan member
 MediusCallbackStatus StatusCode;           Response code for the request
 char EndOfList;                            Flag 0 or 1 to determine the end of list.
} MediusGetClanMemberListResponse;
```

Description

Response from the server returning 0 or more clan members.

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusGetClanTeamChallengeHistoryRequest

Request by leader to get a history of all clan challenges.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanID;                                Clan ID
 int ThisClanIsChallenger;                  Clan ID to challenge
 int Start;                                 Starting page 1..N
 int PageSize;                              Page size 1..M
} MediusGetClanTeamChallengeHistoryRequest;
```

Description

Request by leader to get a history of all clan challenges.

Notes

N/A

Example

N/A

See also

N/A

MediusGetClanTeamChallengeHistoryResponse

Response to MediusGetClanTeamChallengeHistory().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response code for the request to get a list of clan team challenges
int *AgainstClanID*;	Clan ID that was challenged.
MediusClanChallengeStatus *Status*;	The challenge status
char *EndOfList*;	Flag 0 or 1 to determine end of list.

} MediusGetClanTeamChallengeHistoryResponse;

Description

Response to MediusGetClanTeamChallengeHistory().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError, MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusGetClanTeamChallengesRequest

Request by clan leader to retrieve all pending clan challenges.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanID;                                Clan ID
 int Start;                                 Starting page 1..N
 int PageSize;                              Page size 1..M
 MediusClanChallengeStatus Status;          Challenge status
 int ChallengedOnly;                        N/A
} MediusGetClanTeamChallengesRequest;
```

Description

Request by clan leader to retrieve all pending clan challenges.

Notes

N/A

Example

N/A

See also

N/A

MediusGetClanTeamChallengesResponse

Response to MediusGetClanTeamChallenges().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the get clan challenges request
 int ChallengerClanID;                      Challenger clan's ID
 int AgainstClanID;                         The opposing clan ID.
 MediusClanChallengeStatus Status;          The challenge status
 int ResponseTime;                          Response time
 char ChallengeMsg[CLANMSG_MAXLEN];         Challenge message
 char ResponseMsg[CLANMSG_MAXLEN];          Response message
 char EndOfList;                            Flag 0 or 1 to denote the end of list.
 int ClanChallengeID;                       Challenge ID.
} MediusGetClanTeamChallengesResponse;
```

Description

Response to MediusGetClanTeamChallenges().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError, MediusWMError, MediusNotClanLeader

Example

N/A

See also

N/A

MediusGetGameListFilterRequest

Retrieve currently applied game list filters.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusGetGameListFilterRequest;
```

Description

Retrieve currently applied game list filters.

Notes

N/A

Example

N/A

See also

N/A

MediusGetGameListFilterResponse

Response(s) to MediusGetGameListFilter().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response code for the request to get the game list filters
unsigned int *FilterID*;	Filter ID
MediusGameListFilterField *FilterField*;	Filter field
int *Mask*;	Bit mask
MediusComparisonOperator *ComparisonOperator*;	Comparison operator
int *BaselineValue*;	Baseline value
char *EndOfList*;	Flag 0 or 1 to denote the end of list

} MediusGetGameListFilterResponse;

Description

Response(s) to MediusGetGameListFilter().

Notes

Pattern: ((FilterField & Mask) ComparisonOperator BaselineValue) evaluates to True/False Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusWMError

Example

N/A

See also

N/A

MediusGetIgnoreListRequest

Request for persistent ignore list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusGetIgnoreListRequest;
```

Description

Request for persistent ignore list.

Notes

N/A

Example

N/A

See also

N/A

MediusGetIgnoreListResponse

Response(s) to MediusGetIgnoreList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response code for the request to get the ignore list.
  int IgnoreAccountID;                               The account ID of the player being ignored.
  char IgnoreAccountName[ACCOUNTNAME_MAXLEN];        The account name of the player being ignored.
  MediusPlayerStatus PlayerStatus;                   The ignored player's status.
  char EndOfList;                                    Flag 0 or 1 to denote the end of the list.
} MediusGetIgnoreListResponse;
```

Description

Response(s) to MediusGetIgnoreList().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusNoResult

Example

N/A

See also

N/A

MediusGetLadderStatsWideRequest

Request for list of integer stats used for calculating ladder rankings.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int AccountID_or_ClanID;                   Account ID or Clan ID
 MediusLadderType LadderType;               Account or clan type.
} MediusGetLadderStatsWideRequest;
```

Description

Request for list of integer stats used for calculating ladder rankings.

Notes

N/A

Example

N/A

See also

N/A

MediusGetLadderStatsWideResponse

Response from server with list of integer stats used for calculating ladder rankings.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  MediusCallbackStatus StatusCode;           Response code for the request to get the total set
                                             of stats for a clan or user.
  int AccountID_or_ClanID;                   Account or Clan ID, depending on the request.
  int Stats[LADDERSTATSWIDE_MAXLEN];         The wide stats field.
} MediusGetLadderStatsWideResponse;
```

Description

Response from server with list of integer stats used for calculating ladder rankings.

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusWMError, MediusInvalidRequestMsg, MediusDBError

Notes

Stats used for calculating ladders. There are [0.. LADDERSTATSWIDE_MAXLEN] possible Ladder categories. Each element is a rankable Ladder. If a player has a zero for a given element, they will not be listed in that particular Ladder and will not count against the total number of players in that particular Ladder.

Example

N/A

See also

N/A

MediusGetLobbyPlayerNames_ExtraInfoRequest

Request for a list of players in a chat channel with additional state information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
int *MediusWorldID***;**	World ID of the chat channel to get a list of player information about.

} MediusGetLobbyPlayerNames_ExtraInfoRequest;

Description

Request for a list of players in a chat channel with additional state information.

Notes

N/A

Example

N/A

See also

N/A

MediusGetLobbyPlayerNames_ExtraInfoResponse

Response(s) to MediusGetGetLobbyPlayerNames().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];
  MediusCallbackStatus StatusCode;
  int AccountID;
  char AccountName[ACCOUNTNAME_MAXLEN];
  MediusPlayerOnlineState OnlineState;
  char EndOfList;
} MediusGetLobbyPlayerNames_ExtraInfoResponse;
```

MessageID	Message ID
StatusCode	Response status for the request to get player information for those in a particular lobby channel
AccountID	Account ID
AccountName	Account name
OnlineState	The player's online state.
EndOfList	Flag 0 or 1 to denote the end of the list.

Description

Response(s) to MediusGetGetLobbyPlayerNames().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusGetLobbyPlayerNamesRequest

Request for a list of players in a chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int MediusWorldID;                         Chat channel world ID.
} MediusGetLobbyPlayerNamesRequest;
```

Description

Request for a list of players in a chat channel.

Notes

N/A

Example

N/A

See also

N/A

MediusGetLobbyPlayerNamesResponse

Response(s) to MediusGetGetLobbyPlayerNames().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the request to get player names
 int AccountID;                             Account ID
 char AccountName[ACCOUNTNAME_MAXLEN];      Account Name
 char EndOfList;                            Flag 0 or 1 to determine the end of the list.
} MediusGetLobbyPlayerNamesResponse;
```

Description

Response(s) to MediusGetGetLobbyPlayerNames().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusWMError, MediusNoResult

Example

N/A

See also

N/A

MediusGetLocationsRequest

Request to retrieve list of co-location regions.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusGetLocationsRequest;
```

Description

Request to retrieve list of co-location regions.

Notes

N/A

Example

N/A

See also

N/A

MediusGetLocationsResponse

Response(s) to MediusGetLocations().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];
 int LocationID;
 char LocationName[LOCATIONNAME_MAXLEN];
 MediusCallbackStatus StatusCode;
 char EndOfList;
} MediusGetLocationsResponse;
```

Message ID

Location ID

Location Name

Response code for the request to get a list of locations.

Flag 0 or 1 to determine the end of the list.

Description

Response(s) to MediusGetLocations().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusWMError, MediusNoResult, MediusDBError

Example

N/A

See also

N/A

MediusGetMyClanMessagesRequest

Request to get unread clan messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanID;                                Clan ID to get the messages for.
 int Start;                                 Starting page number 1..N
 int PageSize;                              Page size 1..M
} MediusGetMyClanMessagesRequest;
```

Description

Request to get unread clan messages.

Notes

N/A

Example

N/A

See also

N/A

MediusGetMyClanMessagesResponse

Response to MediusGetMyClanMessages().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response status for the request to get clan messages.
int *ClanID*;	Clan ID
char *Message*[**CLANMSG_MAXLEN**];	Message text
char *EndOfList*;	Flag 0 or 1 to determine the end of the list.

} MediusGetMyClanMessagesResponse;

Description

Response to MediusGetMyClanMessages().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusWMError, MediusNoResult, MediusDBError

Example

N/A

See also

N/A

MediusGetMyClansRequest

Request for all clans I'm a member of.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int Start;                                 Starting page 1..N
 int PageSize;                              Page size 1..M
} MediusGetMyClansRequest;
```

Description

Request for all clans I'm a member of.

Notes

N/A

Example

N/A

See also

N/A

MediusGetMyClansResponse

Response(s) to MediusGetMyClans().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to get the clans that a player is in.
int *ClanID***;**	Clan ID
int *ApplicationID***;**	Application ID
char *ClanName***[CLANNAME_MAXLEN];**	Clan name
int *LeaderAccountID***;**	Account ID of the clans leader
char *LeaderAccountName***[ACCOUNTNAME_MAXLEN];**	Account name of the clan leader
char *Stats***[CLANSTATS_MAXLEN];**	Clan stats.
MediusClanStatus *Status***;**	Clan status
char *EndOfList***;**	Flag 0 or 1 to determine the end of list.

} MediusGetMyClansResponse;

Description

Response(s) to MediusGetMyClans().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusWMError, MediusNoResult, MediusDBError

Example

N/A

See also

N/A

MediusGetMyIPRequest

Request to get externally visible IP address (NOT LAN address).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusGetMyIPRequest;
```

Description

Request to get externally visible IP address (NOT LAN address).

Notes

N/A

Example

N/A

See also

N/A

MediusGetMyIPResponse

Response to MediusGetMyIP().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
char *IP***[IP_MAXLEN];**	IP Address expressed as a string: aaa.bbb.ccc.ddd
MediusCallbackStatus *StatusCode***;**	Response code for the request to get your external IP address.

} MediusGetMyIPResponse;

Description

Response to MediusGetMyIP().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDmeError

Example

N/A

See also

N/A

MediusGetPolicyRequest

Request a usage or privacy policy from the Medius servers.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];        Message ID
 char SessionKey[SESSIONKEY_MAXLEN];      Session Key
 MediusPolicyType Policy;                 Policy type: usage or privacy.
} MediusGetPolicyRequest;
```

Description

Request a usage or privacy policy from the Medius servers.

Notes

N/A

Example

N/A

See also

N/A

MediusGetPolicyResponse

Response(s) to MediusGetPolicy().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the request to get policies
 char Policy[POLICY_MAXLEN];                One of possibly many chunks of the policy
 char EndOfText;                            Flag 0 or 1 to determine the end of the policy text.
} MediusGetPolicyResponse;
```

Description

Response(s) to MediusGetPolicy().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess MediusDBError

Example

N/A

See also

N/A

MediusGetServerTimeRequest

Request to get the server time.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
} MediusGetServerTimeRequest;
```

Description

Request to get the server time.

Notes

N/A

Example

N/A

See also

N/A

MediusGetServerTimeResponse

Response for the servers time.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response from the request to get the server time.
 int GMT_time;                              GMT time
 MediusTimeZone Local_server_timezone;      The server's local time zone.
} MediusGetServerTimeResponse;
```

Description

Response for the servers time.

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusFeatureNotEnabled MediusSuccess

Example

N/A

See also

N/A

MediusGetStoredAccountInfoRequest

Retrieve stored, detailed info about a specified AccountID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusDeviceType device;          Device to access: memory card or HDD
 int CardPort;                     Port
 int CardSlot;                     Slot
 int AccountID;                    Account ID to access.
} MediusGetStoredAccountInfoRequest;
```

Description

Retrieve stored, detailed info about a specified AccountID.

Notes

Deprecated

Example

N/A

See also

N/A

MediusGetStoredAccountInfoResponse

Response to MediusGetStoredAccountInfo().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 int AccountID;                                  Account ID
 char AccountName[ACCOUNTNAME_MAXLEN];           Account name
 char AccountPassword[PASSWORD_MAXLEN];          Account password
} MediusGetStoredAccountInfoResponse;
```

Description

Response to MediusGetStoredAccountInfo().

Notes

Deprecated

Example

N/A

See also

N/A

MediusGetStoredAccountListRequest

Request for all stored accounts.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusDeviceType device;          Device to access
 int CardPort;                     Card port
 int CardSlot;                     Card slot
} MediusGetStoredAccountListRequest;
```

Description

Request for all stored accounts.

Notes

Deprecated

Example

N/A

See also

N/A

MediusGetStoredAccountListResponse

Retrieve a Comma-Delimited list of stored AccountIDs.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char AccountList[ACCOUNTLIST_MAXLEN];          Account ID list, comma delimited.
} MediusGetStoredAccountListResponse;
```

Description

Retrieve a Comma-Delimited list of stored AccountIDs.

Notes

Deprecated

Example

N/A

See also

N/A

MediusGetTotalChannelsRequest

Request to get total number of channels for an ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ApplicationID;                         Application ID to filter by.
} MediusGetTotalChannelsRequest;
```

Description

Request to get total number of channels for an ApplicationID.

Notes

N/A

Example

N/A

See also

N/A

MediusGetTotalChannelsResponse

Returns total number of channels for an ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
unsigned int *Total***;**	Total number of channels for the given application ID.
MediusCallbackStatus *StatusCode***;**	Response code for request to get the total number of chat channels.

} MediusGetTotalChannelsResponse;

Description

Returns total number of channels for an ApplicationID.

Notes

Status Code can be: MediusFail, MediusSuccess, MediusRequestDenied (if calling on a non-lobby server connection)

Example

N/A

See also

N/A

MediusGetTotalGamesRequest

Request to get total number of games for an ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ApplicationID;                         Application ID to filter by.
} MediusGetTotalGamesRequest;
```

Description

Request to get total number of games for an ApplicationID.

Notes

N/A

Example

N/A

See also

N/A

MediusGetTotalGamesResponse

Returns total number of games for an ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
unsigned int *Total***;**	Total number of games for the application ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to get the total number of games.

} MediusGetTotalGamesResponse;

Description

Returns total number of games for an ApplicationID.

Notes

Status Code can be: MediusWMError, MediusSuccess, MediusRequestDenied (if calling on a non-lobby server connection)

Example

N/A

See also

N/A

MediusGetTotalRankingsRequest

Request to get total player/clan rankings associated with same ApplicationID as player making request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusLadderType LadderType;               Type of ranking: account based or clan based.
} MediusGetTotalRankingsRequest;
```

Description

Request to get total player/clan rankings associated with same ApplicationID as player making request.

Notes

N/A

Example

N/A

See also

N/A

MediusGetTotalRankingsResponse

Response to request to get total player or clan rankings associated with same ApplicationID as player making request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to get the total number of rankings for.
unsigned int *TotalRankings***;**	The total number of players or clans that have been ranked.

} MediusGetTotalRankingsResponse;

Description

Response to request to get total player or clan rankings associated with same ApplicationID as player making request.

Notes

Status Code can be: MediusDBError, MediusSuccess, MediusPlayerNotPrivileged

Example

N/A

See also

N/A

MediusGetTotalUsersRequest

Request to get total number of users for an ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ApplicationID;                         Application ID to filter by.
} MediusGetTotalUsersRequest;
```

Description

Request to get total number of users for an ApplicationID.

Notes

N/A

Example

N/A

See also

N/A

MediusGetTotalUsersResponse

Returns total number of users for an ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
unsigned int *TotalInSystem***;**	Total number of players on the system
unsigned int *TotalInGame***;**	Total number of players in game
MediusCallbackStatus *StatusCode***;**	Response code for the request to get the total number of players.

} MediusGetTotalUsersResponse;

Description

Returns total number of users for an ApplicationID.

Notes

Status Code can be: MediusWMError, MediusSuccess

Example

N/A

See also

N/A

MediusGetUniverseInformationRequest

Request information about a universe.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
unsigned int *InfoType***;**	Bitfield to determine the type of information to retrieve
MediusCharacterEncodingType *CharacterEncoding***;**	Character encoding: ISO-8859-1 or UTF-8
MediusLanguageType *Language***;**	Language setting

} MediusGetUniverseInformationRequest;

Description

Request to get information about the universes. n-Number of MediusUniverseVariableInformationResponse messages (and MediusGetUniverseNewsResponse messages) will be returned as a result.

Notes

ONLY USED WITH MEDIUS UNIVERSE INFORMATION SERVER (MUIS)

Example

N/A

See also

N/A

MediusGetWorldSecurityLevelRequest

Request the security level of a game or channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  char SessionKey[SESSIONKEY_MAXLEN];        Session Key
  int MediusWorldID;                         World ID to get the security level for.
  MediusApplicationType AppType;             Application type: lobby chat channel or game
                                             world.
} MediusGetWorldSecurityLevelRequest;
```

Description

Request the security level of a game or channel.

Notes

N/A

Example

N/A

See also

N/A

MediusGetWorldSecurityLevelResponse

Response to MediusWorldSecurityLevel().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to get the security level about a world
int *MediusWorldID***;**	The world ID of the lobby world or game world.
MediusApplicationType *AppType***;**	Application type; chat channel or game
MediusWorldSecurityLevelType *SecurityLevel***;**	Security level information.

} MediusGetWorldSecurityLevelResponse;

Description

Response to MediusWorldSecurityLevel().

Notes

Status Code can be: MediusWMError, MediusSuccess, MediusInvalidRequestMsg

Example

N/A

See also

N/A

MediusInitializeBareInParams

Input Parameter structure for MediusInitializeBare().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	Oct 1, 2001

Structure

typedef struct {

MediusTypeGenericChatFwdMessageCallback *MyGenericChatFwdMessageCallback*;	Generic Chat Forward Message calback
void **MyGenericChatFwdMessageCallbackUserData*;	Data passed to MyGenericChatFwdMessageCallback
MediusTypeBinaryFwdMessageCallback *MyBinaryFwdMessageCallback*;	Binary Forward Message Callback
void **MyBinaryFwdMessageCallbackUserData*;	Data passed to MyBinaryFwdMessageCallback
MediusTypeAddToBuddyListFwdConfirmation RequestCallback *MyAddToBuddyListFwdConfirmationRequestCallback*;	Buddy List Forward Confirmation Callback
void **MyAddToBuddyListFwdConfirmationRequest CallbackUserData*;	Data passed to MyAddToBuddyListFwdConfirmationRequestCallback
MediusTypeErrorMessageCallback *MyErrorMessageCallback*;	Error Message Callback
void **MyErrorMessageCallbackUserData*;	Data to pass to MyErrorMessageCallback
MediusTypeReassignGameMediusWorldIDCallback *MyReassignGameMediusWorldIDCallback*;	Re-assign Game Medius WorldID Callback
void **MyReassignGameMediusWorldID CallbackUserData*;	Data to pass to MyReassignGameMediusWorldIDCallback
int *IdfCompliance*;	Indication of IDF Compliance

} MediusInitializeBareInParams;

Description

Input Parameter structure for MediusInitializeBare().

Notes

To enable System Message Callbacks (as done in MediusInitializeInParams), set NetTypeSystemMessageCallback directly as part of NetInitializeInParams.

Example

N/A

See also

N/A

MediusInitializeBareOutParams

Output response structure for MediusInitialize().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Structure

typedef struct {

MediusErrorCode *ErrorCode*; Same as MediusInitializeBare return value

} MediusInitializeBareOutParams;

Description

Output response structure for MediusInitialize().

Notes

N/A

Example

N/A

See also

N/A

MediusInitializeInParams

Input Parameter structure for MediusInitialize().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	Oct 1, 2001

Structure

typedef struct {

const RSA_KEYPAIR **pLocalKeyPair*;	Encryption keys
MediusTypeGenericChatFwdMessageCallback *MyGenericChatFwdMessageCallback*;	Chat Forward Message Callback
void **MyGenericChatFwdMessageCallbackUserData*;	Data passed to MyGenericChatFwdMessageCallback
MediusTypeBinaryFwdMessageCallback *MyBinaryFwdMessageCallback*;	Binary Message Forward Message Callback
void **MyBinaryFwdMessageCallbackUserData*;	Data passed to MyBinaryFwdMessageCallback
MediusTypeAddToBuddyListFwdConfirmation RequestCallback *MyAddToBuddyListFwdConfirmationRequestCallback*;	Buddy Confirmation request callback
void **MyAddToBuddyListFwdConfirmationRequest CallbackUserData*;	Data passed to MyAddToBuddyListFwdConfirmationRequestCallback
MediusTypeErrorMessageCallback *MyErrorMessageCallback*;	Error Message callback
void **MyErrorMessageCallbackUserData*;	Data passed to MyErrorMessageCallback
MediusTypeReassignGameMedius WorldIDCallback *MyReassignGameMediusWorldIDCallback*;	Reassign Game Medius WorldID callback
void **MyReassignGameMediusWorldID CallbackUserData*;	Data passed to MyReassignGameMediusWorldIDCallback
MediusTypeSystemMessageCallback *pfSystemMessageCallback*;	Called when system messages arrive from the server
void **pSystemMessageCallbackData*;	Data passed to pfSystemMessageCallback
int *ApplicationID*;	The ID that identifies the title/application
const RSA_KEYPAIR **pApplicationKeyPair*;	Application encryption keys
int *IdfCompliance*;	Indication of IDF Compliance

} MediusInitializeInParams;

Description

Input Parameter structure for MediusInitialize().

Notes

N/A

Example

N/A

See also

N/A

MediusInitializeOutParams

Output response structure for MediusInitialize().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Structure

typedef struct {

MediusErrorCode *ErrorCode*; Same as MediusInitialize return value

} MediusInitializeOutParams;

Description

Output response structure for MediusInitialize().

Notes

N/A

Example

N/A

See also

N/A

MediusInitializeStorageRequest

Initialize storage for accountids/passwords.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusDeviceType device;          Device to access: Memory card or HDD
 int CardPort;                     Port
 int CardSlot;                     Slot
 char IconLocation[ICONLOCATION_MAXLEN];   Medius.ico icon location
 MediusSCETerritory SCETerritory;  SCE Territory identifier
} MediusInitializeStorageRequest;
```

Description

Initialize storage for accountids/passwords.

Notes

Deprecated

Example

N/A

See also

N/A

MediusInitializeStorageResponse

Response to MediusInitializeStorage().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusStoredConfirmationType Confirmation;
} MediusInitializeStorageResponse;
```

Response status for the initialize storage request.

Description

Response to MediusInitializeStorage().

Notes

Deprecated

Example

N/A

See also

N/A

MediusInvitePlayerToClan_ByNameRequest

Request from clan leader to invite a player by name into clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char AccountName[ACCOUNTNAME_MAXLEN];      Account name of the player to invite
 char InviteMessage[CLANMSG_MAXLEN];        Invitation message.
} MediusInvitePlayerToClan_ByNameRequest;
```

Description

Request from clan leader to invite a player by name into clan A MediusInvitePlayerToClanResponse structure is returned.

Notes

A MediusInvitePlayerToClanResponse structure is returned

Example

N/A

See also

N/A

MediusInvitePlayerToClanRequest

Request from clan leader to invite a player by account id into clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int PlayerAccountID;                       The account ID of the player to invite
 char InviteMessage[CLANMSG_MAXLEN];        The invitation message
} MediusInvitePlayerToClanRequest;
```

Description

Request from clan leader to invite a player by account id into clan A MediusInvitePlayerToClanResponse structure is returned.

Notes

A MediusInvitePlayerToClanResponse structure is returned

Example

N/A

See also

N/A

MediusInvitePlayerToClanResponse

Response to MediusInvitePlayerToClan() or MediusInvitePlayerToClanByName().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];        Message ID
 MediusCallbackStatus StatusCode;         Response code for the invitation in to the clan.
} MediusInvitePlayerToClanResponse;
```

Description

Response to MediusInvitePlayerToClan() or MediusInvitePlayerToClanByName().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusJoinChannelFwdRequest

SERVER-USE ONLY.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char PlayerSessionKey[SESSIONKEY_MAXLEN];  Session Key
} MediusJoinChannelFwdRequest;
```

Description

SERVER-USE ONLY.

Notes

Internal data structure.

Example

N/A

See also

N/A

MediusJoinChannelFwdResponse

SERVER-USE ONLY.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          MediusJoinChannelFwdResponse
 char PlayerSessionKey[SESSIONKEY_MAXLEN];  Session Key
 char AccessKey[ACCESSKEY_MAXLEN];          Access key needed to join a server.
 MediusCallbackStatus StatusCode;           Response code for the request to join a lobby
} MediusJoinChannelFwdResponse;
```

Description

SERVER-USE ONLY.

Notes

Internal data structure. Status Code: MediusSuccess, MediusRequestDenied

Example

N/A

See also

N/A

MediusJoinChannelRequest

Request to join an existing chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  char SessionKey[SESSIONKEY_MAXLEN];        Session Key
  int MediusWorldID;                         World ID to join
  char LobbyChannelPassword                  Password to join the chat channel if needed.
  [LOBBYPASSWORD_MAXLEN];
} MediusJoinChannelRequest;
```

Description

Request to join an existing chat channel.

Notes

N/A

Example

N/A

See also

N/A

MediusJoinChannelResponse

Response to MediusJoinChannel() - Pass ConnectInfo into the subsequent MediusConnect() call.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the request to join a chat
                                            channel.
 NetConnectionInfo ConnectInfo;             IP and port address of the channel to join.
} MediusJoinChannelResponse;
```

Description

Response to MediusJoinChannel() - Pass ConnectInfo into the subsequent MediusConnect() call.

Notes

Status Code can be: MediusSuccess, MediusPlayerNotPrivileged, MediusRequestDenied

Example

N/A

See also

N/A

MediusJoinGameRequest

Request to join an existing game.(Secured MediusJoinGameRequest).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.alibrtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int MediusWorldID;                         World ID of the game to join
 MediusJoinType JoinType;                   Join as a user or spectator
 char GamePassword[GAMEPASSWORD_MAXLEN];    Password to join a game if needed
 MediusGameHostType GameHostType;           Game host type: client-server, p2p, etc.,.
 RSA_KEY pubKey;                            RSA encryption key
 NetAddressList AddressList;                IP Address and port of the host to join.
} MediusJoinGameRequest;
```

Description

Request to join an existing game.(Secured MediusJoinGameRequest).

Notes

N/A

Example

N/A

See also

N/A

MediusJoinGameResponse

Response to MediusJoinGame()

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the request to join a game,
 MediusGameHostType GameHostType;           Game host type (client-server, p2p, …)
 NetConnectionInfo ConnectInfo;             IP and port connection information
} MediusJoinGameResponse;
```

Description

Response to MediusJoinGame(). Pass ConnectInfo into the subsequent MediusConnect() call.

Notes

Status Code can be: MediusSuccess, MediusPlayerNotPrivileged, MediusRequestDenied

Example

N/A

See also

N/A

MediusLadderList_ExtraInfoRequest

Request to join an existing game.(Secured MediusJoinGameRequest).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
int *LadderStatIndex***;**	Column of the ladder stats to get
MediusSortOrder *SortOrder***;**	Ascending or descending sort
unsigned int *StartPosition***;**	Start position for the list 1..numRanked
unsigned int *PageSize***;**	Page size 1..M (this many elements will be returned)

} MediusLadderList_ExtraInfoRequest;

Description

Request for the ladder list with additional information.

Notes

If you send out simultaneous Medius requests (of this type), set the MessageID (embedded with the LadderStatIndex) to associate the response with the request as they come in.

Example

N/A

See also

N/A

MediusLadderList_ExtraInfoResponse

Response(s) from the server with the list of players in a ladder ranking containing additional information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response code for the request to get ladder
                                                     listnformation.
  unsigned int LadderPosition;                       The ladder position
  int LadderStat;                                    The ladder stat column.
  int AccountID;                                     Account ID
  char AccountName[ACCOUNTNAME_MAXLEN];              The players account name
  char AccountStats[ACCOUNTSTATS_MAXLEN];            The players account stats
  MediusPlayerOnlineState OnlineState;               The players online state
  char EndOfList;                                    Flag 0 or 1 to determine the end of the list.
} MediusLadderList_ExtraInfoResponse;
```

Description

Response(s) from the server with the list of players in a ladder ranking containing additional information.

Notes

Status Code can be: MediusSuccess, MediusPlayerNotPrivileged, MediusDBError, MediusWMError

Example

N/A

See also

N/A

MediusLadderPosition_ExtraInfoRequest

Request for the exact position of a player in a ladder ranking with additional information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];      Message ID
 int AccountID;                         Account ID
 int LadderStatIndex;                   The column of the ladder list
 MediusSortOrder SortOrder;             Ascending or descending sort order.
} MediusLadderPosition_ExtraInfoRequest;
```

Description

Request for the exact position of a player in a ladder ranking with additional information.

Notes

N/A

Example

N/A

See also

N/A

MediusLadderPosition_ExtraInfoResponse

Response from the server with the exact position of a player in a ladder ranking with additional information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  MediusCallbackStatus StatusCode;           Response code for the request to get the ladder
                                             position for a given user
  unsigned int LadderPosition;               The ladder position
  unsigned int TotalRankings;                The total number of players ranked in this colmn.
} MediusLadderPosition_ExtraInfoResponse;
```

Description

Response from the server with the exact position of a player in a ladder ranking with additional information.

Notes

Status Code can be: MediusSuccess, MediusPlayerNotPrivileged, MediusDBError, MediusWMError

Example

N/A

See also

N/A

MediusLadderPositionFastRequest

Get the estimated player rankings within the current cache.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int AccountID;                             The account ID
 int NewStatsScore;                         The new score to estimate.
} MediusLadderPositionFastRequest;
```

Description

Request the position of a player in a ladder ranking (as viewed by the Medius Cache Server). This offers a quick lookup of a rank adjustment after a game has completed before the Cache Server has had a chance to refresh (typically 2-5 minute refresh intervals).

Notes

N/A

Example

N/A

See also

N/A

MediusLadderPositionFastResponse

Response from Medius with the estimated rank of a player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
unsigned int *LadderPosition***;**	The estimated response position.
MediusCallbackStatus *StatusCode***;**	Response code for the request to estimate a players position in the ranking.

} MediusLadderPositionFastResponse;

Description

Response from Medius with the predicted position (rank) of a player in a ladder ranking (as viewed by the Medius Cahce Server).

Notes

Status Code can be: MediusSuccess, MediusPlayerNotPrivileged, MediusDBError, MediusWMError

Example

N/A

See also

N/A

MediusLobbyWorldPlayerListRequest

Request for a list of players in a chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
char *SessionKey***[SESSIONKEY_MAXLEN];**	Session Key
int *MediusWorldID***;**	The chat channels world ID for get the player list for.

} MediusLobbyWorldPlayerListRequest;

Description

Request for a list of players in a chat channel.

Notes

N/A

Example

N/A

See also

N/A

MediusLobbyWorldPlayerListResponse

Response(s) to MediusGetLobbyWorldPlayerList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to get a list of players in a given lobby chat channel.
MediusPlayerStatus *PlayerStatus***;**	Response code for the request to get a list of players in a given lobby chat channel.
int *AccountID***;**	Account ID
char *AccountName***[ACCOUNTNAME_MAXLEN];**	Account name
char *Stats***[ACCOUNTSTATS_MAXLEN];**	Account stats
MediusConnectionType *ConnectionClass***;**	The player's connection type: Ethernet, modem, or wireless
char *EndOfList***;**	The player's connection type: Ethernet, modem, or wireless

} MediusLobbyWorldPlayerListResponse;

Description

Response(s) to MediusGetLobbyWorldPlayerList().

Notes

Status Code can be: MediusSuccess, MediusPlayerNotPrivileged, MediusNoResult, MediusWMError

Example

N/A

See also

N/A

MediusModifyClanMessageRequest

Request by leader to modify an outstanding clan message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanMessageID;                         Clan message ID to modify
 char NewMessage[CLANMSG_MAXLEN];           The new contents of the message.
} MediusModifyClanMessageRequest;
```

Description

Request by leader to modify an outstanding clan message.

Notes

N/A

Example

N/A

See also

N/A

MediusModifyClanMessageResponse

Response to MediusModifyClanMessage().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];        Message ID
  MediusCallbackStatus StatusCode;         Response code for the request to modify a clan
                                           message.
} MediusModifyClanMessageResponse;
```

Description

Response to MediusModifyClanMessage().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusPickLocationRequest

Request to choose a co-location region.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int LocationID;                            Location ID to select
} MediusPickLocationRequest;
```

Description

Request to choose a co-location region.

Notes

N/A

Example

N/A

See also

N/A

MediusPickLocationResponse

Response to MediusPickLocation().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];        Message ID
 MediusCallbackStatus StatusCode;         Response code for the request to select a location.
} MediusPickLocationResponse;
```

Description

Response to MediusPickLocation().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged MediusSuccess

Example

N/A

See also

N/A

MediusPlayerInfoRequest

Request for detailed info about a specified player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];      Message ID
 char SessionKey[SESSIONKEY_MAXLEN];    Session Key
 int AccountID;                         Account ID to get information about.
} MediusPlayerInfoRequest;
```

Description

Request for detailed info about a specified player.

Notes

N/A

Example

N/A

See also

N/A

MediusPlayerInfoResponse

Public information about a player account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];                  Message ID
  MediusCallbackStatus StatusCode;                   Response code for the request to get player information.
  char AccountName[ACCOUNTNAME_MAXLEN];              Account name
  int ApplicationID;                                 The players application ID
  MediusPlayerStatus PlayerStatus;                   The players status: disconnected, lobby or game
  MediusConnectionType ConnectionClass;              The players connection class: Ethernet, modem, or wiresless
  char Stats[ACCOUNTSTATS_MAXLEN];                   Player stats
} MediusPlayerInfoResponse;
```

Description

Public information about a player account.

Notes

Status Code can be: MediusDBError, MediusPlayerNotPrivileged MediusSuccess

Example

N/A

See also

N/A

MediusPlayerOnlineState

Structure containing full online state of Player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusPlayerStatus ConnectStatus;          Players online state
 int MediusLobbyWorldID;                    Lobby world ID if the state is in a chat channel
 int MediusGameWorldID;                     Game world ID if the player is in a game.
 char LobbyName[WORLDNAME_MAXLEN];          Lobby world name.
 char GameName[WORLDNAME_MAXLEN];           Game world name.
} MediusPlayerOnlineState;
```

Description

Structure containing full online state of Player. Used as part of several response structures.

Notes

The connect status should be looked at first to determine if the lobby world id or game world ID is valid. If the status is In Auth World, then both lobby and game world ID's are not valid. If the status is In Lobby World, then the game world ID is not valid. If the status is In Game World, then both World ID's are valid.

Example

N/A

See also

MediusGetBuddyList_ExtraInfoResponse, MediusGetClanMemberList_ExtraInfoResponse, MediusGetLobbyPlayerNames_ExtraInfoResponse, MediusLadderList_ExtraInfoResponse

MediusPlayerReport

Report from every player of a game to the Medius Lobby Server, preferably every 30 seconds.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char SessionKey[SESSIONKEY_MAXLEN];      Session Key
 int MediusWorldID;                       World ID for the player's chat channel
 char Stats[ACCOUNTSTATS_MAXLEN];         Account stats to update
} MediusPlayerReport;
```

Description

Report from every player of a game to the Medius Lobby Server, preferably every 30 seconds.

Notes

N/A

Example

N/A

See also

N/A

MediusPostDebugInfoRequest

Debug message to send to the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.7	February 1, 2004

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char Message[DEBUGMESSAGE_MAXLEN];         Debug message contents
} MediusPostDebugInfoRequest;
```

Description

Debug message to send to the server.

Notes

This logs information from the client to the server.

Example

N/A

See also

N/A

MediusPostDebugInfoResponse

Response to post debug message request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  MediusCallbackStatus StatusCode;           Response code for the request to post a debug
                                             message to the server.
} MediusPostDebugInfoResponse;
```

Description

Response to post debug message request.

Notes

Status Code can be: MediusSuccess, MediusPlayerNotPrivileged, MediusFeatureNotEnabled

Example

N/A

See also

N/A

MediusReassignGameMediusWorldID

Indication that the "MediusWorldID" of a game has been changed Use the new value in all subsequent requests/reports.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 int OldMediusWorldID;          Old Medius game world ID
 int NewMediusWorldID;          New Medius game world ID
} MediusReassignGameMediusWorldID;
```

Description

Indication that the "MediusWorldID" of a game has been changed Use the new value in all subsequent requests/reports.

Notes

N/A

Example

N/A

See also

N/A

MediusRemoveFromBuddyListRequest

Request to remove a user from the persistent buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
char *SessionKey*[**SESSIONKEY_MAXLEN**];	Session Key
int *AccountID*;	Account ID of the player to remove from your buddy list.

} MediusRemoveFromBuddyListRequest;

Description

Request to remove a user from the persistent buddy list.

Notes

N/A

Example

N/A

See also

N/A

MediusRemoveFromBuddyListResponse

Response to MediusRemoveFromBuddyList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to remove a player from the buddy list.

} MediusRemoveFromBuddyListResponse;

Description

Response to MediusRemoveFromBuddyList().

Notes

Status Code can be: MediusDBError, MediusPlayerNotPrivileged MediusSuccess

Example

N/A

See also

N/A

MediusRemoveFromIgnoreListRequest

Request to remove a user from the persistent ignore list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[MESSAGEID_MAXLEN];	Message ID
char *SessionKey*[SESSIONKEY_MAXLEN];	Session Key
int *IgnoreAccountID*;	Account ID of the person to remove from the ignore list.

} MediusRemoveFromIgnoreListRequest;

Description

Request to remove a user from the persistent ignore list.

Notes

N/A

Example

N/A

See also

N/A

MediusRemoveFromIgnoreListResponse

Response to MediusRemoveFromIgnoreList().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to remove a user from the ignore list.

} MediusRemoveFromIgnoreListResponse;

Description

Response to MediusRemoveFromIgnoreList().

Notes

Status Code can be: MediusDBError, MediusPlayerNotPrivileged MediusSuccess

Example

N/A

See also

N/A

MediusRemovePlayerFromClanRequest

Request by clan leader to remove a player from the clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int PlayerAccountID;                       Account ID of the player to remove from the clan
 int ClanID;                                Clan ID to remove from.
} MediusRemovePlayerFromClanRequest;
```

Description

Request by clan leader to remove a player from the clan.

Notes

N/A

Example

N/A

See also

N/A

MediusRemovePlayerFromClanResponse

Response to MediusRemovePlayerFromClan().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to remove a player from the clan.

} MediusRemovePlayerFromClanResponse;

Description

Response to MediusRemovePlayerFromClan().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusRequestClanTeamChallengeRequest

Request by clan leader to issue a challenge to another clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanID;                                Clan ID to issue the challenge to.
 char Message[CLANMSG_MAXLEN];              Message to send along with the challenge.
} MediusRequestClanTeamChallengeRequest;
```

Description

Request by clan leader to issue a challenge to another clan.

Notes

N/A

Example

N/A

See also

N/A

MediusRequestClanTeamChallengeResponse

Response to MediusRequestClanTeamChallenge().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to issue the team challenge.

} MediusRequestClanTeamChallengeResponse;

Description

Response to MediusRequestClanTeamChallenge().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusRespondToClanInvitationRequest

Response to an invitation to join a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  char SessionKey[SESSIONKEY_MAXLEN];        Session Key
  int ClanInvitationID;                      Invitation ID to respond to.
  MediusClanInvitationsResponseStatus Response;   The response status to send back. Accept or
                                                  decline.
  char Message[CLANMSG_MAXLEN];              Message to send back.
} MediusRespondToClanInvitationRequest;
```

Description

Response to an invitation to join a clan.

Notes

N/A

Example

N/A

See also

N/A

MediusRespondToClanInvitationResponse

Response to MediusRespondToClanInvitation().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the response to a clan invitation.

} MediusRespondToClanInvitationResponse;

Description

Response to MediusRespondToClanInvitation().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusRespondToClanTeamChallengeRequest

Issue a response to a clan challenge by the clan leader.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[MESSAGEID_MAXLEN];	Message ID
char *SessionKey*[SESSIONKEY_MAXLEN];	Session Key
int *ClanChallengeID*;	The clan challenge ID
MediusClanChallengeStatus *ChallengeStatus*;	The challenge response status
char *Message*[CLANMSG_MAXLEN];	The message to send back as part of the response.

} MediusRespondToClanTeamChallengeRequest;

Description

Issue a response to a clan challenge by the clan leader.

Notes

N/A

Example

N/A

See also

N/A

MediusRespondToClanTeamChallengeResponse

Response to MediusRespondToClanTeamChallenge().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the response to the clan challenge.

} MediusRespondToClanTeamChallengeResponse;

Description

Response to MediusRespondToClanTeamChallenge().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusTextStringInvalid, MediusSuccess

Example

N/A

See also

N/A

MediusRevokeClanInvitationRequest

Revocation by leader of clan of an outstanding invitation.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int PlayerAccountID;                       Account ID of the player'clan invitation to revoke.
} MediusRevokeClanInvitationRequest;
```

Description

Revocation by leader of clan of an outstanding invitation.

Notes

N/A

Example

N/A

See also

N/A

MediusRevokeClanInvitationResponse

Response to MediusRevokeClanInvitation().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to revoke a players invitation.

} MediusRevokeClanInvitationResponse;

Description

Response to MediusRevokeClanInvitation().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusRevokeClanTeamChallengeRequest

Request by clan leader to revoke an outstanding clan challenge.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanChallengeID;                       Clan ID to revoke a challenge for.
} MediusRevokeClanTeamChallengeRequest;
```

Description

Request by clan leader to revoke an outstanding clan challenge.

Notes

N/A

Example

N/A

See also

N/A

MediusRevokeClanTeamChallengeResponse

Response to MediusRevokeClanTeamChallenge().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
    char MessageID[MESSAGEID_MAXLEN];
    MediusCallbackStatus StatusCode;
} MediusRevokeClanTeamChallengeResponse;
```

MediusRevokeClanTeamChallengeResponse

Response code for the request to revoke a clan challenge.

Description

Response to MediusRevokeClanTeamChallenge().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusSendClanMessageRequest

Request by clan leader to send out a clan message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 char Message[CLANMSG_MAXLEN];              Message to send to all clan members.
} MediusSendClanMessageRequest;
```

Description

Request by clan leader to send out a clan message.

Notes

N/A

Example

N/A

See also

N/A

MediusSendClanMessageResponse

Response to MediusSendClanMessage().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to send a message to all clan members

} MediusSendClanMessageResponse;

Description

Response to MediusSendClanMessage().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusSessionBeginRequest

Request to begin a session (first network request to Medius).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusConnectionType ConnectionClass;      Connection class: Ethernet, modem, or wireless
} MediusSessionBeginRequest;
```

Description

Request to begin a session (first network request to Medius).

Notes

N/A

Example

N/A

See also

N/A

MediusSessionBeginResponse

Response to MediusSessionBegin().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the session begin.
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusSessionBeginResponse;
```

Description

Response to MediusSessionBegin()

Notes

Status Code can be: MediusBeginSessionFailed, MediusSuccess.

Example

N/A

See also

N/A

MediusSessionEndRequest

Request to end a session (last network request to Medius).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusSessionEndRequest;
```

Description

Request to end a session (last network request to Medius).

Notes

N/A

Example

N/A

See also

N/A

MediusSessionEndResponse

Response to MediusSessionEnd().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];        Message ID
 MediusCallbackStatus StatusCode;         Response code for the session end.
} MediusSessionEndResponse;
```

Description

Response to MediusSessionEnd().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusEndSessionFailed, MediusSuccess

Example

N/A

See also

N/A

MediusSetAutoChatHistoryRequest

Set the number of chat history messages to get upon joining a channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
int *AutoChatHistoryNumMessages***;**	The number of chat history messages that the client should automatically get when joining a chat channel.

} MediusSetAutoChatHistoryRequest;

Description

Sent as request to set the player's chat history. This feature allows the client to automatically retrieve the chat history of N-messages when joining a chat channel.

Notes

N/A

Example

N/A

See also

N/A

MediusSetGameListFilterRequest

Apply a game list filter to this session (max 3 filters).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusGameListFilterField FilterField;     Game list filter field
 int Mask;                                  Mask
 MediusComparisonOperator ComparisonOperator;  Comparison operator
 int BaselineValue;                         Baseline value
} MediusSetGameListFilterRequest;
```

Description

Apply a game list filter to this session (max 3 filters).

Notes

Pattern: ((FilterField & Mask) ComparisonOperator BaselineValue) evaluates to True/False

Example

N/A

See also

N/A

MediusSetGameListFilterResponse

Response to MediusSetGameListFilter().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**]**;**	Message ID
MediusCallbackStatus *StatusCode***;**	Response code for the request to set the game list filter.
unsigned int *FilterID***;**	The filter ID associated with this request.

} MediusSetGameListFilterResponse;

Description

Response to MediusSetGameListFilter().

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusNumFiltersAtMax, MediusSuccess, MediusSetGameListFilterFailed

Example

N/A

See also

N/A

MediusSetLobbyWorldFilterRequest

Apply a lobby list filter to this session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
unsigned int *FilterMask1***;**	Filter mask 1
unsigned int *FilterMask2***;**	Filter mask 2
unsigned int *FilterMask3***;**	Filter mask 3
unsigned int *FilterMask4***;**	Filter mask 4
MediusLobbyFilterType *LobbyFilterType***;**	Filter type = AND mask = mask; AND mask = lobby field
MediusLobbyFilterMaskLevelType *FilterMaskLevel***;**	Filter level, must correspond to the lobby world's filter level

} MediusSetLobbyWorldFilterRequest;

Description

Applies the filter to this session. MediusLobbyFilterType allows you to choose between Lobby&FilterMask==FilterMask or Lobby&FilterMask=Lobby. MediusLobbyFilterType allows to you choose filters.

Notes

N/A

Example

N/A

See also

N/A

MediusSetLobbyWorldFilterResponse

Response to request to set the lobby world filter.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	MediusSetLobbyWorldFilterResponse
MediusCallbackStatus *StatusCode*;	Response code for the request to set the lobby world filter.
unsigned int *FilterMask1*;	Filter mask 1
unsigned int *FilterMask2*;	Filter mask 2
unsigned int *FilterMask3*;	Filter mask 3
unsigned int *FilterMask4*;	Filter mask 3
MediusLobbyFilterType *LobbyFilterType*;	Lobby filter mask type
MediusLobbyFilterMaskLevelType *FilterMaskLevel*;	Filter mask level, must match the lobby chat channel level.

} MediusSetLobbyWorldFilterResponse;

Description

Response to request to set the lobby world filter.

Notes

Status Code can be: MediusPlayerNotPrivileged, MediusSuccess, MediusWMError, MediusFail,

Example

N/A

See also

N/A

MediusSetLocalizationParamsRequest

Sent as request to set player's internationalization parameters.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];                  Message ID
 char SessionKey[SESSIONKEY_MAXLEN];                Session Key
 MediusCharacterEncodingType CharacterEncoding;     Encoding is either ISO-8859-1 or UTF-8
 MediusLanguageType Language;                       Language
} MediusSetLocalizationParamsRequest;
```

Description

Sent as request to set player's internationalization parameters.

Notes

N/A

Example

N/A

See also

N/A

MediusSetMessageAsReadRequest

Request to tag message as read.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 MediusMessageType MessageType;             Message type (announcements)
 int MessageIDToTag;                        Message ID
} MediusSetMessageAsReadRequest;
```

Description

Request to tag message as read.

Notes

N/A

Example

N/A

See also

N/A

MediusSetStoredAccountInfoRequest

Store detailed info about an Account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusDeviceType device;          Device to access: memory card or HDD
 int CardPort;                     Port
 int CardSlot;                     Slot
 int AccountID;                    Account ID
 char AccountName[ACCOUNTNAME_MAXLEN];   Account name to store
 char AccountPassword[PASSWORD_MAXLEN];  Account password to store
} MediusSetStoredAccountInfoRequest;
```

Description

Store detailed info about an Account.

Notes

Deprecated

Example

N/A

See also

N/A

MediusSetStoredAccountInfoResponse

Response to MediusSetStoredAccountInfo().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 MediusStoredConfirmationType Confirmation;
} MediusSetStoredAccountInfoResponse;
```

Confirmation that the information was stored to the memory device.

Description

Response to MediusSetStoredAccountInfo().

Notes

Deprecated

Example

N/A

See also

N/A

MediusStatusResponse

Structure returned for reponses that just return a status code.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusCallbackStatus *StatusCode***;**	Response status for the request. Several requests use this structure for a general response type.

} MediusStatusResponse;

Description

Structure returned for reponses that just return a status code.

Notes

This is used as a generic response for several callback. The Status Code can be anything.

Example

N/A

See also

N/A

MediusTextFilterRequest

Request to check for vulgarity in a given text string.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 MediusTextFilterType TextFilterType;       Method of text filtering
 char Text[CHATMESSAGE_MAXLEN];             Text to filter. Need not be chat related.
} MediusTextFilterRequest;
```

Description

Request to check for vulgarity in a given text string.

Notes

N/A

Example

N/A

See also

N/A

MediusTextFilterResponse

Returns a pass/fail or replacement string.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
char *Text***[CHATMESSAGE_MAXLEN];**	Filtered text
MediusCallbackStatus *StatusCode***;**	Response code for the text filter request.

} MediusTextFilterResponse;

Description

Returns a pass/fail or replacement string.

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusPass, MediusFail, MediusFilterFailed, MediusSuccess

Example

N/A

See also

N/A

MediusTokenRequest

Request structure to add/update/remove MediusToken.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	February 1, 2005

Structure

typedef struct {

char *MessageID***[MESSAGEID_MAXLEN];**	Message ID
MediusTokenActionType *TokenAction***;**	Token action to take: Add, update or delete.
MediusTokenCategoryType *TokenCategory***;**	Token category.
unsigned int *EntityID***;**	Entity ID of the token.
unsigned char *TokenToReplace* **[MEDIUS_TOKEN_MAXSIZE];**	Token to replace.
unsigned char *Token***[MEDIUS_TOKEN_MAXSIZE];**	New token to replace with, or create.

} MediusTokenRequest;

Description

Request structure used when calling MediusToken().

Notes

N/A

Example

```
MediusTokenRequest myRequest;
```

See also

MediusToken()

MediusTransferClanLeadershipRequest

Request to transfer clan leadership to a different account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];          Message ID
  char SessionKey[SESSIONKEY_MAXLEN];        Session Key
  int NewLeaderAccountID;                    Account ID of new clan leader
  char NewLeaderAccountName                  Account name of new clan leader
  [ACCOUNTNAME_MAXLEN];
} MediusTransferClanLeadershipRequest;
```

Description

Request to transfer clan leadership to a different account.

Notes

N/A

Example

N/A

See also

N/A

MediusTransferClanLeadershipResponse

Response to MediusTransferClanLeadership().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
  char MessageID[MESSAGEID_MAXLEN];
  MediusCallbackStatus StatusCode;
} MediusTransferClanLeadershipResponse;
```

Message ID

Response code for the clan leadership transfer request.

Description

Response to MediusTransferClanLeadership().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusUniverseNewsResponse

Response to get news information about the universes.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the universe new request
 char News[NEWS_MAXLEN];                    News chunk
 char EndOfText;                            Flag 0 or 1 to denote the end of the list.
} MediusUniverseNewsResponse;
```

Description

Response to get news information about the universes.

Notes

This will be returned if INFO_NEWS was masked with InfoType of a MediusGetUniverseInformationRequest message during a MediusGetUniverseInformation() function call. ONLY USED WITH MEDIUS UNIVERSE INFORMATION SERVER!!

Example

N/A

See also

N/A

MediusUniverseSvoURLResponse

Response to get Svo URL for each universe.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char URL[UNIVERSE_SVO_URL_MAXLEN];         SVO URL
} MediusUniverseSvoURLResponse;
```

Description

Response to get Svo URL for each universe.

Notes

ONLY USED WITH MEDIUS UNIVERSE INFORMATION SERVER!!

Example

N/A

See also

N/A

MediusUniverseVariableInformationResponse

Response to get specified information about the universes.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

typedef struct {

char *MessageID*[**MESSAGEID_MAXLEN**];	Message ID
MediusCallbackStatus *StatusCode*;	Response for request to get various pieces of information from the server.
unsigned int *InfoFilter*;	Information filter
unsigned int *UniverseID*;	Universe ID
char *UniverseName*[**UNIVERSENAME_MAXLEN**];	Universe name
char *DNS*[**UNIVERSEDNS_MAXLEN**];	DNS for the authentication server
int *Port*;	Port for the authentication server
char *UniverseDescription*[**UNIVERSEDESCRIPTION_MAXLEN**];	Universe description
int *Status*;	Universe up/down status field
int *UserCount*;	Number of users in the universe
int *MaxUsers*;	Maximum number of users
char *UniverseBilling*[**UNIVERSE_BSP_MAXLEN**];	Universe Billing Service Provider
char *BillingSystemName*[**UNIVERSE_BSP_NAME_MAXLEN**];	BSP name
char *ExtendedInfo*[**UNIVERSE_EXTENDED_INFO_MAXLEN**];	Title specific extra info, for example, where to download patches.
char *SvoURL*[**UNIVERSE_SVO_URL_MAXLEN**];	SVO entry point URL.
char *EndOfList*;	Flag 0 or 1 to determine the end of the list.

} MediusUniverseVariableInformationResponse;

Description

Response to get specified information about the universes.

Notes

ONLY USED WITH MEDIUS UNIVERSE INFORMATION SERVER!!

InfoFilter definition:

Bit 1: Always Clear
Bit 2: Always Clear
Bit 3: Set If the UniverseID field exists
Bit 4: Set If the UniverseName field exists
Bit 5: Set If the DNS & Port fields exist
Bit 6: Set If the UniverseDescription field exists
Bit 7: Set If the Status & UserCount & MaxUser fields exist
Bit 8: Set If the UniverseBilling & BillingSystemName fields exist
Bit 9: Set If the ExtendedInfo field exists
Bit 10: Set If the SvoURL field exists

Example

N/A

See also

N/A

MediusUpdateClanLadderStatsWide_DeltaRequest

Request for updating list of integer-delta stats used for calculating clan ladder rankings.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 int ClanID;                                Clan ID to update
 int Stats[LADDERSTATSWIDE_MAXLEN];         Total set of wide stats to update the clan with.
} MediusUpdateClanLadderStatsWide_DeltaRequest;
```

Description

Request for updating list of integer-delta stats used for calculating clan ladder rankings.

Notes

Instead of replacing the current value, this will apply an additive or subtractive delta (based on a +/- integer value). The field 'ClanID' is only considered if the MLS's medius.txt configuration file has "AllowClanLaddersToBeUpdatedByMany = 1"; otherwise, only the clan leader can call this. Stats used for calculating ladders. There are [0.. LADDERSTATSWIDE_MAXLEN] possible Ladder categories. Each element is a rankable Ladder. A zero for a given Ladder category indicates 'no-change'; hense, be sure to memset zero the entire request structure to verify that no garbage is submited; otherwise, undefined delta updates may take place.

Example

N/A

See also

N/A

MediusUpdateClanStatsRequest

Update persistent stats of the specified clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 int ClanID;                                Clan ID
 char Stats[CLANSTATS_MAXLEN];              Stats to overwrite with.
} MediusUpdateClanStatsRequest;
```

Description

Update persistent stats of the specified clan.

Notes

N/A

Example

N/A

See also

N/A

MediusUpdateClanStatsResponse

Response to MediusUpdateClanStats().

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusCallbackStatus StatusCode;           Response code for the clan stats update request.
} MediusUpdateClanStatsResponse;
```

Description

Response to MediusUpdateClanStats().

Notes

Status Code can be: MediusWMError, MediusPlayerNotPrivileged, MediusNotClanLeader, MediusDBError, MediusSuccess

Example

N/A

See also

N/A

MediusUpdateLadderStatsWideRequest

Request for updating list of integer stats used for calculating ladder rankings.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 MediusLadderType LadderType;               Ladder type: Account or clan ladders
 int Stats[LADDERSTATSWIDE_MAXLEN];         Total set of stats to update for the account or clan.
} MediusUpdateLadderStatsWideRequest;
```

Description

Request for updating list of integer stats used for calculating ladder rankings.

Notes

Stats used for calculating ladders. There are [0.. LADDERSTATSWIDE_MAXLEN] possible Ladder categories. Each element is a rankable Ladder. If a player has a zero for a given element, they will not be listed in that particular Ladder and will not count against the total number of players in that particular Ladder.

Example

N/A

See also

N/A

MediusUpdateUserState

Update State Level of this session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
 MediusUserAction UserAction;               Change to in chat channel, or left game.
} MediusUpdateUserState;
```

Description

Update State Level of this session.

Notes

N/A

Example

N/A

See also

N/A

MediusVersionServerRequest

Sent as request to retrieve version string of current connected Medius Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char SessionKey[SESSIONKEY_MAXLEN];        Session Key
} MediusVersionServerRequest;
```

Description

Sent as request to retrieve version string of current connected Medius Server.

Notes

N/A

Example

N/A

See also

N/A

MediusVersionServerResponse

Version string of currently connected Medius server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 char MessageID[MESSAGEID_MAXLEN];          Message ID
 char VersionServer[VERSIONSTRING_MAXLEN];  Server version string, including null termination.
} MediusVersionServerResponse;
```

Description

Version string of currently connected Medius server.

Notes

N/A

Example

N/A

See also

N/A

MediusVoteToBanPlayerRequest

Request structure to add/remove a vote to ban another player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	2.10	Feburary 1, 2005

Structure

```
typedef struct {
 MediusVoteActionType VoteAction;        Vote add or remove.
 MediusBanReasonType BanReason;          Reason for vote: vulgarity, cheating, other.
 int MediusWorldID;                      Medius ID of game world to ban player from.
 int DmeClientIndex;                     DME Client index of player to vote off.
} MediusVoteToBanPlayerRequest;
```

Description

Request structure used when calling MediusVoteToBanPlayer().

Notes

N/A

Example

```
MediusVoteToBanPlayerRequest myRequest;
```

See also

MediusVoteToBanPlayer()

MediusWorldReport

Report from the "host" of a game to the Medius Lobby Server, preferably every 30 seconds.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	mediustypes.h	1.0	November 31, 2001

Structure

```
typedef struct {
 int MediusWorldID;                          World ID of the world to keepalive
 int PlayerCount;                            Player count
 char GameName[GAMENAME_MAXLEN];             Game name
 char GameStats[GAMESTATS_MAXLEN];           Game stats
 int MinPlayers;                             Minimum number of players
 int MaxPlayers;                             Maximum number of players
 int GameLevel;                              Game level
 int PlayerSkillLevel;                       Player skill set
 int RulesSet;                               Rule set
 int GenericField1;                          Generic field 1
 int GenericField2;                          Generic field 2
 int GenericField3;                          Generic field 3
 int GenericField4;                          Generic field 4
 int GenericField5;                          Generic field 5
 int GenericField6;                          Generic field 6
 int GenericField7;                          Generic field 7
 int GenericField8;                          Generic field 8
 MediusWorldStatus WorldStatus;              World status: staging, closed, etc.
} MediusWorldReport;
```

Description

Report from the "host" of a game to the Medius Lobby Server, preferably every 30 seconds.

Notes

N/A

Example

N/A

See also

N/A

Chapter 5:
Callback Functions

This page intentionally left blank.

MediusDInterestCallback

Opaque forward reference to an interest callback object.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

typedef MediusDInterestCallback_ MediusDInterestCallback

Description

The interest callback object contains the elements needed to associate an interest with a user's action callback.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusDListActionCallback

Prototype for a DList Callback.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

typedef void (*MediusDListActionCallback)(

MediusDListAction *action*,	What event needs servicing. See MediusDListAction.
MediusCallbackStatus *status*,	Status of the event. This may be any MediusCallbackStatus value. Negative values (indicating errors) will be accompanied by pExcept indicating the proper extent to take action on.
MediusTransactionId *transactionId*,	The transaction Id that this action is associated with. When a request is made it generates a transactionId that is kept with it trough the processing of the transaction and returned with the result. Unsolicited data has a transactionId value of 0 indicating that the event is not associated with a specific request.
MediusExceptionEvent **pExcept*,	If not null then a pointer to an exception or error event has occurred and must be addressed.
unsigned short *rowsLeft*,	The number of callbacks after this one, which are necessary to complete all the rows in the context of this update.
MediusDRowId *rowId*,	unique ID of the entry associated with a row within a list.
MediusDArgList **pArgList*,	Pointer to data arguments associated with this action. This will be null if there is no data associated with this event, e.g., if this is only a status or exception event.
void **pUserData*);	User data associated with the callback. (Typically this will be the user list or list holder.)

Description

The game's user callback is called whenever a response or event is received from the server set related to the subscription to which it was registered.

Notes

N/A

Return value

None

Example

The game's user callback must address several different reactions to events that are delivered from the server.

```
void MyCallback ( MediusDListAction action
                , MediusCallbackStatus status
                , MediusTransactionId transactionId
                , MediusExceptionEvent *pExcept
                , unsigned short    rowsLeft
```

```
                    , MediusDRowId      rowId
                    , MediusDArgList    *pArgList
                    , void *            pUserData )
{
    MyList *pList = pUserData;
    MyRow *pRow = NULL;
```

Exceptions that may dictate specific reactions to errors and exceptional events from the server related to this or all subscriptions are:

```
if (pExcept)
{
    Log("Received exception extent %d error %d",
        pExcept->exceptExtent, pExcept->error);
    switch(pExcept->exceptExtent)
    {
    case MEDIUS_EXCEPT_NONE:
        Log("This should never happen");
        break;
    case MEDIUS_EXCEPT_ABORT_TRANSACTION:
        MyMarkTransactionForRetry(pList, transactionId,
                                  pExcept->retryTimeout);
        break;
    case MEDIUS_EXCEPT_FAIL_TRANSACTION:
        MyMarkTransactionFailed(pList, transactionId);
        break;
    case MEDIUS_EXCEPT_ABORT_CONTEXT:
        MyMarkListBad(pList);
        break;
    case MEDIUS_EXCEPT_FAIL_CONTEXT:
        MyMarkListBad(pList);
        break;
    case MEDIUS_EXCEPT_FAIL_SESSION:
        MyMarkListBad(pList);
        MyMarkSessionBad();
        break;
    default:
        Log("A new exception that we do not handle");
    }

    return;
}
```

Tracking of transaction IDs to ensure the request or response time.

```
if (transactionId)
{
    MyStopWaiting(pList, transactionId);
}
```

The action manipulates the games list object related to the MEDIUS_DACTION enumeration sent from the server. This action dictates how the pArgList containing the data sent from the server is applied to the games list object.

```
 if ( rowsLeft > 0 )
     MyMarkListInUpdate(pList);

 if (pArgList)
 {
     switch(action)
     {
     case MEDIUS_DACTION_NOEVENT:
         Log("This should never happen!");
```

```
                break;
            case MEDIUS_DACTION_ERROR:
                Log("Received error exception handled above");
                break;
            case MEDIUS_DACTION_STATUS:
                Log("Received status %d", status);
                break;

            case MEDIUS_DACTION_UPDATE:
                pRow = MyFindRow( pList, rowId );
                if (pRow)
                {
                   gpMediusDList->popRowData( pArgList, pList->pType, pRow );
                }
                break;
            case MEDIUS_DACTION_ADD:
                pRow = MyAllocRow( pList, rowId );
                gpMediusDList->popRowData( pArgList, pList->pType, pRow );
                break;
            case MEDIUS_DACTION_DELETE:
                MyDeleteRow( pList, rowId );
                break;
            case MEDIUS_DACTION_REFRESH:
                pRow = MyFindRow( pList, rowId );
                if ( ! pRow )
                {
                    pRow = MyAllocRow( pList, rowId );
                }
                gpMediusDList->popRowData( pArgList, pList->pType, pRow );
                break;
            default:
                Log("New action ID; It is not handled, and it is ignored.", action);
            }

        }

        if ( rowsLeft == 0 )
            MyMarkListOutOfUpdate( pList );

    }
```

See also

N/A

MediusFileTypeCancelOperationCallback

Callback function registered to handle server response to FileCancelOperation request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

```
typedef void
(*MediusFileTypeCancelOperationCallback)(
 MediusFileCancelOperationResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to FileCancelOperation request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeCloseCallback

Callback function registered to handle server response to FileClose request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void (*MediusFileTypeCloseCallback)(

MediusFileCloseResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileClose request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeCreateCallback

Callback function registered to handle server response to FileCreate request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void (*MediusFileTypeCreateCallback)(

MediusFileCreateResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileCreate request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeDeleteCallback

Callback function registered to handle server response to FileDelete request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void (*MediusFileTypeDeleteCallback)(

MediusFileDeleteResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileDelete request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeDownloadCallback

Callback function registered to handle server response to FileDownload request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void (*MediusFileTypeDownloadCallback)(

MediusFileDownloadResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileDownload request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeDownloadStreamCallback

Callback function registered to handle server response to FileDownloadStream request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void
(*MediusFileTypeDownloadStreamCallback)(

MediusFileDownloadStreamResponse ***ThisPacket*****,**	Response message data structure
void ****pUserData*****);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileDownloadStream request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeGetAttributesCallback

Callback function registered to handle server response to FileGetAttributes request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void (*MediusFileTypeGetAttributesCallback)(

MediusFileGetAttributesResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileGetAttributes request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeGetMetaDataCallback

Callback function registered to handle server response to FileGetMetaData request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

```
typedef void (*MediusFileTypeGetMetaDataCallback)(
 MediusFileGetMetaDataResponse *ThisPacket,      Response message data structure
 void *pUserData);                               Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to FileGetMetaData request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeListCallback

Callback function registered to handle server response to FileList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void (*MediusFileTypeListCallback)(

MediusFileListResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileList request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeSearchByMetaDataCallback

Callback function registered to handle server response to FileSearchByMetaData request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

```
typedef void
(*MediusFileTypeSearchByMetaDataCallback)(
 MediusFileSearchByMetaDataResponse *ThisPacket,     Response message data structure
 void *pUserData);                                   Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to FileSearchByMetaData request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeUpdateAttributesCallback

Callback function registered to handle server response to FileUpdateAttributes request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

```
typedef void
(*MediusFileTypeUpdateAttributesCallback)(
 MediusFileUpdateAttributesResponse *ThisPacket,     Response message data structure
 void *pUserData);                                   Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to FileUpdateAttributes request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeUpdateMetaDataCallback

Callback function registered to handle server response to FileUpdateMetaData request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

```
typedef void
(*MediusFileTypeUpdateMetaDataCallback)(
 MediusFileUpdateMetaDataResponse *ThisPacket,     Response message data structure
 void *pUserData);                                 Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to FileUpdateMetaData request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusFileTypeUploadCallback

Callback function registered to handle server response to FileUpload request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServicesTypes.h	1.0	November 31, 2001

Syntax

typedef void (*MediusFileTypeUploadCallback)(

MediusFileUploadResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FileUpload request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusTypeAccountDeleteCallback

Callback function registered to handle server response to AccountDelete request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeAccountDeleteCallback)(

MediusStatusResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AccountDelete request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountGetIDCallback

Callback function registered to handle server response to AccountGetID request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeAccountGetIDCallback)(

MediusAccountGetIDResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AccountGetID request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountGetProfileCallback

Callback function registered to handle server response to AccountGetProfile.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeAccountGetProfileCallback)(

MediusAccountGetProfileResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AccountGetProfile.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountLoginCallback

Callback function registered to handle server response to AccountLogin.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeAccountLoginCallback)(

MediusAccountLoginResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AccountLogin.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountLogoutCallback

Callback function registered to handle server response to AccountLogout.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeAccountLogoutCallback)(

MediusStatusResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AccountLogout.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountRegistrationCallback

Callback function registered to handle server response to AccountRegistration request..

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeAccountRegistrationCallback)(
 MediusAccountRegistrationResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to AccountRegistration request..

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountUpdatePasswordCallback

Callback function registered to handle server response to AccountUpdatePassword request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void
(*MediusTypeAccountUpdatePasswordCallback)(

MediusStatusResponse ******ThisPacket*,	Response message data structure
void ******pUserData*);	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AccountUpdatePassword request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountUpdateProfileCallback

Callback function registered to handle server response to AccountUpdateProfile request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeAccountUpdateProfileCallback)(
 MediusStatusResponse *ThisPacket,          Response message data structure
 void *pUserData);                          Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to AccountUpdateProfile request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAccountUpdateStatsCallback

Callback function registered to handle server response to AccountUpdateStats request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeAccountUpdateStatsCallback)(
 MediusStatusResponse *ThisPacket,          Response message data structure
 void *pUserData);                          Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to AccountUpdateStats request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAddPlayerToClanCallback

Callback function registered to handle server response to AddPlayerToClan request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeAddPlayerToClanCallback)(

MediusAddPlayerToClanResponse * *ThisPacket***,**	Response message data structure.
void * *pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to AddPlayerToClan request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeAddToBuddyListCallback

Callback function registered to handle server response to AddToBuddyList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeAddToBuddyListCallback)(
 MediusAddToBuddyListResponse *ThisPacket,      Response message data structure
 void *pUserData);                              Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to AddToBuddyList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAddToBuddyListFwdConfirmationRequestCallback

Callback function registered to handle server response to AddToBuddyListFwdConfirmation request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void
(*MediusTypeAddToBuddyListFwdConfirmationRequestCallback)(

MediusAddToBuddyListFwdConfirmationRequest ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AddToBuddyListFwdConfirmation request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAddToIgnoreListCallback

Callback function registered to handle server response toAddToIgnoreList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeAddToIgnoreListCallback)(
 MediusAddToIgnoreListResponse *ThisPacket,      Response message data structure
 void *pUserData);                               Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response toAddToIgnoreList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeAnonymousLoginCallback

Callback function registered to handle server response to AnonymousLogin request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeAnonymousLoginCallback)(

MediusAccountLoginResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to AnonymousLogin request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeBanPlayerCallback

Callback function registered to handle server response to BanPlayerCallback request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeBanPlayerCallback)(
 MediusBanPlayerResponse *ThisPacket,        Response message data structure
 void *pUserData);                           Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to BanPlayerCallback request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeBinaryFwdMessageCallback

Callback function registered to handle server response to BinaryFwdMessage request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeBinaryFwdMessageCallback)(
 MediusBinaryFwdMessage *ThisPacket,        Response message data structure
 void *pUserData);                          Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to BinaryFwdMessage request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeBuddyGetPermissionCallback

Callback function registered to handle server response to BuddyGetPermission request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeBuddyGetPermissionCallback)(
 MediusAddToBuddyListConfirmationResponse *ThisPacket,   Response message data structure
 void *pUserData);                                       Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to BuddyGetPermission request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeChannelInfoCallback

Callback function registered to handle server response to ChannelInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeChannelInfoCallback)(

MediusChannelInfoResponse *****_ThisPacket_**,**	Response message data structure
void *****_pUserData_**);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to ChannelInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeChannelList_ExtraInfoCallback

Callback function registered to handle server response to ChannelList_ExtraInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeChannelList_ExtraInfoCallback)(
 MediusChannelList_ExtraInfoResponse *ThisPacket,     Response message data structure
 void *pUserData);                                    Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to ChannelList_ExtraInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeChannelListCallback

Callback function registered to handle server response to ChannelList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeChannelListCallback)(

MediusChannelListResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to ChannelList request

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeCheckMyClanInvitationsCallback

Callback function registered to handle server response to CheckMyClanInvitations request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeCheckMyClanInvitationsCallback)(

MediusCheckMyClanInvitationsResponse ****ThisPacket*****,**	Response message data structure.
void ****pUserData*****);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to CheckMyClanInvitations request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeClanLadderListCallback

Callback function registered to handle server response to ClanLadderList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeClanLadderListCallback)(

MediusClanLadderListResponse ****ThisPacket*,**	Response message data structure.
void ****pUserData*);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to ClanLadderList request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeClanLadderPositionCallback

Callback function registered to handle server response to ClanLadderPosition request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeClanLadderPositionCallback)(

MediusClanLadderPositionResponse ****ThisPacket*,**	Response message data structure.
void ****pUserData*);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to ClanLadderPosition request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeClearGameListFilterCallback

Callback function registered to handle server response to BinaryFwdMessage request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeClearGameListFilterCallback)(
 MediusClearGameListFilterResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to BinaryFwdMessage request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeClearStoredAccountInfoCallback

Callback function registered to handle server response to ClearStoredAccountInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void
(*MediusTypeClearStoredAccountInfoCallback)(

MediusClearStoredAccountInfoResponse *ThisResponse**);**

The result of the corresponding API call

Description

Callback function registered to handle server response to ClearStoredAccountInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusTypeConfirmClanTeamChallengeCallback

Callback function registered to handle server response to ConfirmClanTeamChallenge request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

```
typedef void
(*MediusTypeConfirmClanTeamChallengeCallback)(
 MediusConfirmClanTeamChallengeResponse *ThisPacket,
 void *pUserData);
```

ThisPacket — Response message data structure.

pUserData — Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to ConfirmClanTeamChallenge request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeConnectCallback

Callback function registered to handle server response to Connect request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeConnectCallback)(

HDME *Connection*,	DME Handle to the connection
void **pUserData*);	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to Connect request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeCreateChannelCallback

Callback function registered to handle server response to CreateChannel request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeCreateChannelCallback)(

MediusCreateChannelResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to CreateChannel request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeCreateClanCallback

Callback function registered to handle server response to CreateClan request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeCreateClanCallback)(

MediusCreateClanResponse * *ThisPacket***,**	Response message data structure.
void * *pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to CreateClan request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeCreateGameCallback

Callback function registered to handle server response to CreateGame request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeCreateGameCallback)(

MediusCreateGameResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to CreateGame request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeDeleteClanMessageCallback

Callback function registered to handle server response to DeleteClanMessage request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeDeleteClanMessageCallback)(

MediusDeleteClanMessageResponse ******ThisPacket***,**	Response message data structure.
void ******pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to DeleteClanMessage request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeDisbandClanCallback

Callback function registered to handle server response to DisbandClan request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeDisbandClanCallback)(

MediusDisbandClanResponse * *ThisPacket***,**	Response message data structure.
void * *pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to DisbandClan request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeErrorMessageCallback

Callback function registered to handle server error messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeErrorMessageCallback)(

MediusErrorMessage ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server error messages.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeFindPlayerCallback

Callback function registered to handle server response to FindPlayer request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeFindPlayerCallback)(

MediusFindPlayerResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to FindPlayer request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeFindWorldByNameCallback

Callback function registered to handle server response to FindWorldByName request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeFindWorldByNameCallback)(
 MediusFindWorldByNameResponse *ThisPacket,        Response message data structure
 void *pUserData);                                 Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to FindWorldByName request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGameInfoCallback

Callback function registered to handle server response to GameInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeGameInfoCallback)(

MediusGameInfoResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GameInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGameList_ExtraInfoCallback

Callback function registered to handle server response to ChannelList_ExtraInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGameList_ExtraInfoCallback)(
 MediusGameList_ExtraInfoResponse *ThisPacket,     Response message data structure
 void *pUserData);                                 Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to ChannelList_ExtraInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGameListCallback

Callback function registered to handle server response to GameList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeGameListCallback)(

MediusGameListResponse *****_ThisPacket_**,**	Response message data structure
void *****_pUserData_**);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GameList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGameWorldPlayerListCallback

Callback function registered to handle server response to GameWorldPlayerList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGameWorldPlayerListCallback)(
 MediusGameWorldPlayerListResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GameWorldPlayerList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGenericChatFwdMessageCallback

Callback function registered to handle server response to GenericChatFwdMessage request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGenericChatFwdMessageCallback)(
 MediusGenericChatFwdMessage *ThisPacket,     Response message data structure
 void *pUserData);                            Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GenericChatFwdMessage request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGenericChatSetFilterCallback

Callback function registered to handle server response to GenericChatSetFilter request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGenericChatSetFilterCallback)(
 MediusGenericChatSetFilterResponse *ThisPacket,     Response message data structure
 void *pUserData);                                   Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GenericChatSetFilter request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetAllClanMessagesCallback

Callback function registered to handle server response to GetAllClanMessages request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeGetAllClanMessagesCallback)(

MediusGetAllClanMessagesResponse ******ThisPacket***,**	Response message data structure.
void ******pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetAllClanMessages request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetAnnouncementsCallback

Callback function registered to handle server response to GetAnnouncements request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGetAnnouncementsCallback)(
 MediusGetAnnouncementsResponse *ThisPacket,     Response message data structure
 void *pUserData);                               Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetAnnouncements request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetBuddyInvitationsCallback

Callback function registered to handle server response to GetBuddyInvitations request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGetBuddyInvitationsCallback)(
 MediusGetBuddyInvitationsResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetBuddyInvitations request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetBuddyList_ExtraInfoCallback

Callback function registered to handle server response to GetBuddyList_ExtraInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGetBuddyList_ExtraInfoCallback)(
 MediusGetBuddyList_ExtraInfoResponse *ThisPacket,    Response message data structure
 void *pUserData);                                    Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetBuddyList_ExtraInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetBuddyListCallback

Callback function registered to handle server response to GetBuddyList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeGetBuddyListCallback)(

MediusGetBuddyListResponse ***ThisPacket*,**	Response message data structure
void ***pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GetBuddyList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetClanByIDCallback

Callback function registered to handle server response to GetClanByID request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeGetClanByIDCallback)(

MediusGetClanByIDResponse ***_ThisPacket_,**	Response message data structure.
void ***_pUserData_);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetClanByID request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetClanByNameCallback

Callback function registered to handle server response to GetClanByName request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeGetClanByNameCallback)(

MediusGetClanByNameResponse * *ThisPacket*,	Response message data structure.
void * *pUserData*);	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetClanByName request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetClanInvitationsSentCallback

Callback function registered to handle server response to GetClanInvitationsSent request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeGetClanInvitationsSentCallback)(

MediusGetClanInvitationsSentResponse ****ThisPacket*,**	Response message data structure.
void ****pUserData*);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetClanInvitationsSent request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetClanMemberList_ExtraInfoCallback

Callback function registered to handle server response to GetClanMemberList_ExtraInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeGetClanMemberList_ExtraInfoCallback)(

MediusGetClanMemberList_ExtraInfoResponse ****ThisPacket*,**	Response message data structure.
void ****pUserData*);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetClanMemberList_ExtraInfo request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetClanMemberListCallback

Callback function registered to handle server response to GetClanMemberList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeGetClanMemberListCallback)(

MediusGetClanMemberListResponse ******ThisPacket*,	Response message data structure.
void ******pUserData*);	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetClanMemberList request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetClanTeamChallengeHistoryCallback

Callback function registered to handle server response to GetClanTeamChallengeHistory request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

```
typedef void
(*MediusTypeGetClanTeamChallengeHistoryCallback)(
 MediusGetClanTeamChallengeHistoryResponse *ThisPacket,
 void *pUserData);
```

Response message data structure.

Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetClanTeamChallengeHistory request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetClanTeamChallengesCallback

Callback function registered to handle server response to GetClanTeamChallenges request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeGetClanTeamChallengesCallback)(

MediusGetClanTeamChallengesResponse ****ThisPacket*,**	Response message data structure.
void ****pUserData*);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetClanTeamChallenges request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetGameListFilterCallback

Callback function registered to handle server response to GetGameListFilter request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeGetGameListFilterCallback)(
 MediusGetGameListFilterResponse *ThisPacket,      Response message data structure
 void *pUserData);                                 Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetGameListFilter request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetIgnoreListCallback

Callback function registered to handle server response to GetIgnoreListCallback request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeGetIgnoreListCallback)(

MediusGetIgnoreListResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GetIgnoreListCallback request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetLadderStatsWideCallback

Callback function registered to handle server response to GetLadderStatsWide request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGetLadderStatsWideCallback)(
 MediusGetLadderStatsWideResponse *ThisPacket,     Response message data structure
 void *pUserData);                                 Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetLadderStatsWide request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetLobbyPlayerNames_ExtraInfoCallback

Callback function registered to handle server response to GetLobbyPlayerNames_ExtraInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGetLobbyPlayerNames_ExtraInfoCallback)(
 MediusGetLobbyPlayerNames_ExtraInfoResponse *ThisPacket,
 void *pUserData);
```

Response message data structure

Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GetLobbyPlayerNames_ExtraInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetLobbyPlayerNamesCallback

Callback function registered to handle server response to GetLobbyPlayerNames request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGetLobbyPlayerNamesCallback)(
 MediusGetLobbyPlayerNamesResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetLobbyPlayerNames request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetLocationsCallback

Callback function registered to handle server response to GetLocations request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeGetLocationsCallback)(
 MediusGetLocationsResponse *ThisPacket,        Response message data structure
 void *pUserData);                              Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetLocations request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetMyClanMessagesCallback

Callback function registered to handle server response to GetMyClanMessages request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

```
typedef void
(*MediusTypeGetMyClanMessagesCallback)(
 MediusGetMyClanMessagesResponse *ThisPacket,
 void *pUserData);
```

ThisPacket — Response message data structure.

pUserData — Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetMyClanMessages request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetMyClansCallback

Callback function registered to handle server response to GetMyClans request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeGetMyClansCallback)(

MediusGetMyClansResponse ****ThisPacket*,**	Response message data structure.
void ****pUserData*);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to GetMyClans request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeGetMyIPCallback

Callback function registered to handle server response to GetMyIP request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeGetMyIPCallback)(

MediusGetMyIPResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GetMyIP request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetPolicyCallback

Callback function registered to handle server response to GetPolicy request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeGetPolicyCallback)(
 MediusGetPolicyResponse *ThisPacket,        Response message data structure
 void *pUserData);                           Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetPolicy request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetServerTimeCallback

Callback function registered to handle server response to GetServerTime request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeGetServerTimeCallback)(

MediusGetServerTimeResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GetServerTime request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetStoredAccountInfoCallback

Callback function registered to handle server response to GetStoredAccountInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void
(*MediusTypeGetStoredAccountInfoCallback)(

MediusGetStoredAccountInfoResponse *ThisResponse**);**	The result of the corresponding API call

Description

Callback function registered to handle server response to GetStoredAccountInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusTypeGetStoredAccountListCallback

Callback function registered to handle server response to GetStoredAccountList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void
(*MediusTypeGetStoredAccountListCallback)(

MediusGetStoredAccountListResponse ***ThisResponse*****);** The result of the corresponding API call

Description

Callback function registered to handle server response to GetStoredAccountList request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusTypeGetTotalChannelsCallback

Callback function registered to handle server response to GetTotalChannels request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeGetTotalChannelsCallback)(
 MediusGetTotalChannelsResponse *ThisPacket,      Response message data structure
 void *pUserData);                                Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetTotalChannels request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetTotalGamesCallback

Callback function registered to handle server response to GetTotalGames request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeGetTotalGamesCallback)(
 MediusGetTotalGamesResponse *ThisPacket,        Response message data structure
 void *pUserData);                               Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetTotalGames request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetTotalRankingsCallback

Callback function registered to handle server response to GetTotalRankings request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypeGetTotalRankingsCallback)(
 MediusGetTotalRankingsResponse *ThisPacket,      Response message data structure
 void *pUserData);                                Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetTotalRankings request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetTotalUsersCallback

Callback function registered to handle server response to GetTotalUsers request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeGetTotalUsersCallback)(

MediusGetTotalUsersResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to GetTotalUsers request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeGetWorldSecurityLevelCallback

Callback function registered to handle server response to GetWorldSecurityLevel request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeGetWorldSecurityLevelCallback)(
 MediusGetWorldSecurityLevelResponse *ThisPacket,     Response message data structure
 void *pUserData);                                    Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to GetWorldSecurityLevel request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeInitializeStorageCallback

Callback function registered to handle server response to InitializeStorage request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeInitializeStorageCallback)(
MediusInitializeStorageResponse * *ThisResponse*); The result of the corresponding API call

Description

Callback function registered to handle server response to InitializeStorage request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusTypeInvitePlayerToClanCallback

Callback function registered to handle server response to InvitePlayerToClan request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeInvitePlayerToClanCallback)(

MediusInvitePlayerToClanResponse * *ThisPacket*,	Response message data structure.
void * *pUserData*);	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to InvitePlayerToClan request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeJoinChannelCallback

Callback function registered to handle server response to JoinChannel request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeJoinChannelCallback)(

MediusJoinChannelResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to JoinChannel request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeJoinGameCallback

Callback function registered to handle server response to JoinGame request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeJoinGameCallback)(

MediusJoinGameResponse *****_ThisPacket_**,**	Response message data structure
void *****_pUserData_**);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to JoinGame request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeLadderList_ExtraInfoCallback

Callback function registered to handle server response to LadderList_ExtraInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeLadderList_ExtraInfoCallback)(
 MediusLadderList_ExtraInfoResponse *ThisPacket,     Response message data structure
 void *pUserData);                                   Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to LadderList_ExtraInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeLadderPosition_ExtraInfoCallback

Callback function registered to handle server response to LadderPosition_ExtraInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeLadderPosition_ExtraInfoCallback)(
 MediusLadderPosition_ExtraInfoResponse *ThisPacket,    Response message data structure
 void *pUserData);                                      Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to LadderPosition_ExtraInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeLadderPositionFastCallback

Callback function registered to handle server response to LadderPositionFast request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeLadderPositionFastCallback)(
 MediusLadderPositionFastResponse *ThisPacket,     Response message data structure
 void *pUserData);                                 Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to LadderPositionFast request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeLobbyWorldPlayerListCallback

Callback function registered to handle server response to LobbyWorldPlayerList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeLobbyWorldPlayerListCallback)(
 MediusLobbyWorldPlayerListResponse *ThisPacket,     Response message data structure
 void *pUserData);                                   Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to LobbyWorldPlayerList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeModifyClanMessageCallback

Callback function registered to handle server response to ModifyClanMessage request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeModifyClanMessageCallback)(

MediusModifyClanMessageResponse ****ThisPacket*****,**	Response message data structure.
void ****pUserData*****);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to ModifyClanMessage request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypePickLocationCallback

Callback function registered to handle server response to PickLocation request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void (*MediusTypePickLocationCallback)(
 MediusPickLocationResponse *ThisPacket,        Response message data structure
 void *pUserData);                              Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to PickLocation request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypePlayerInfoCallback

Callback function registered to handle server response to PlayerInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypePlayerInfoCallback)(

MediusPlayerInfoResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to PlayerInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypePostDebugInfoCallback

Callback function registered to handle server response to PostDebugInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypePostDebugInfoCallback)(

MediusPostDebugInfoResponse * *ThisPacket***,**	Response message data structure
void * *pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to PostDebugInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeReassignGameMediusWorldIDCallback

Callback function registered to handle server response to ReassignGameMediusWorldID request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeReassignGameMediusWorldIDCallback)(
 MediusReassignGameMediusWorldID *ThisPacket,     Response message data structure
 void *pUserData);                                Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to ReassignGameMediusWorldID request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeRemoveFromBuddyListCallback

Callback function registered to handle server response to RemoveFromBuddyList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeRemoveFromBuddyListCallback)(
 MediusRemoveFromBuddyListResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to RemoveFromBuddyList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeRemoveFromIgnoreListCallback

Callback function registered to handle server response to RemoveFromIgnoreList request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeRemoveFromIgnoreListCallback)(
 MediusRemoveFromIgnoreListResponse *ThisPacket,     Response message data structure
 void *pUserData);                                   Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to RemoveFromIgnoreList request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeRemovePlayerFromClanCallback

Callback function registered to handle server response to RemovePlayerFromClan request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

```
typedef void
(*MediusTypeRemovePlayerFromClanCallback)(
 MediusRemovePlayerFromClanResponse *ThisPacket,     Response message data structure.
 void *pUserData);                                   Pointer to the data supplied at callback
                                                     registration.
```

Description

Callback function registered to handle server response to RemovePlayerFromClan request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeRequestClanTeamChallengeCallback

Callback function registered to handle server response to RequestClanTeamChallenge request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeRequestClanTeamChallengeCallback)(

MediusRequestClanTeamChallengeResponse ***ThisPacket*****,**	Response message data structure.
void ****pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to RequestClanTeamChallenge request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeRespondToClanInvitationCallback

Callback function registered to handle server response to RespondToClanInvitation request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeRespondToClanInvitationCallback)(

MediusRespondToClanInvitationResponse *****_ThisPacket_**,**	Response message data structure.
void ***_pUserData_);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to RespondToClanInvitation request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeRespondToClanTeamChallengeCallback

Callback function registered to handle server response to RespondToClanTeamChallenge request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeRespondToClanTeamChallengeCallback)(

MediusRespondToClanTeamChallengeResponse ***ThisPacket*****,**	Response message data structure.
void ****pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to RespondToClanTeamChallenge request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeRevokeClanInvitationCallback

Callback function registered to handle server response to RevokeClanInvitation request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeRevokeClanInvitationCallback)(

MediusRevokeClanInvitationResponse * *ThisPacket*,	Response message data structure.
void * *pUserData*);	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to RevokeClanInvitation request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeRevokeClanTeamChallengeCallback

Callback function registered to handle server response to RevokeClanTeamChallenge request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeRevokeClanTeamChallengeCallback)(

MediusRevokeClanTeamChallengeResponse ***ThisPacket*****,**	Response message data structure.
void ****pUserData*****);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to RevokeClanTeamChallenge request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeSendClanMessageCallback

Callback function registered to handle server response to SendClanMessage request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeSendClanMessageCallback)(

MediusSendClanMessageResponse * *ThisPacket***,**	Response message data structure.
void * *pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to SendClanMessage request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeSessionBeginCallback

Callback function registered to handle server response to SessionBegin request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeSessionBeginCallback)(

MediusSessionBeginResponse ***ThisPacket*,**	Response message data structure
void ***pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to SessionBegin request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeSessionEndCallback

Callback function registered to handle server response to SessionEnd request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeSessionEndCallback)(

MediusSessionEndResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to SessionEnd request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeSetAutoChatHistoryCallback

Callback function registered to handle server response to SetAutoChatHistory request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void
(*MediusTypeSetAutoChatHistoryCallback)(

MediusStatusResponse ******ThisPacket***,**	Response message data structure
void ******pUserData***);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to SetAutoChatHistory request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeSetGameListFilterCallback

Callback function registered to handle server response to SetGameListFilter request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeSetGameListFilterCallback)(

MediusSetGameListFilterResponse ***_ThisPacket_,**	Response message data structure
void ***_pUserData_);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to SetGameListFilter request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeSetLobbyWorldFilterCallback

Callback function registered to handle server response to SetLobbyWorldFilter request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeSetLobbyWorldFilterCallback)(
 MediusSetLobbyWorldFilterResponse *ThisPacket,     Response message data structure
 void *pUserData);                                  Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to SetLobbyWorldFilter request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeSetLocalizationParamsCallback

Callback function registered to handle server response to SetLocalizationParams request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeSetLocalizationParamsCallback)(
 MediusStatusResponse *ThisPacket,          Response message data structure
 void *pUserData);                          Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to SetLocalizationParams request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeSetMessageAsReadCallback

Callback function registered to handle server response to SetMessageAsRead request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeSetMessageAsReadCallback)(
 MediusStatusResponse *ThisPacket,        Response message data structure
 void *pUserData);                        Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to SetMessageAsRead request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeSetStoredAccountInfoCallback

Callback function registered to handle server response to SetStoredAccountInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void
(*MediusTypeSetStoredAccountInfoCallback)(

MediusSetStoredAccountInfoResponse ***ThisResponse*****);** The result of the corresponding API call

Description

Callback function registered to handle server response to SetStoredAccountInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusTypeSystemMessageCallback

Callback function registered to handle server SystemMessage events.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef NetTypeSystemMessageCallback MediusTypeSystemMessageCallback

Description

Callback function registered to handle server SystemMessage events.

Notes

N/A

Return value

N/A

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeTextFilterCallback

Callback function registered to handle server response to TextFilter request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeTextFilterCallback)(

MediusTextFilterResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to TextFilter request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeTokenCallback

Callback function registered to handle server response to Token request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeTokenCallback)(

MediusStatusResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to Token request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeTransferClanLeadershipCallback

Callback function registered to handle server response to TransferClanLeadership request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeTransferClanLeadershipCallback)(

MediusTransferClanLeadershipResponse ****ThisPacket*,**	Response message data structure.
void ****pUserData*);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to TransferClanLeadership request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeUniverseNewsCallback

Callback function registered to handle server response to UniverseNews request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeUniverseNewsCallback)(

MediusUniverseNewsResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to UniverseNews request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeUniverseVariableInfoCallback

Callback function registered to handle server response to UniverseVariableInfo request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeUniverseVariableInfoCallback)(
 MediusUniverseVariableInformationResponse *ThisPacket,    Response message data structure
 void *pUserData);                                         Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to UniverseVariableInfo request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeUpdateClanLadderStatsWide_DeltaCallback

Callback function registered to handle server response to ClanLadderStatsWide_Delta request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void
(*MediusTypeUpdateClanLadderStatsWide_DeltaCallback)(

MediusStatusResponse ******ThisPacket***,**	Response message data structure.
void ******pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to ClanLadderStatsWide_Delta request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeUpdateClanStatsCallback

Callback function registered to handle server response to UpdateClanStats request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	October 31,2001

Syntax

typedef void (*MediusTypeUpdateClanStatsCallback)(

MediusUpdateClanStatsResponse ******ThisPacket***,**	Response message data structure.
void ******pUserData***);**	Pointer to the data supplied at callback registration.

Description

Callback function registered to handle server response to UpdateClanStats request.

Notes

Refer to MediusTypes.h for definitions of response message data structures.

Return value

None

Example

N/A

See also

MediusTypes.h

MediusTypeUpdateLadderStatsCallback

Callback function registered to handle server response to UpdateLadderStats request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

```
typedef void
(*MediusTypeUpdateLadderStatsCallback)(
 MediusStatusResponse *ThisPacket,        Response message data structure
 void *pUserData);                        Pointer to the data supplied at callback registration
```

Description

Callback function registered to handle server response to UpdateLadderStats request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

MediusTypeVersionServerCallback

Callback function registered to handle server response to VersionServer request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 31, 2001

Syntax

typedef void (*MediusTypeVersionServerCallback)(

MediusVersionServerResponse ****ThisPacket*,**	Response message data structure
void ****pUserData*);**	Pointer to the data supplied at callback registration

Description

Callback function registered to handle server response to VersionServer request.

Notes

N/A

Return value

None

Example

N/A

See also

Refer to mediustypes.h for definitions of response message data structures.

Chapter 6:
Functions: Medius Client API

This page intentionally left blank.

Introduction

API Function Prototypes for connecting and sending messages to a Medius Server.

The majority of these functions take two arguments:

A pointer to a populated message request data structure. This structure is packaged and sent to a Medius Server.

A pointer to a callback function to handle corresponding response message from a Medius Server. API calls that do not generate response messages from the server do not take a callback function as an argument.

Account I/O

These functions relate to the storage and retrieval of account information on local storage.

MediusClearStoredAccountInfo

Sends request to clear stored account information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusClearStoredAccountInfo(
  MediusClearStoredAccountInfoRequest *MyRequest,        Request parameter
  MediusTypeClearStoredAccountInfoCallback MyCallback,   Callback to register for the results of this request.
  void *pUserData);                                      Arbitrary data passed to the registered callback.
```

Description

Sends request to clear stored account information.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetStoredAccountInfo

Retrieves information for a specific account stored on PS2 local storage device.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetStoredAccountInfo(
  MediusGetStoredAccountInfoRequest *MyRequest,        Request parameters
  MediusTypeGetStoredAccountInfoCallback MyCallback,   Callback to register for the results of this request.
  void *pUserData);                                    Arbitrary data passed to the registered callback.
```

Description

Retrieves information for a specific account stored on PS2 local storage device.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetStoredAccountList

Retrieves list of all accounts stored on PS2 local storage device.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetStoredAccountList(
  MediusGetStoredAccountListRequest *MyRequest,        Request parameters
  MediusTypeGetStoredAccountListCallback MyCallback,   Callback to register for the results of this request.
  void *pUserData);                                    Arbitrary data passed to the registered callback.
```

Description

Retrieves list of all accounts stored on PS2 local storage device.

Notes

N/A

Return value

MediusErrorNone	Success
MediusNoResult	No stored account information is available

Example

N/A

See also

N/A

MediusInitializeStorage

Sets up memory card for storage of account information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusInitializeStorage(
 MediusInitializeStorageRequest *MyRequest,        Request parameters
 MediusTypeInitializeStorageCallback MyCallback,   Callback to register for the results of this request.
 void *pUserData);                                 Arbitrary data passed to the registered callback.
```

Description

Sets up memory card for storage of account information.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorDeviceNotFound	The storage device wasn't found.
MediusErrorFileNotFound	The expected file wasn't found.

Example

N/A

See also

N/A

MediusSetStoredAccountInfo

Stores account information to PS2 local storage device.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusSetStoredAccountInfo(
 MediusSetStoredAccountInfoRequest *MyRequest,        Request parameters.
 MediusTypeSetStoredAccountInfoCallback MyCallback,   Callback to register for the results of this request.
 void *pUserData);                                    Arbitrary data passed to the registered callback.
```

Description

Stores account information to PS2 local storage device.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Account Management

These functions facilitate the management of the player's Medius accounts with the servers.

MediusAccountDelete

Request to delete an existing account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusAccountDelete(
    MediusAccountDeleteRequest *MyAccountDeleteRequest,      Request parameters.
    MediusTypeAccountDeleteCallback MyAccountDeleteCallback, Callback to register for the results of this request.
    void *pUserData);                                        Arbitrary data passed to the registered callback.
```

Description

Request to delete an existing account.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAccountGetID

Request a system AccountID for a given Account Name.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusAccountGetID(

MediusAccountGetIDRequest ***MyAccountGetIDRequest*,**	Request parameters.
MediusTypeAccountGetIDCallback *MyAccountGetIDCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Request a system AccountID for a given Account Name.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAccountGetProfile

Request for information about currently logged in account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusAccountGetProfile(

MediusAccountGetProfileRequest ***MyAccountGetProfileRequest*,**	Request parameters.
MediusTypeAccountGetProfileCallback *MyAccountGetProfileCallback*,	Callback to register for the results of this request.
void ***pUserData*);**	Arbitrary data passed to the registered callback.

Description

Request for information about currently logged in account.

Usually used for populating fields of an Edit Account screen.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAccountUpdatePassword

Request to update currently logged-in account's password.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusAccountUpdatePassword(

MediusAccountUpdatePasswordRequest ***MyAccountUpdatePasswordRequest,**	Request parameters
MediusTypeAccountUpdatePasswordCallback *MyAccountUpdatePasswordCallback,*	Callback to register for the results of this request.
void **pUserData);*	Arbitrary data passed to the registered callback.

Description

Request to update currently logged-in account's password.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAccountUpdateProfile

Request to update account profile associated with this session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusAccountUpdateProfile(

MediusAccountUpdateProfileRequest ***MyAccountUpdateProfileRequest*,**	Request parameters
MediusTypeAccountUpdateProfileCallback *MyAccountUpdateProfileCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Request to update account profile associated with this session.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAccountUpdateStats

Sends request to update account stats.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusAccountUpdateStats(
    MediusAccountUpdateStatsRequest *MyAccountUpdateStatsRequest,    Request parameters
    MediusTypeAccountUpdateStatsCallback MyAccountUpdateStatsCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Sends request to update account stats.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Buddy List Management

These functions allow management of the player's buddy list.

MediusAddToBuddyList

Sends request to add a player to buddy list for user associated with current session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusAddToBuddyList(

MediusAddToBuddyListRequest ***MyAddToBuddyListRequest*,**	Request parameters
MediusTypeAddToBuddyListCallback *MyAddToBuddyListCallback*,	Callback to register for the results of this request.
void ***pUserData*);	Arbitrary data passed to the registered callback.

Description

Sends request to add a player to buddy list for user associated with current session.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusBuddyAddConfirmation

Grants permission to be added to another's buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusBuddyAddConfirmation(

MediusAddToBuddyListFwdConfirmationResponse ***MyAddToBuddyListFwdConfirmationResponse*);**	Indicates permission (or not) to be added to a remote peer's buddy list.

Description

Grants permission to be added to another's buddy list

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusBuddyGetPermission

Request permission to add a player to buddy list for user associated with current session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusBuddyGetPermission(
    MediusAddToBuddyListConfirmationRequest *MyAddToBuddyListConfirmationRequest,    Request parameters
    MediusTypeBuddyGetPermissionCallback MyBuddyGetPermissionCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Request permission to add a player to buddy list for user associated with current session.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetBuddyInvitations

Sends request for list of invitations to be added to other players' buddy lists that were received while the player was offline.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetBuddyInvitations(

MediusGetBuddyInvitationsRequest ***MyGetBuddyInvitationsRequest*,**	Request parameters
MediusTypeGetBuddyInvitationsCallback *MyGetBuddyInvitationsCallback*,	Callback to register for the results of this request.
void ***pUserData);**	Arbitrary data passed to the registered callback

Description

Sends request for list of invitations to be added to other players' buddy lists that were received while the player was offline.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetBuddyList

Sends request for list of players in your buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetBuddyList(

MediusGetBuddyListRequest ***MyGetBuddyListRequest**,	Request parameters
MediusTypeGetBuddyListCallback *MyGetBuddyListCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Sends request for list of players in your buddy list.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetBuddyList_ExtraInfo

Sends request for list of players in your buddy list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.50	October 1, 2001

Syntax

```
MediusErrorCode MediusGetBuddyList_ExtraInfo(
    MediusGetBuddyList_ExtraInfoRequest *MyGetBuddyList_ExtraInfoRequest,    Request parameters
    MediusTypeGetBuddyList_ExtraInfoCallback MyGetBuddyList_ExtraInfoCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Sends request for list of players in your buddy list.

This returns the player's online state in addition to what is returned in MediusGetBuddyList().

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusRemoveFromBuddyList

Sends request to remove player from buddy list for user associated with current session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusRemoveFromBuddyList(

MediusRemoveFromBuddyListRequest ***MyRemoveFromBuddyListRequest**,	Request parameters.
MediusTypeRemoveFromBuddyListCallback *MyRemoveFromBuddyListCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Sends request to remove player from buddy list for user associated with current session.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Callback Reassigning

These functions make it possible to re-assign callbacks.

MediusReassignCallbackAddToBuddyListFwdConfirmationRequestCallback

Resets callback function to handle receiving of add to buddy list requests.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode
MediusReassignCallbackAddToBuddyList
FwdConfirmationRequestCallback(
  MediusTypeAddToBuddyListFwdConfirmation
  RequestCallback
  MyAddToBuddyListFwdConfirmationRequestCallback,
  void *pUserData);
```

Callback to register for the results of this request.

Arbitrary data passed to the registered callback.

Description

Resets callback function to handle receiving of add to buddy list requests.

Notes

N/A

Return value

MediusErrorNone	Success (Always successful)

Example

N/A

See also

N/A

MediusReassignCallbackBinaryFwdMessageCallback

Resets callback function to handle receiving of binary messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	Oct 1, 2004

Syntax

```
MediusErrorCode
MediusReassignCallbackBinaryFwdMessageCallback(
  MediusTypeBinaryFwdMessageCallback MyBinaryFwdMessageCallback,   // Callback to register for the results of this request.
  void *pUserData);                                                // Arbitrary data passed to the registered callback.
```

Description

Resets callback function to handle receiving of binary messages.

Notes

N/A

Return value

MediusErrorNone	Success (Always successful)

Example

N/A

See also

N/A

MediusReassignCallbackErrorMessageCallback

Resets callback function to handle receiving of error messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode
MediusReassignCallbackErrorMessageCallback(
  MediusTypeErrorMessageCallback MyErrorMessageCallback,   // Callback to register for the results of this request.
  void *pUserData);                                        // Arbitrary data passed to the registered callback.
```

Description

Resets callback function to handle receiving of error messages.

Notes

N/A

Return value

MediusErrorNone	Success (Always successful)

Example

N/A

See also

N/A

MediusReassignCallbackGenericChatFwdMessageCallback

Resets callback function to handle receiving of chat messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.10	February 1, 2005

Syntax

```
MediusErrorCode
MediusReassignCallbackGeneric
ChatFwdMessageCallback(
    MediusTypeGenericChatFwdMessageCallback MyChatFwdMessageCallback,
    void *pUserData);
```

MediusTypeGenericChatFwdMessageCallback *MyChatFwdMessageCallback*	Callback to register for the results of this request.
void **pUserData*	Arbitrary data passed to the registered callback.

Description

Resets callback function to handle receiving of chat messages.

Notes

N/A

Return value

MediusErrorNone	Success (Always successful)

Example

N/A

See also

N/A

Chat Channel Management

These functions make it possible to manage chat channels.

MediusCreateChannel

Sends request to create a Lobby chat channel on a standalone lobby server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusCreateChannel(

MediusCreateChannelRequest ***MyCreateChannelRequest*,**	Request parameters
MediusTypeCreateChannelCallback *MyCreateChannelCallback*,	Callback to register for the results of this request.
void ****pUserData*);	Arbitrary data passed to the registered callback.

Description

This function will create a Lobby World Object (chat-channel) on the Medius platform.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGenericChatSetFilter

Enable or disable incoming chat on the server-side for each of the possible chat types.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.10	February 1, 2005

Syntax

```
MediusErrorCode MediusGenericChatSetFilter(
    MediusGenericChatSetFilterRequest *MyGenericChatSetFilterRequest,    Request parameters
    MediusTypeGenericChatSetFilterCallback MyGenericChatSetFilterCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Enable or disable incoming chat on the server-side for each of the possible chat types.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetChannelInfo

Sends request for information about a specific chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetChannelInfo(
    MediusChannelInfoRequest *MyChannelInfoRequest,      Request parameters
    MediusTypeChannelInfoCallback MyChannelInfoCallback, Callback to register for the results of this request.
    void *pUserData);                                    Arbitrary data passed to the registered callback.
```

Description

Sends request for information about a specific chat channel.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetChannels

Sends request for list of active chat channels.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetChannels(
    MediusChannelListRequest *MyChannelListRequest,        Request parameters
    MediusTypeChannelListCallback MyChannelListCallback,   Callback to register for the results of this request.
    void *pUserData);                                      Arbitrary data passed to the registered callback.
```

Description

Sends request for list of active chat channels.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetChannels_ExtraInfo

Sends request for list of active chat channels with additional information in response.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetChannels_ExtraInfo(
    MediusChannelList_ExtraInfoRequest *ChannelList_ExtraInfoRequest,    Request parameters
    MediusTypeChannelList_ExtraInfoCallback ChannelList_ExtraInfoCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Sends request for list of active chat channels with additional information in response.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetLobbyPlayerNames

Sends request for list of player Names connected to a specific chat world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetLobbyPlayerNames(
    MediusGetLobbyPlayerNamesRequest *MyGetLobbyPlayerNamesRequest,    Request parametesr
    MediusTypeGetLobbyPlayerNamesCallback MyGetLobbyPlayerNamesCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Sends request for list of player Names connected to a specific chat world.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetLobbyPlayerNames_ExtraInfo

Sends request for list of player Names connected to a specific Lobby World (chat channel) with additional state information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode
MediusGetLobbyPlayerNames_ExtraInfo(
    MediusGetLobbyPlayerNames_ExtraInfoRequest *MyGetLobbyPlayerNames_ExtraInfoRequest,    Request parameters
    MediusTypeGetLobbyPlayerNames_ExtraInfoCallback MyGetLobbyPlayerNames_ExtraInfoCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Sends request for list of player Names connected to a specific Lobby World (chat channel) with additional state information.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetLobbyPlayers

Sends request for a list of players connected to a specific chat world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetLobbyPlayers(
    MediusLobbyWorldPlayerListRequest *MyLobbyWorldPlayerListRequest,    Request parameters
    MediusTypeLobbyWorldPlayerListCallback MyLobbyWorldPlayerListCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Sends request for a list of players connected to a specific chat world.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetTotalChannels

Get total number of channels for a given ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetTotalChannels(
    MediusGetTotalChannelsRequest *MyGetTotalChannelsRequest,      Request parameters
    MediusTypeGetTotalChannelsCallback MyGetTotalChannelsCallback,  Callback to register for the results of this request.
    void *pUserData);                                               Arbitrary data passed to the registered callback.
```

Description

Get total number of channels for a given ApplicationID.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusJoinChannel

Sends request to join a chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusJoinChannel(

MediusJoinChannelRequest ***MyJoinChannelRequest*,**	Request parameters.
MediusTypeJoinChannelCallback *MyJoinChannelCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Sends request to join a chat channel.

Response message returns channel access key and ServerIP, Port, WorldID that must be used in subsequent MediusConnect() call to lobby server.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSendBinaryMessage

Sends a binary message to everyone in the channel, or to a specific account id.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	October 1, 2001

Syntax

```
MediusErrorCode MediusSendBinaryMessage(
 MediusBinaryMessage *MySendBinaryMessage);          Request parameters.
```

Description

There is no queuing, persitance, or return receipt inherent in this protocol. If one is desired, then the receiving side should be coded to send a response back to the sender.

Broadcast binary messages are sent to all players in same chat channel as sender.

Whisper binary messages target a specific player.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSendGenericChatMessage

Sends chat message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.10	February 1, 2005

Syntax

```
MediusErrorCode MediusSendGenericChatMessage(
 MediusGenericChatMessage *MySendGenericChatMessage);
```

MySendGenericChatMessage — The chat message.

Description

Broadcast chat messages are sent to all players in same chat channel as sender. Other flags can be used to target members in the same clan, or use whisper for a specific account id. Whisper chat messages target a specific player.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSetAutoChatHistory

Sets the number of chat messages to get for historical context when connecting to a chat channel.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.10	February 1, 2005

Syntax

```
MediusErrorCode MediusSetAutoChatHistory(
    MediusSetAutoChatHistoryRequest *MySetAutoChatHistoryRequest,     Request parameters.
    MediusTypeSetAutoChatHistoryCallback MySetAutoChatHistoryCallback,     Callback to register for the results of this request.
    void *pUserData);     Arbitrary data passed to the registered callback.
```

Description

Sets the number of chat messages to get for historical context when connecting to a chat channel.

Notes

N/A

Return value

MediusSuccess	Success
MediusErrorNone	The client is not connected to Medius.
MediusErrorSendingMessage	Some error sending the message occurred.

Example

N/A

See also

N/A

MediusSetLobbyWorldFilter

Sends request to set a server side lobby world list filter.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October, 2001

Syntax

MediusErrorCode MediusSetLobbyWorldFilter(

MediusSetLobbyWorldFilterRequest ***MySetLobbyWorldFilterRequest*,**	Request parameters.
MediusTypeSetLobbyWorldFilterCallback *MySetLobbyWorldFilterCallback*,	Callback to register for the results of this request.
void **pUserData*);**	Arbitrary data passed to the registered callback.

Description

Sends request to set a server side lobby world list filter.

Filter will be applied to all subsequent MediusGetChannels and MediusGetTotalChannels requests.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Game and Chat Management

These functions apply both to Game Management and Chat Channel Management.

MediusBanPlayer

Ban a Player from joining a game/chat world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusBanPlayer(

MediusBanPlayerRequest ***MyBanPlayerRequest*,**	Request parameters
MediusTypeBanPlayerCallback *MyBanPlayerCallback*,	Callback to register for the results of this request.
void ***pUserData*);	Arbitrary data passed to the registered callback.

Description

Ban a Player from joining a game/chat world.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusFindPlayer

Sends request to locate player specified by ID or Name.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusFindPlayer(

MediusFindPlayerRequest ***MyFindPlayerRequest**,	Request parameters
MediusTypeFindPlayerCallback *MyFindPlayerCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Sends request to locate player specified by ID or Name.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusFindWorldByName

Sends request to locate game specified by Name.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusFindWorldByName(

MediusFindWorldByNameRequest ***MyFindWorldByNameRequest*,**	Request parameters
MediusTypeFindWorldByNameCallback *MyFindWorldByNameCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Sends request to locate game specified by Name.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetPlayerInfo

Sends request for information about a specific player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetPlayerInfo(
  MediusPlayerInfoRequest *MyPlayerInfoRequest,        Request parameters
  MediusTypePlayerInfoCallback MyPlayerInfoCallback,   Callback to register for the results of this request.
  void *pUserData);                                    Arbitrary data passed to the registered callback.
```

Description

Sends request for information about a specific player.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetTotalUsers

Get total number of users for a given ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetTotalUsers(

MediusGetTotalUsersRequest ***MyGetTotalUsersRequest*,**	Request parameters
MediusTypeGetTotalUsersCallback *MyGetTotalUsersCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Get total number of users for a given ApplicationID.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetWorldSecurityLevel

Retrieve security level of a game or chat world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetWorldSecurityLevel(

MediusGetWorldSecurityLevelRequest ***MyGetWorldSecurityLevelRequest*,**	Request parameters
MediusTypeGetWorldSecurityLevelCallback *MyGetWorldSecurityLevelCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Retrieve security level of a game or chat world.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Game Management

These functions make it possible to manage games.

MediusCreateGame

Sends request to reserve a world for a new game on a standalone game server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusCreateGame(

MediusCreateGameRequest ***MyCreateGameRequest*,**	Request parameters
MediusTypeCreateGameCallback *MyCreateGameCallback*,	Callback to register for the results of this request.
void ***pUserData*);	Arbitrary data passed to the registered callback.

Description

Use this function if connected to a DME game server. If host of a peer-to-peer game, use MGCLCreateGameOnMeRequest instead. This function will create a Game World Object on the Medius platform enabling others to find your game.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetGameInfo

Sends request for information about a specific game world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetGameInfo(
 MediusGameInfoRequest *MyGameInfoRequest,        Request parameters
 MediusTypeGameInfoCallback MyGameInfoCallback,   Callback to register for the results of this request.
 void *pUserData);                                Arbitrary data passed to the registered callback.
```

Description

Sends request for information about a specific game world.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetGamePlayers

Sends request for a list of players connected to a specific game world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetGamePlayers(
    MediusGameWorldPlayerListRequest *MyGameWorldPlayerListRequest,    Request parameters
    MediusTypeGameWorldPlayerListCallback MyGameWorldPlayerListCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Sends request for a list of players connected to a specific game world.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetGames

Sends request for list of game worlds.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetGames(
  MediusGameListRequest *MyGameListRequest,        Request parameters
  MediusTypeGameListCallback MyGameListCallback,   Callback to register for the results of this request.
  void *pUserData);                                Arbitrary data passed to the registered callback.
```

Description

Sends request for list of game worlds.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetGames_ExtraInfo

Sends request for list of game worlds with additional information in response.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetGames_ExtraInfo(

MediusGameList_ExtraInfoRequest ***GameList_ExtraInfoRequest**,	Request parameters
MediusTypeGameList_ExtraInfoCallback *GameList_ExtraInfoCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Sends request for list of game worlds with additional information in response.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetTotalGames

Get total number of games for a given ApplicationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetTotalGames(

MediusGetTotalGamesRequest ***MyGetTotalGamesRequest**,	Request parameters
MediusTypeGetTotalGamesCallback *MyGetTotalGamesCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Get total number of games for a given ApplicationID.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusJoinGame

Sends request to join a game world.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusJoinGame(
    MediusJoinGameRequest *MyJoinGameRequest,        Request parameters.
    MediusTypeJoinGameCallback MyJoinGameCallback,   Callback to register for the results of this request.
    void *pUserData);                                Arbitrary data passed to the registered callback.
```

Description

Sends request to join a game world.

Response message returns game access key and ServerIP, Port, WorldID that must be used in subsequent NetConnect() call to game server.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

DNAS

These functions transmit DNAS information to Medius.

MediusDnasSignature

Post the DNAS signature to medius services.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusDnasSignature(
 MediusDnasSignaturePost *MyDnasSignaturePost);        The DNAS signature to post.
```

Description

Post the DNAS signature to medius services. Use the DNAS API function sceDNAS2AuthGetUniqueID() to obtain the DNAS signature.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Co-Location

These functions make it possible to determine geographic locations of games.

MediusGetLocations

Request a list of LocationIDs.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetLocations(
    MediusGetLocationsRequest *MyGetLocationsRequest,        Request parameters
    MediusTypeGetLocationsCallback MyGetLocationsCallback,   Callback to register for the results of this request.
    void *pUserData);                                        Arbitrary data passed to the registered callback.
```

Description

- For a given ApplicationID, the Medius Database will have a list of LocationIDs. By default only LocationID = 0 is enabled.
- Additional LocationIDs can be enabled in the database. Each MLS running will be configured to use a given LocationID (all MLS's will still point to a given MUM).
- LocationIDs can be setup to help players find players that are closer to their geographic location (this adds value to peer-to-peer games in the hope that players will have less latency to each other).
- Common LocationID setup: US-West, US-Central, and US-East.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusPickLocation

Choose a LocationID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusPickLocation(
    MediusPickLocationRequest *MyPickLocationRequest,      Request parameters.
    MediusTypePickLocationCallback MyPickLocationCallback, Callback to register for the results of this request.
    void *pUserData);                                      Arbitrary data passed to the registered callback.
```

Description

If currently connected to a Medius Authentication Serivce (MAS), this will affect what MLS you get re-directed to after an account login. If already connected to a Medius Lobby Server (MLS), this will affect future Chat Channel lists returned.

- For a given ApplicationID, the Medius Database will have a list of LocationIDs. By default only LocationID = 0 is enabled.
- Additional LocationIDs can be enabled in the database. Each MLS running will be configured to use a given LocationID (all MLS's will still point to a given Medius Universe Manager (MUM)). LocationIDs can be set up to help players find players that are closer to their geographic location (this adds value to peer-to-peer games in the hope that players will have less latency to each other).
- Common LocationID setup: US-West, US-Central, and US-East.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Ignore List Management

These functions facilitate management of the ignore list.

MediusAddToIgnoreList

Sends request to add a player to ignore list for user associated with current session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusAddToIgnoreList(
    MediusAddToIgnoreListRequest *MyAddToIgnoreListRequest,    // Request parameters
    MediusTypeAddToIgnoreListCallback MyAddToIgnoreListCallback,    // Callback to register for the results of this request.
    void *pUserData);    // Arbitrary data passed to the registered callback.
```

Description

Sends request to add a player to ignore list for user associated with current session.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetIgnoreList

Sends request for list of players in your ignore list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetIgnoreList(
    MediusGetIgnoreListRequest *MyGetIgnoreListRequest,      Request parameters
    MediusTypeGetIgnoreListCallback MyGetIgnoreListCallback, Callback to register for the results of this request.
    void *pUserData);                                        Arbitrary data passed to the registered callback.
```

Description

Sends request for list of players in your ignore list.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusRemoveFromIgnoreList

Sends request to remove player from ignore list for user associated with current session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusRemoveFromIgnoreList(

MediusRemoveFromIgnoreListRequest ***MyRemoveFromIgnoreListRequest**,	Request parameters.
MediusTypeRemoveFromIgnoreListCallback *MyRemoveFromIgnoreListCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Sends request to remove player from ignore list for user associated with current session.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Internationalization

These are functions related to the specification of localization parameters for Medius.

MediusSetLocalizationParams

Set the player's parameters required to handle localization.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusSetLocalizationParams(

MediusSetLocalizationParamsRequest ***MySetLocalizationParams**,	Request parameters.
MediusTypeSetLocalizationParamsCallback *SetLocalizationParamsCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Set the player's parameters required to handle localization.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Ladder Management

These functions facilitate the management of ladders and related statistics.

MediusGetLadderStatsWide

Allows the game developer to retrieve statistical data that is used when calculating ladder rankings.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetLadderStatsWide(

MediusGetLadderStatsWideRequest ***MyGetLadderStatsRequest*,**	Request parameters
MediusTypeGetLadderStatsWideCallback *MyGetLadderStatsWideCallback*,	Callback to register for the results of this request.
void **pUserData*);**	Arbitrary data passed to the registered callback.

Description

Supports up to LADDERSTATSWIDE_MAXLEN separate Ladder Ranks.

Stats used for calculating ladders. There are [0.. LADDERSTATSWIDE_MAXLEN] possible Ladder categories. Each element is a rankable Ladder. If a player has a zero for a given element, they will not be listed in that particular ladder and will not count against the total number of players in that particular Ladder.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetTotalRankings

Retrieve the total number of player/clan rankings associated with same ApplicationID as player making request.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetTotalRankings(

MediusGetTotalRankingsRequest ***MyGetTotalRankingsRequest*,**	Request parameters
MediusTypeGetTotalRankingsCallback *MyGetTotalRankingsCallback*,	Callback to register for the results of this request.
void ***pUserData*);	Arbitrary data passed to the registered callback.

Description

Retrieve the total number of player/clan rankings associated with same ApplicationID as player making request.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusLadderList_ExtraInfo

Retrieve a list of players in a ladder ranking with additional information in response.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusLadderList_ExtraInfo(
    MediusLadderList_ExtraInfoRequest *LadderList_ExtraInfoRequest,    // Request parameters.
    MediusTypeLadderList_ExtraInfoCallback LadderList_ExtraInfoCallback,    // Callback to register for the results of this request.
    void *pUserData);    // Arbitrary data passed to the registered callback.
```

Description

Retrieve a list of players in a ladder ranking with additional information in response. Of the [0..LADDERSTATSWIDE_MAXLEN] possible Ladder Ranks, choose which Ladder to return by specifying the LadderStatIndex.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusLadderPosition_ExtraInfo

Retrieve the exact position of an AccountID in a ladder ranking as well as TotalRankings for percentile calculations.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusLadderPosition_ExtraInfo(

MediusLadderPosition_ExtraInfoRequest ***MyLadderPositionRequest*,**	Request parameters.
MediusTypeLadderPosition_ExtraInfoCallback *MyLadderPositionCallback*,	Callback to register for the results of this request.
void ***pUserData);**	Arbitrary data passed to the registered callback.

Description

Retrieve the exact position of an AccountID in a ladder ranking as well as TotalRankings for percentile calculations. Of the [0..LADDERSTATSWIDE_MAXLEN] possible ladder ranks, choose which Ladder to return by specifying the LadderStatIndex.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusLadderPositionFast

Given the latest ladder ranking list generated on the Cache Server, take the player's new Stats Score and predict the player's new ladder ranking.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusLadderPositionFast(

MediusLadderPositionFastRequest ***MyLadderPositionFastRequest*,**	Request parameters.
MediusTypeLadderPositionFastCallback *MyLadderPositionFastCallback*,	Callback to register for the results of this request.
void ***pUserData*);**	Arbitrary data passed to the registered callback.

Description

- Only call if using a Medius Cache Server.
- This will not commit the new Stats Score to the Medius database.
- Each application determines what formula is applied to a player's Stats field to determine ladder rank score. Contact SCE-RT to verify your Stats score formulas on the Medius platform.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusUpdateLadderStatsWide

Allows the game developer to update statistical data that is used when calculating ladder rankings.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusUpdateLadderStatsWide(

MediusUpdateLadderStatsWideRequest ***MyUpdateLadderStatsRequest*,**	Request paramters.
MediusTypeUpdateLadderStatsCallback *MyUpdateLadderStatsCallback*,	Callback to register for the results of this request.
void **pUserData*);**	Arbitrary data passed to the registered callback.

Description

- Supports up to LADDERSTATSWIDE_MAXLEN separate Ladder Ranks.
- Stats used for calculating ladders. There are [0.. LADDERSTATSWIDE_MAXLEN] possible Ladder categories. Each element is a rankable Ladder. If a player has a zero for a given element, they will not be listed in that particular Ladder and will not count against the total number of players in that particular Ladder.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Legal

These functions are related to retrieving legal messages (such as announcements and EULAs) from the servers.

MediusGetAllAnnouncements

Sends request for all posted announcement messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetAllAnnouncements(
    MediusGetAllAnnouncementsRequest *MyGetAllAnnouncementsRequest,    Request parameters
    MediusTypeGetAnnouncementsCallback MyGetAnnouncementsCallback,     Callback to register for the results of this request.
    void *pUserData);                                                  Arbitrary data passed to the registered callback.
```

Description

Sends request for all posted announcement messages.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetAnnouncements

Sends request for all unread posted announcement messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetAnnouncements(

MediusGetAnnouncementsRequest ***MyGetAnnouncementsRequest*,**	Request parameters
MediusTypeGetAnnouncementsCallback *MyGetAnnouncementsCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Sends request for all unread posted announcement messages.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetPolicy

Sends request for Usage Policy.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetPolicy(
 MediusGetPolicyRequest *MyGetPolicyRequest,        Request parameters
 MediusTypeGetPolicyCallback MyGetPolicyCallback,   Callback to register for the results of this request.
 void *pUserData);                                  Arbitrary data passed to the registered callback.
```

Description

Sends request for Usage Policy.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSetMessageAsRead

Mark an announcements message as having been read by the user.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusSetMessageAsRead(

MediusSetMessageAsReadRequest ***MySetMessageAsReadRequest**,	Request parameters.
MediusTypeSetMessageAsReadCallback *SetMessageAsReadCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Mark an announcements message as having been read by the user.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Medius Connectivity

These functions make it possible to connect and disconnect to and from Medius.

MediusAccountLogin

Request to login under an existing account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusAccountLogin(

MediusAccountLoginRequest ***MyAccountLoginRequest*,**	Request parameters.
MediusTypeAccountLoginCallback *MyAccountLoginCallback*,	Callback to register for the results of this request.
void ***pUserData*);	Arbitrary data passed to the registered callback.

Description

Request to login under an existing account.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAccountLogout

Request to logout current account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusAccountLogout(
    MediusAccountLogoutRequest *MyAccountLogoutRequest,        // Request parameters.
    MediusTypeAccountLogoutCallback MyAccountLogoutCallback,   // Callback to register for the results of this request.
    void *pUserData);                                          // Arbitrary data passed to the registered callback.
```

Description

Request to logout current account.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAccountRegistration

Request to create a new account.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusAccountRegistration(
    MediusAccountRegistrationRequest *MyAccountRegistrationRequest,    Request parameters.
    MediusTypeAccountRegistrationCallback MyAccountRegistrationCallback,    Callback to register for the results of this request.
    void *pUserData);    Arbitrary data passed to the registered callback.
```

Description

Request to create a new account.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusAnonymousLogin

Sends request to login under an anonymous account. Must have started a session(MediusSessionBegin()).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusAnonymousLogin(

MediusAnonymousLoginRequest ***MyAnonymousLoginRequest*,**	Request parameters
MediusTypeAnonymousLoginCallback *MyAnonymousLoginCallback*,	Callback to register for the results of this request.
void ****pUserData*);**	Arbitrary data passed to the registered callback.

Description

Sends request to login under an anonymous account. Must have started a session(MediusSessionBegin())

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusClose

Cleans up/frees all connection-related resources.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusClose(
 void );                                    N/A
```

Description

Call before exiting program.

- Uninitializes both the DME and Medius client libraries.
- If IOP was reset, must call before starting up the TCP/IP stack again due to the need to clear out RPC buffers between the EE and IOP.
- If Modem connection goes down, will also need to call before starting up a Modem connection again.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorClosing	Difficulties in closing occurred

Example

N/A

See also

N/A

MediusCloseBare

Cleans up/frees all Medius resources, without freeing up and closing DME connections or other network related resources.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusCloseBare(
 void );                                    N/A
```

Description

Cleans up/frees all Medius resources, without freeing up and closing DME connections or other network related resources.

- Uninitializes only the Medius client library. Can only be called if we initialize the Medius client library with MediusInitializeBare().
- If IOP was reset, must call before starting up the TCP/IP stack again due to the need to clear out RPC buffers between the EE and IOP.
- If Modem connection goes down, will also need to call before starting up a Modem connection again.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorClosing	Difficulties in closing occurred

Example

N/A

See also

N/A

MediusConnect

Establish connection to a Medius Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusConnect(

MediusConnectInParams ***MyMediusConnectInParams**,	Request parameters
MediusConnectOutParams ***MyMediusConnectOutParams**,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Establish connection to a Medius Server.

Notes

Call after successful call to MediusInitialize() or MediusInitializeBare().

Return value

MediusErrorNone	Success
MediusErrorConnecting	Connection difficulties

Example

N/A

See also

N/A

MediusDisconnect

Close connection to a world on a Medius Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusDisconnect(
 MediusDisconnectParams *MyMediusDisconnectParams,      Request parameters
 void *pUserData);                                      Arbitrary data passed to the registered callback.
```

Description

Called as part of process of changing chat worlds.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorInvalidParameter	One or more parameters are NULL
MediusErrorDisconnecting	There was trouble with the disconnect. Indicates that the internal NetDisconnect call failed.
MediusErrorNotInitialized	MediusClient was not initialized
MediusErrorNotConnected	The client was not connected to the server at the time of the call

Example

N/A

See also

N/A

MediusInitialize

Initializes DME, registers callback functions for receiving chat messages and add to buddy list confirmation requests, sets interval between hearbeat messages sent to Medius Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusInitialize(

MediusInitializeInParams ***MyMediusInitializeInParams*,**	Request parameters
MediusInitializeOutParams ***MyMediusInitializeOutParams*);**	Results of the request.

Description

Initializes DME, registers callback functions for receiving chat messages and add to buddy list confirmation requests, sets interval between hearbeat messages sent to Medius Server.

Notes

Use MediusInitializeBare() instead if you make your own call to NetInitialize().

Return value

MediusErrorNone	Success
MediusErrorInitializing	Indicates Medius Client was not initialized, or that the internal NetInitialize call failed.

Example

N/A

See also

N/A

MediusInitializeBare

Registers callback functions for receiving chat messages and add to buddy list confirmation requests, sets interval between hearbeat messages sent to Medius Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusInitializeBare(
    MediusInitializeBareInParams *MyMediusInitializeBareInParams,    Request parameters.
    MediusInitializeBareOutParams *MyMediusInitializeBareOutParams); Results of the request.
```

Description

Registers callback functions for receiving chat messages and add to buddy list confirmation requests, sets interval between hearbeat messages sent to Medius Server.

Notes

Must be called after NetInitialize().

Return value

MediusErrorNone	Success
MediusErrorInitializing	Indicates Medius Client was not initialized, or that internal initialization calls failed.

Example

N/A

See also

N/A

MediusSessionBegin

Sends request to start a new session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusSessionBegin(
    MediusSessionBeginRequest *MySessionBeginRequest,        Request parameters.
    MediusTypeSessionBeginCallback MySessionBeginCallback,   Callback to register for the results of this request.
    void *pUserData);                                        Arbitrary data passed to the registered callback.
```

Description

Sends request to start a new session. Session key returned in response message is used as client-side 'cookie' to maintain state between requests.

Notes

Must be called before MediusAccountLogin().

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSessionEnd

Sends request to end current session.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusSessionEnd(

MediusSessionEndRequest ***MySessionEndRequest**,	Request parameters.
MediusTypeSessionEndCallback *MySessionEndCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Sends request to end current session.

Notes

Should be called when 'logging out' of the Medius Servers.

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSetDefaultConnectInParams

Used for populating ConnectInfo structure just when connecting to Authentication Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

void MediusSetDefaultConnectInParams(

MediusConnectInParams ****pConnectInParams*,**	Request parameters.
const char ****pSessionKey*,**	The Session Key.
const char ****pServerIP*,**	The Server IP address
int *ServerPort***,**	The Server Port.
int *WorldID***);**	The desired WorldID

Description

Used for populating ConnectInfo structure just when connecting to Authentication Server.

For initial connection pass in NULL for pSessionKey. If reconnecting to an Authentication Server with an active Session, then pass in the existing session key.

Notes

N/A

Return value

None

Example

N/A

See also

N/A

MediusSetDefaultDisconnectParams

Initializes a MediusDisconnectParams structure with a sane set of defaults.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	October 1, 2004

Syntax

MediusErrorCode MediusSetDefaultDisconnectParams(

MediusDisconnectParams ***MyMediusDisconnectParams*);**	Request parameters.

Description

Initializes a MediusDisconnectParams structure with a sane set of defaults.

Notes

N/A

Return value

MediusErrorNone	Success

Example

N/A

See also

N/A

MediusSetDefaultInitializeBareInParams

Used for populating MediusInitializeBareInParams structure with default values.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	October 1, 2004

Syntax

void MediusSetDefaultInitializeBareInParams(

MediusInitializeBareInParams ***pInitInParams*****);** Request parameters.

Description

Used for populating MediusInitializeBareInParams structure with default values.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusSetDefaultInitializeInParams

Used for populating MediusInitializeInParams structure with default values.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.9	October 1, 2004

Syntax

void MediusSetDefaultInitializeInParams(

MediusInitializeInParams ***pInitInParams*);** Request parameters.

Description

Used for populating MediusInitializeInParams structure with default values.

Notes

N/A

Return value

N/A

Example

N/A

See also

N/A

MediusUpdate

Update Medius Connection.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusUpdate(

void); N/A

Description

Once fully connected to the Medius platform, this call should be called for each frame if possible. If a MediusUpdate() has not been called within a 30-second timespan, the user will be disconnected from the Medius platform and have to reconnect/relogin. Incoming data will not be received until MediusUpdate() is called. Incoming data from MediusUpdate() will immediately be given to the appropriate application callbacks.

NetUpdate

This internally calls NetUpdate(). Use MediusInitializeBare() and MediusUpdateBare() (which will not call NetUpdate()) as a minor optimization (whereby NetUpdate() would not be called twice in a given application frame).

Best Practices

If, for example, your application is fully connected to the Medius platform, and a long blocking DVD load takes place (a level change, etc.) you may want to either expose the MediusUpdate() call elsewhere to be called between each incremental resource load or spin off a thread and have it schedule a MediusUpdate() call. 30 seconds is the drop dead time threshold. Call each application frame if possible, or target no more than 5-8 seconds for optimal performance in regards to clearing send and receive buffers. If your application wraps the MediusUpdate() call, putting an assert() if it took longer than 5 seconds between update calls is good practice.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorGeneral	Some error occurred.

Example

N/A

See also

N/A

MediusUpdateBare

Update Medius Connection.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusUpdateBare(

void); N/A

Description

Only performs the Medius functions of a MediusUpdate, without implicitly calling a DME NetUpdate. (Same description as MediusUpdate() above otherwise).

NetUpdate

Only call if MediusInitializeBare() was used. Typically, it is recommended for developers to first initialize the SCE-RT libraries with a call to NetInitialize() then to initialize Medius with a call to MediusInitializeBare(). MediusInitialize() on it's own does both, but is less flexible.

Best Practices

If, for example, your application is fully connected to the Medius platform, and a long blocking DVD load takes place (a level change, etc.) you may want to either expose the MediusUpdateBare() call elsewhere to be called between each incremental resource load or spin off a thread and have it schedule a MediusUpdateBare() call. 30 seconds is the drop dead time threshold. Call each application frame if possible, or target no more than 5-8 seconds for optimal performance in regards to clearing send and receive buffers. If your application wraps the MediusUpdateBare() call, putting an assert() if it took longer than 5 seconds between update calls is good practice.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorGeneral	Some error occurred.

Example

N/A

See also

N/A

Medius Filters

These functions facilitate management of server-side filters. They can be very handy for reducing traffic to the client.

MediusClearGameListFilter

Sends request to clear your game filter list.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusClearGameListFilter(
  MediusClearGameListFilterRequest *MyClearGameListFilterRequest,     Request parameters
  MediusTypeClearGameListFilterCallback MyClearGameListFilterCallback,     Callback to register for the results of this request.
  void *pUserData);     Arbitrary data passed to the registered callback.
```

Description

Sends request to clear your game filter list.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetGameListFilter

Sends request for all currently set server side game list filters for this player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetGameListFilter(
    MediusGetGameListFilterRequest *MyGetGameListFilterRequest,      Request parameters
    MediusTypeGetGameListFilterCallback MyGetGameListFilterCallback,  Callback to register for the results of this request.
    void *pUserData);                                                 Arbitrary data passed to the registered callback.
```

Description

Sends request for all currently set server side game list filters for this player.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSetGameListFilter

Sends request to set a server side game list filter.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	February 1, 2005

Syntax

```
MediusErrorCode MediusSetGameListFilter(
    MediusSetGameListFilterRequest *MySetGameListFilterRequest,      Request parameters.
    MediusTypeSetGameListFilterCallback MySetGameListFilterCallback, Callback to register for the results of this request.
    void *pUserData);                                                 Arbitrary data passed to the registered callback.
```

Description

Sends request to set a server side game list filter.

Filter will be applied to all subsequent game world list requests.

Notes

MediusSetGameListFilter() has the behavior that if filtering "BY LOBBYWORLDID", it will override the BaselineValue/ComparisonOperator to be the player's current "lobby world ID"/"EQUAL TO" respectively. This means that the usual behavior of "((FilterField & Mask) ComparisonOperator BaselineValue) evaluates to True/False where True = included in the list of game worlds returned" does not apply when filtering "BY LOBBYWORLDID".

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusTextFilter

Asks the server to either replace a string of text with more appropriate text, or indicate whether this message passes/fails the Medius vulgarity filters.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusTextFilter(
  MediusTextFilterRequest *MyTextFilterRequest,      Request parameters.
  MediusTypeTextFilterCallback MyTextFilterCallback, Callback to register for the results of this request.
  void *pUserData);                                  Arbitrary data passed to the registered callback.
```

Description

Asks the server to either replace a string of text with more appropriate text, or indicate whether this message passes/fails the Medius vulgarity filters.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

Medius Reports

These functions make it possible to submit reports to Medius.

MediusSendEndGameReport

Sends report message signaling end of a game.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusSendEndGameReport(
 MediusEndGameReport *EndGameReport);          The actual game report.
```

Description

When the Medius platform receives this end game report, it will immediately end the game and save game and player statistics. Therefore, it is recommended that the session master send an application-level message requesting that all players send one last MediusSendPlayerReport to ensure that the Medius platform has the latest information for each player before it closes the game.

Notes

Should be sent by game Session Master only (or P2P Host if no Session Master is currently available in the case of a P2P Network topology).

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusSendPlayerReport

Sends report message to update player status on Medius Server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusSendPlayerReport(
 MediusPlayerReport *PlayerReport);          The player report.
```

Description

Sends report message to update player status on Medius Server.

- Should be sent by all players when in-game.
- Recommended to be sent every 25-30 seconds.
- (By default) If the Medius platform does not receive a Player Report for a given user over a period of 45 seconds, the Medius platform will automatically disconnect the user by closing their TCP/IP socket without warning.
- See ClientTimeoutInterval in medius.txt (MLS configuration file).

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

ClientTimeoutInterval in medius.txt (MLS configuration file)

MediusSendWorldReport

Sends report message to update game world status.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusSendWorldReport(
 MediusWorldReport *WorldReport);          The World Reports.
```

Description

Sends report message to update game world status.

- Should be sent by game host only(or until a Session Master has been declared after a NetJoin() call).
- Recommended to be sent every 25-30 seconds.
- (By default) If the Medius platform does not receive a Game World Report for a given game over a period of 45 seconds, the Medius platform will automatically have the Medius platform's Game World Object timeout. This event will not disconnect players, nonetheless, and players will be able to continue playing their game. However, the game will no longer be available for other players to find and join. See ClientTimeoutInterval in medius.txt(MLS configuration file).

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

ClientTimeoutInterval in medius.txt(MLS configuration file)

MediusUpdateClientState

Updates the Medius platform with specific connection/state events.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusUpdateClientState(
 MediusUpdateUserState *MyUpdateUserState);          The user state.
```

Description

Updates the Medius platform with specific connection/state events.

- JoinedChatWorld = send after connecting to a chat world
- LeftGameWorld = send after disconnecting from a game world
- KeepAlive - This client state has been *deprecated* and is no longer used.

Notes

N/A

Return value

MediusErrorNone	No error.
MediusErrorSendingMessage	There was a (local) error sending the message.
MediusErrorGeneral	Some error occurred.

Example

N/A

See also

N/A

Medius Utility

These functions provide sundry utility functionality.

MediusCreateMessageID

Creates a unique string to use to populate MessageID in a request message structure.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusCreateMessageID(
  char *SessionKey,                    Request parameters
  MediusCallTypeCode TypeCode,         Callback to register for the results of this request.
  char *MessageID);                    Arbitrary data passed to the registered callback.
```

Description

Creates a unique string to use to populate MessageID in a request message structure.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetBuildTimeStamp

Retrieve Medius Client library build time stamp.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetBuildTimeStamp(

char ****TimeStamp*);** Pointer to at least 64 bytes of storage.

Description

Retrieve Medius Client library build time stamp. Copies string representing the build time stamp into the space pointed to by the TimeStamp parameter.

Notes

TimeStamp should point to at least 64 bytes.

Return value

MediusErrorNone	Success
MediusErrorSendingMessagecall	TimeStamp is null.

Example

N/A

See also

N/A

MediusGetCallbackStatusString

Returns a text string description of MediusCallbackStatus errors.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

const char *MediusGetCallbackStatusString(

MediusCallbackStatus *CallbackStatus*); The status whose string should be returned.

Description

Returns a text string description of MediusCallbackStatus errors.

Notes

N/A

Return value

A pointer to a string describing the CallbackStatus parameter.

Example

N/A

See also

N/A

MediusGetErrorCodeString

Returns a text string description of MediusErrorCode errors.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

const char *MediusGetErrorCodeString(

MediusErrorCode *ErrorCode*); The error code whose string should be returned.

Description

Returns a text string description of MediusErrorCode errors.

Notes

N/A

Return value

A pointer to a string describing the ErrorCode parameter.

Example

N/A

See also

N/A

MediusGetLastNetUpdateError

Retrieve the last occurred DME NetUpdate Error.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

NetErrorCode MediusGetLastNetUpdateError(
void); N/A

Description

Retrieve the last occurred DME NetUpdate Error.

Notes

This requires dme.h for NetErrorCode.

Return value

MediusErrorNone Success (Always succeeds.)

Example

N/A

See also

N/A

MediusGetMyIP

Retrieve local IP address (as seen by the Medius Servers, not behind a NAT).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetMyIP(
  MediusGetMyIPRequest *MyGetMyIPRequest,        Request parameters
  MediusTypeGetMyIPCallback MyGetMyIPCallback,   Callback to register for the results of this request.
  void *pUserData);                              Arbitrary data passed to the registered callback.
```

Description

Retrieve local IP address (as seen by the Medius Servers, not behind a NAT).

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetMySessionKey

Retrieves your current session key if active.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusGetMySessionKey(
  char *SessionKey);
```

SessionKey — A character buffer where the session key is to be written.

Description

Retrieves your current session key if active.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusGetServerTime

Retrieve server time.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.10	February 1, 2005

Syntax

```
MediusErrorCode MediusGetServerTime(
    MediusGetServerTimeRequest *MyGetServerTimeRequest,
    MediusTypeGetServerTimeCallback MyGetServerTimeCallback,
    void *pUserData);
```

MyGetServerTimeRequest	Request parameters.
MyGetServerTimeCallback	Callback to register for the results of this request.
pUserData	Arbitrary data passed to the registered callback.

Description

Retrieve server time.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusPostDebugInfo

Allow an application to post ASCII information about a problem that occurred during online gameplay.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

```
MediusErrorCode MediusPostDebugInfo(
    MediusPostDebugInfoRequest *MyPostDebugInfoRequest,      Request parameters.
    MediusTypePostDebugInfoCallback MyPostDebugInfoCallback, Callback to register for the results of this request.
    void *pUserData);                                        Arbitrary data passed to the registered callback.
```

Description

This function is strictly used only during development, QA and Public Beta phases of a title. In general, an application should not ship with calls to this function.

Notes

Be careful when calling this function as it will consume bandwidth and server resources.

Return value

MediusErrorNone	Success
MediusErrorNotInitialized	NetInitialize has not been called.
MediusErrorNotConnected	The client is not connected to Medius
MediusErrorSendingMessage	There was trouble sending the message.
MediusErrorFeatureNotEnabled	The PostDebugInfo feature is not enabled.

Example

N/A

See also

N/A

MediusVersionClient

Retrieve Medius Client library build version.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusVersionClient(

char ***_VersionClient_);** — A character buffer where the client library version will be written.

Description

Returns pointer to string [64] populated with version information.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MediusVersionServer

Retrieve connected Medius Server build version.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusVersionServer(

MediusVersionServerRequest ***MyVersionServerRequest**,	Request parameters.
MediusTypeVersionServerCallback *MyVersionServerCallback*,	Callback to register for the results of this request.
void **pUserData*);	Arbitrary data passed to the registered callback.

Description

Retrieve connected Medius Server build version.

Notes

N/A

Return value

MediusErrorNone	Success
MediusErrorSendingMessage	There was an error sending the message

Example

N/A

See also

N/A

MUIS Connectivity

These functions make it possible to use a MUIS.

MediusGetUniverseInformation

Retrieve information regarding the universes that the client can access.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusGetUniverseInformation(

MediusGetUniverseInformationRequest ***MyGetUniverseInformationRequest**,	Request parameters
MediusTypeUniverseNewsCallback *MyUniverseNewsCallback*,	Callback to register for Universe News events.
MediusTypeUniverseVariableInfoCallback *MyUniverseInfoListCallback*,	Callback to register for Variable Info events..
**void ***MyUniverseNewsCallbackFunctionPtrArg*,	Arbitrary data passed to the UniverseNews callback.
void ***MyUniverseInfoListCallbackArg*);**	Arbitrary data passed to the UniverseInfo callback.

Description

Retrieve information regarding the universes that the client can access.

Notes

N/A

Return value

MediusErrorNone	Success

Example

N/A

See also

N/A

MediusUpdateUniverseInformation

Initiates processing of new ingoing/outgoing messages for MUIS.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	1.0	October 1, 2001

Syntax

MediusErrorCode MediusUpdateUniverseInformation(
void);

Description

Like MediusUpdate(), this function services the TCP/IP stack; however, call MediusUpdateUniverseInformation() each application frame when connecting to the MediusUniverse Information Server instead of MediusUpdate(). Upon establishing a connection to the MediusAuthenticationServer, MediusUpdate() (or MediusUpdateBare()) will then be used and this function will no longer be needed.

Notes

Call should be placed in application loop.

Return value

MediusErrorNone	Success
MediusErrorGeneral	Some error occurred.

Example

N/A

See also

N/A

This page intentionally left blank.

Chapter 7:
Functions: Clan Management

This page intentionally left blank.

Introduction

These functions relate to the creation and management of clans.

MediusAddPlayerToClan

Request to add a player to a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusAddPlayerToClan(

MediusAddPlayerToClanRequest ***MyAddPlayerToClanRequest*,**	Input parameters about clan and player to add.
MediusTypeAddPlayerToClanCallback *MyAddPlayerToClanCallback*,	Callback registered to process response from server
void ***pUserData*);	Pointer to UserData available when callback is triggered

Description

Request to add a player to a clan.

Errors

None

Notes

Requestor must be clan leader to add player.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusAddPlayerToClan(&MyAddPlayerToClanRequest,
                                  MyAddPlayerToClanCallback, NULL);
```

See also

None

MediusCheckMyClanInvitations

Request for a player's invitations to join clans.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusCheckMyClanInvitations(

MediusCheckMyClanInvitationsRequest ***MyCheckMyClanInvitationsRequest*,**	Input parameters about clan and player to invite.
MediusTypeCheckMyClanInvitationsCallback *MyCheckMyClanInvitationsCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request for a player's invitations to join clans.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusCheckMyClanInvitations(&MyCheckMyClanInvitationsRequest,
                                         MyCheckMyClanInvitationsCallback,
                                         NULL);
```

See also

None

MediusClanLadderList

Retrieve a list of clans in a ladder ranking.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusClanLadderList(

MediusClanLadderListRequest ***MyClanLadderListRequest,**	Input parameters about clan ladder rankings to retrieve.
MediusTypeClanLadderListCallback *MyClanLadderListCallback,*	Callback registered to process response from server
void **pUserData);*	Pointer to UserData available when callback is triggered

Description

Retrieve a list of clans in a ladder ranking.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusClanLadderList(&MyClanLadderListRequest,
                                 MyClanLadderListCallback, NULL);
```

See also

None

MediusClanLadderPosition

Retrieve the exact position of a ClanID in a ladder ranking.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusClanLadderPosition(

MediusClanLadderPositionRequest ***MyClanLadderPositionRequest*,**	Input parameters about clan ladder rankings to retrieve.
MediusTypeClanLadderPositionCallback *MyClanLadderPositionCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Retrieve the exact position of a ClanID in a ladder ranking.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusClanLadderPosition(&MyClanLadderPositionRequest,
                                     MyClanLadderPositionCallback, NULL);
```

See also

None

MediusConfirmClanTeamChallenge

Confirm a challenge issued to another clan that has accepted challenge.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusConfirmClanTeamChallenge(

MediusConfirmClanTeamChallengeRequest ***MyConfirmClanTeamChallengeRequest*,**	Input parameters about challenge to confirm.
MediusTypeConfirmClanTeamChallengeCallback *MyConfirmClanTeamChallengeCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Confirm a challenge issued to another clan that has accepted challenge.

Errors

None

Notes

After the challenge is accepted by the other clan, confirm the challenge with this function to finalize the challenge.Must be leader of clan to confirm the challenge.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusConfirmClanTeamChallenge(&MyConfirmClanTeamChallengeRequest,
                                           MyConfirmClanTeamChallengeCallback,
                                           NULL);
```

See also

None

MediusCreateClan

Request to create a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusCreateClan(

MediusCreateClanRequest **MyCreateClanRequest*,	Input parameters about the clan to create.
MediusTypeCreateClanCallback *MyCreateClanCallback*,	Callback registered to process response from server
void **pUserData*);	Pointer to UserData available when callback is triggered

Description

Request to create a clan.

Errors

None

Notes

Player that creates the clan is automatically the clan leader.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusCreateClan(&MyCreateClanRequest, MyCreateClanCB, NULL);
```

See also

MediusDisbandClan()

MediusDeleteClanMessage

Request to delete an existing clan message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusDeleteClanMessage(

MediusDeleteClanMessageRequest ***MyDeleteClanMessageRequest*,**	Input parameters about clan message to delete.
MediusTypeDeleteClanMessageCallback *MyDeleteClanMessageCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to delete an existing clan message.

Errors

None

Notes

Requestor must be leader of clan to delete a message for it.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusDeleteClanMessage(&MyDeleteClanMessageRequest,
                                    MyDeleteClanMessageCallback, NULL);
```

See also

None

MediusDisbandClan

Request to disband a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusDisbandClan(

MediusDisbandClanRequest ***MyDisbandClanRequest*,	Input parameters about the clan to disband.
MediusTypeDisbandClanCallback *MyDisbandClanCallback*,	Callback registered to process response from server
void ****pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to disband a clan.

Errors

None

Notes

Player that disbands clan must be clan leader.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusDisbandClan(&MyDisbandClanRequest, MyDisbandClanCallback,
                              NULL);
```

See also

MediusCreateClan()

MediusGetAllClanMessages

Request to retrieve list of all clan messages.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetAllClanMessages(

MediusGetAllClanMessagesRequest ***MyGetAllClanMessagesRequest*,**	Input parameters about clan to retrieve messages for.
MediusTypeGetAllClanMessagesCallback *MyGetAllClanMessagesCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to retrieve list of all clan messages.

Errors

None

Notes

Requestor must be leader of clan to retrieve all clan messages.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetAllClanMessages(&MyGetAllClanMessagesRequest,
                                     MyGetAllClanMessagesCallback, NULL);
```

See also

None

MediusGetClanByID

Request for information about a clan specified by ClanID.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetClanByID(

MediusGetClanByIDRequest **MyGetClanByIDRequest*,	Input parameters about the clan to retrieve info about.
MediusTypeGetClanByIDCallback *MyGetClanByIDCallback*,	Callback registered to process response from server
void **pUserData*);	Pointer to UserData available when callback is triggered

Description

Request for information about a clan specified by ClanID.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetClanByID(&MyGetClanByIDRequest, MyGetClanByIDCallback,
                              NULL);
```

See also

None

MediusGetClanByName

Request for information about a clan specified by name.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetClanByName(

MediusGetClanByNameRequest ***MyGetClanByNameRequest*,**	Input parameters about the clan to retrieve info about
MediusTypeGetClanByNameCallback *MyGetClanByNameCallback*,	Callback registered to process response from server
void ****pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request for information about a clan specified by name.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetClanByName(&MyGetClanByNameRequest,
                                MyGetClanByNameCallback,
                                NULL);
```

See also

None

MediusGetClanInvitationsSent

Request for list of clan invitations player has sent to other players to join the clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetClanInvitationsSent(

MediusGetClanInvitationsSentRequest ***MyGetClanInvitationsSentRequest*,**	Input parameters about clan.
MediusTypeGetClanInvitationsSentCallback *MyGetClanInvitationsSentCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request for list of clan invitations player has sent to other players to join the clan.

Errors

None

Notes

Requestor must be leader of the clan to receive invitations sent.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetClanInvitationsSent(&MyGetClanInvitationsSentRequest,
MediusTypeGetClanInvitationsSentCallback, NULL);
```

See also

None

MediusGetClanMemberList

Request for list of members in a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetClanMemberList(

MediusGetClanMemberListRequest ***MyGetClanMemberListRequest,**	Input parameters about clan to retrieve member list for.
MediusTypeGetClanMemberListCallback *MyGetClanMemberListCallback,*	Callback registered to process response from server
void **pUserData);**	Pointer to UserData available when callback is triggered

Description

Request for list of members in a clan.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetClanMemberList(&MyGetClanMemberListRequest,
                                    MyGetClanMemberListCallback,
                                    NULL);
```

See also

None

MediusGetClanMemberList_ExtraInfo

Retrieve list of clan members with additional state information.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode
MediusGetClanMemberList_ExtraInfo(

MediusGetClanMemberList_ExtraInfoRequest ***MyGetClanMemberListRequest*,**	Input parameters about clan to retrieve memberlist for.
MediusTypeGetClanMemberList_ExtraInfoCallback *MyGetClanMemberListCallback*,	Callback registered to process response from server
void ****pUserData*);**	Pointer to UserData available when callback is triggered

Description

Retrieve list of clan members with additional state information.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetClanMemberList_ExtraInfo(&MyGetClanMemberListRequest,
                                              MyGetClanMemberListCallback, NULL);
```

See also

None

MediusGetClanTeamChallengeHistory

Request clan's team challenge history (accepted/denied).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

```
MediusErrorCode
MediusGetClanTeamChallengeHistory(
    MediusGetClanTeamChallengeHistoryRequest *MyGetClanTeamChallengHistoryRequest,
    MediusTypeGetClanTeamChallengeHistoryCallback MyGetClanTeamChallengeHistoryCallback,
    void *pUserData);
```

Input parameters about clan to retrieve challenge history for.

Callback registered to process response from server

Pointer to UserData available when callback is triggered

Description

Request clan's team challenge history (accepted/denied).

Errors

None

Notes

Must be leader of clan to retrieve challenge history.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
 errorCode =
MediusGetClanTeamChallengeHistory(&MyGetClanTeamChallengHistoryRequest,

MyGetClanTeamChallengeHistoryCallback,
                                          NULL);
```

See also

None

MediusGetClanTeamChallenges

Request list of clan's current team challenges (not yet accepted/declined).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetClanTeamChallenges(

MediusGetClanTeamChallengesRequest ***MyGetClanTeamChallengesRequest*,**	Input parameters about clan to retrieve challenge list for.
MediusTypeGetClanTeamChallengesCallback *MyGetClanTeamChallengesCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request list of clan's current team challenges (not yet accepted/declined).

Errors

None

Notes

Must be leader of clan to retrieve challenge list.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetClanTeamChallenges(&MyGetClanTeamChallengesRequest,
                                        MyGetClanTeamChallengesCallback,
NULL);
```

See also

None

MediusGetMyClanMessages

Retrieve list of clan messages sent to clan member.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetMyClanMessages(

MediusGetMyClanMessagesRequest ***MyGetMyClanMessagesRequest*,**	Input parameters about clan to retrieve messages for.
MediusTypeGetMyClanMessagesCallback *MyGetMyClanMessagesCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Retrieve list of clan messages sent to clan member.

Errors

None

Notes

Requestor must be member of the clan to retrieve messages..

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetMyClanMessagesRequest(&MyGetMyClanMessagesRequest,
                                           MyGetMyClanMessagesCallback, NULL);
```

See also

None

MediusGetMyClans

Request for list of clans the player belongs to.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusGetMyClans(

MediusGetMyClansRequest ***MyGetMyClansRequest*****,**	Input parameters about the clan list to retrieve.
MediusTypeGetMyClansCallback *MyGetMyClansCallback***,**	Callback registered to process response from server
void ****pUserData*****);**	Pointer to UserData available when callback is triggered

Description

Request for list of clans the player belongs to.

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusGetMyClans(&MyGetMyClansRequest, MyGetMyClansCallback, NULL);
```

See also

None

MediusInvitePlayerToClan

Request to invite a player to join your clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusInvitePlayerToClan(

MediusInvitePlayerToClanRequest ***MyInvitePlayerToClanRequest*,**	Input parameters about clan and player to invite.
MediusTypeInvitePlayerToClanCallback *MyInvitePlayerToClanCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to invite a player to join your clan.

Errors

None

Notes

Requestor must be clan leader to invite another player

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusInvitePlayerToClan(&MyInvitePlayerToClanRequest,
                                     MyInvitePlayerToClanCallback,
                                     NULL);
```

See also

None

MediusInvitePlayerToClan_ByName

Request to invite player specified by account name to join your clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusInvitePlayerToClan_ByName(

MediusInvitePlayerToClan_ByNameRequest ***MyInvitePlayerToClan_ByNameRequest*,**	Input parameters about clan and player to invite.
MediusTypeInvitePlayerToClanCallback *MyInvitePlayerToClanCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to invite player specified by account name to join your clan.

Errors

None

Notes

Must be clan leader to invite players.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode =
          MediusInvitePlayerToClan_ByName(&MyInvitePlayerToClan_ByNameRequest,
                                          MyInvitePlayerToClanCallback, NULL);
```

See also

None

MediusModifyClanMessage

Request to modify an existing clan message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusModifyClanMessage(

MediusModifyClanMessageRequest ***MyModifyClanMessageRequest**,	Input parameters about clan message to modify.
MediusTypeModifyClanMessageCallback *MyModifyClanMessageCallback*,	Callback registered to process response from server
void **pUserData*);	Pointer to UserData available when callback is triggered

Description

Request to modify an existing clan message.

Errors

None

Notes

Requestor must be leader of clan to modify a message for it.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusModifyClanMessage(&MyModifyClanMessageRequest,
                                    MyModifyClanMessageCallback, NULL);
```

See also

None

MediusRemovePlayerFromClan

Request to remove a player from a clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusRemovePlayerFromClan(

MediusRemovePlayerFromClanRequest ***MyRemovePlayerFromClanRequest*,**	Input parameters about clan and player to remove.
MediusTypeRemovePlayerFromClanCallback *MyRemovePlayerFromClanCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to remove a player from a clan.

Errors

None

Notes

If you are the leader of the clan, you may remove any player from the clan. If you are not the leader, you may only remove yourself from the clan. If you are not the leader and attempt to remove any player from the clan other than yourself, the server will return the MediusNotClanLeader CallbackStatus. If you are the leader of a clan and you call this request on your own account ID, the server will return the MediusLeaderCannotLeaveClan CallbackStatus code.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusRemovePlayerFromClan(&MyRemovePlayerFromClanRequest,
                                       MyRemovePlayerFromClanCallback,
                                       NULL);
```

See also

None

MediusRequestClanTeamChallenge

Request to issue a clan challenge to another clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusRequestClanTeamChallenge(

MediusRequestClanTeamChallengeRequest ***MyRequestClanTeamChallengeRequest*,**	Input parameters about clan to challenge.
MediusTypeRequestClanTeamChallengeCallback *MyRequestClanTeamChallengeCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to issue a clan challenge to another clan.

Errors

None

Notes

Requestor must be leader of clan to challenge another clan.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusRequestClanTeamChallenge(&MyRequestClanTeamChallengeRequest,
                                           MyRequestClanTeamChallengeCallback,
                                           NULL);
```

See also

None

MediusRespondToClanInvitation

Respond to invitation to join a clan (accept/decline).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusRespondToClanInvitation(

MediusRespondToClanInvitationRequest ***MyRespondToClanInvitationRequest*,**	Input parameters about invitation to respond to.
MediusTypeRespondToClanInvitationCallback *MyRespondToClanInvitationCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Respond to invitation to join a clan (accept/decline).

Errors

None

Notes

None

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusRespondToClanInvitation(&MyRespondToClanInvitationRequest,
                                          MyRespondToClanInvitationCallback,
                                          NULL);
```

See also

None

MediusRespondToClanTeamChallenge

Respond to a challenge from another clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

```
MediusErrorCode
MediusRespondToClanTeamChallenge(
    MediusRespondToClanTeamChallengeRequest *MyRespondToClanTeamChallengeRequest,    Input parameters about challenge response.
    MediusTypeRespondToClanTeamChallengeCallback MyRespondToClanTeamChallengeCallback,    Callback registered to process response from server
    void *pUserData);    Pointer to UserData available when callback is triggered
```

Description

Respond to a challenge from another clan.

Errors

None

Notes

Requestor must be leader of clan to respond to challenge from another clan.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode =
MediusRespondToClanTeamChallenge(&MyRespondToClanTeamChallengeRequest,

MyRespondToClanTeamChallengeCallback,
                                                NULL);
```

See also

None

MediusRevokeClanInvitation

Revoke a clan invitation that has been sent to another player.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusRevokeClanInvitation(

MediusRevokeClanInvitationRequest ***MyRevokeClanInvitationRequest*,**	Input parameters about invitation to revoke.
MediusTypeRevokeClanInvitationCallback *MyRevokeClanInvitationCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Revoke a clan invitation that has been sent to another player.

Errors

None

Notes

Requestor must be leader of the clan to revoke an invitation.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusRevokeClanInvitation(&MyRevokeClanInvitationRequest,
                                       MyRevokeClanInvitationCallback,
                                       NULL);
```

See also

None

MediusRevokeClanTeamChallenge

Revoke an existing clan challenge issued to another clan.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusRevokeClanTeamChallenge(

MediusRevokeClanTeamChallengeRequest ***MyRevokeClanTeamChallengeRequest*,**	Input parameters about challenge to revoke.
MediusTypeRevokeClanTeamChallengeCallback *MyRevokeClanTeamChallengeCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Revoke an existing clan challenge issued to another clan.

Errors

None

Notes

Requestor must be leader of clan to revoke challenge sent to another clan.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusRevokeClanTeamChallenge(&MyRevokeClanTeamChallengeRequest,
                                          MyRevokeClanTeamChallengeCallback,
                                          NULL);
```

See also

None

MediusSendClanMessage

Request to send a clan message.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusSendClanMessage(

MediusSendClanMessageRequest ***MySendClanMessageRequest*,**	Input parameters about clan and message to send.
MediusTypeSendClanMessageCallback *MySendClanMessageCallback*,	Callback registered to process response from server
void ****pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to send a clan message.

Errors

None

Notes

Requestor must be leader of clan to send message for.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusSendClanMessage(&MySendClanMessageRequest,
                                  MySendClanMessageCallback, NULL);
```

See also

None

MediusTransferClanLeadership

Request to transfer clan leadership to another clan member.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusTransferClanLeadership(

MediusTransferClanLeadershipRequest ***MyTransferClanLeadershipRequest*,**	Input parameters about clan and player to transfer leadership to.
MediusTypeTransferClanLeadershipCallback *MyTransferClanLeadershipCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to transfer clan leadership to another clan member.

Errors

None

Notes

Requestor must be clan leader to transfer leadership. Player must be member of clan to become new leader.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusTransferClanLeadership(&MyTransferClanLeadershipRequest,
                                         MyTransferClanLeadershipCallback,
                                         NULL);
```

See also

None

MediusUpdateClanLadderStatsWide_Delta

Update a clan's ladder stats (raw scores) using a +/- delta value.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	2.9	Oct 1, 2004

Syntax

```
MediusErrorCode
MediusUpdateClanLadderStatsWide_Delta(
    MediusUpdateClanLadderStatsWide_DeltaRequest *MyUpdateClanLadderStatsWide_DeltaRequest,
    MediusTypeUpdateClanLadderStatsWide_DeltaCallback MyUpdateClanLadderStatsWide_DeltaCallback,
    void *pUserData);
```

MyUpdateClanLadderStatsWide_DeltaRequest: Input parameters about clan and ladder stats to update.

MyUpdateClanLadderStatsWide_DeltaCallback: Callback registered to process response from server

pUserData: Pointer to UserData available when callback is triggered

Description

Update a clan's ladder stats (raw scores) using a +/- delta value.

Errors

None

Notes

The MediusUpdateLadderStatsWide version (vs this version) only allows for the clan leader to update clan ladder stats (in an all or nothing manner). This version allows for anyone in a given clan to be able to contribute +/- raw ladder scores for their clan; while the previous version required that a clan leader be present in the given game so that clan ladder stats could be adjusted. Instead of replacing the current value, this will apply an additive or subtractive delta (based on a +/- integer value).

The field 'ClanID' is only considered if the MLS's medius.txt configuration file has "AllowClanLaddersToBeUpdatedByMany = 1"; otherwise, only the clan leader can call this.

Stats used for calculating ladders. There are [0.. LADDERSTATSWIDE_MAXLEN] possible ladder categories. Each element is a rankable ladder. A zero for a given ladder category indicates 'no-change'; hense, be sure to memset zero the entire request structure to verify that no garbage is submited; otherwise, undefined delta updates may take place.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode =
    MediusUpdateClanLadderStatsWide_Delta(
        &MyUpdateClanLadderStatsWide_DeltaRequest,
        MyUpdateClanLadderStatsWide_DeltaCallback, NULL);
```

See also

None

MediusUpdateClanStats

Request to update clan stats.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClans.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusUpdateClanStats(

MediusUpdateClanStatsRequest ***MyUpdateClanStatsRequest*,**	Input parameters about clan and stats to update.
MediusTypeUpdateClanStatsCallback *MyUpdateClanStatsCallbac*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to update clan stats.

Errors

None

Notes

Must be leader of clan to update stats.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusUpdateClanStats(&MyUpdateClanStatsRequest,
                                  MyUpdateClanStatsCallbac, NULL);
```

See also

None

This page intentionally left blank.

Chapter 8:
Functions: File Services

This page intentionally left blank.

Introduction

These functions relate to the management of user-created files stored on medius servers.

MediusFileCancelOperation

Cancel a file operation (upload or download) that is currently in progress.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileCancelOperation(

MediusFileCancelOperationRequest ***MyFileCancelOperationRequest*,**	Input parameters about the file operation to cancel.
MediusFileTypeCancelOperationCallback *MyFileCancelOperationRequestCallback*,	Callback registered to process response from server
void ***pUserData*);	Pointer to UserData available when callback is triggered

Description

Cancel a file operation (upload or download) that is currently in progress.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileCancelOperation(&MyFileCancelOperationRequest);
```

See also

N/A

MediusFileClose

Request to close and commit a file using Medius File Services.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileClose(

MediusFileCloseRequest ***MyFileCloseRequest*****,**	Input parameters about the file to close.
MediusFileTypeCloseCallback *MyFileCloseCallback***,**	Callback registered to process response from server
void ****pUserData*****);**	Pointer to UserData available when callback is triggered

Description

Request to close and commit a file using Medius File Services.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileClose(&MyFileCloseRequest, MyFileCloseCallback, NULL);
```

See also

N/A

MediusFileCreate

Request to create a file using Medius File Services.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileCreate(

MediusFileCreateRequest ***MyFileCreateRequest*****,**	Input parameters about the file to create.
MediusFileTypeCreateCallback *MyFileCreateCallback***,**	Callback registered to process response from server
void ****pUserData*****);**	Pointer to UserData available when callback is triggered

Description

Request to create a file using Medius File Services.

Errors

N/A

Notes

It is very important to prohibit the player from entering either a forward slash or backslash as this will create a directory on the web server. You (the programmer) may use directories. Do not allow the player to create directories.

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileCreate(&MyFileCreateRequest, MyFileCreateCallback, NULL);
```

See also

N/A

MediusFileDelete

Delete a file from the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileDelete(

MediusFileDeleteRequest ***MyFileDeleteRequest*****,**	Input parameters about the file to delete.
MediusFileTypeDeleteCallback *MyFileDeleteCallback***,**	Callback registered to process response from server
void ****pUserData*****);**	Pointer to UserData available when callback is triggered

Description

Delete a file from the server.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileDelete(&MyFileDeleteRequest, MyFileDeleteCallback, NULL);
```

See also

N/A

MediusFileDownload

Download a complete file from the server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileDownload(

MediusFileDownloadRequest ******MyFileDownloadRequest*,	Input parameters about the file to download.
MediusFileTypeDownloadCallback *MyFileDownloadCallback*,	Callback registered to process response from server
void ******pUserData*);	Pointer to UserData available when callback is triggered

Description

Download a complete file from the server.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileDownload(&MyFileDownloadRequest, MyFileDownloadCallback,
                               NULL);
```

See also

N/A

MediusFileDownloadStream

Download a file as a stream.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileDownloadStream(

MediusFileDownloadStreamRequest ***MyFileDownloadRequest*,**	Input parameters about the file to stream.
MediusFileTypeDownloadStreamCallback *MyFileDownloadCallback*,	Callback registered to process response from server
void ****pUserData*);**	Pointer to UserData available when callback is triggered

Description

Download a file as a stream.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileDownloadStream(&MyFileDownloadRequest,
                                     MyFileDownloadCallback,
                                     NULL);
```

See also

N/A

MediusFileGenerateChecksum

Generate a checksum for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileGenerateChecksum(

MediusFileChecksum ***MyChecksumInputOutputParamaters*);** Input structure to store generated checksum.

Description

Generate a checksum for a file.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorGeneral

Example

```
errorCode = MediusFileGenerateChecksum(&MyChecksumInputOutputParamaters);
```

See also

N/A

MediusFileGetAttributes

Request the set of detailed attributes for a particular file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileGetAttributes(

MediusFileGetAttributesRequest ***MyFileGetFileAttributesRequest*,**	Input parameters about the file attributes to retrieve.
MediusFileTypeGetAttributesCallback *MyFileGetFileAttributesCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request the set of detailed attributes for a particular file.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileGetAttributes(&MyFileGetFileAttributesRequest,
                                    MyFileGetFileAttributesCallback,
                                    NULL);
```

See also

N/A

MediusFileGetMetaData

Request to retrieve all of the meta-data associated with a particular file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileGetMetaData(

MediusFileGetMetaDataRequest ***MyFileGetFileMetaDataRequest*,**	Input parameters about the file meta-data to retrieve.
MediusFileTypeGetMetaDataCallback *MyFileGetFileMetaDataCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to retrieve all of the meta-data associated with a particular file.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileGetMetaData(&MyFileGetFileMetaDataRequest,
                                  MyFileGetFileMetaDataCallback,
                                  NULL);
```

See also

N/A

MediusFileInitAttributes

Initialize the file attributes structure.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileInitAttributes(

MediusFileAttributes ***MyFileAttributes*****);** Structure to initialize.

Description

Initialize the file attributes structure.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorGeneral

Example

```
errorCode = MediusFileInitAttributes(&MyFileAttributes);
```

See also

N/A

MediusFileInitFileListReqStruct

Initialize the file list request structure.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileInitFileListReqStruct(
MediusFileListRequest ***MyFileFileListReqStruct*****);** The structure to initialize.

Description

Initialize the file list request structure.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorGeneral

Example

```
errorCode = MediusFileInitFileListReqStruct(&MyFileFileListReqStruct);
```

See also

N/A

MediusFileListFiles

List all accessible files from the server with filter.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileListFiles(

MediusFileListRequest ***MyFileListRequest*****,**	Input parameters about the file list request.
MediusFileTypeListCallback *MyFileListCallback***,**	Callback registered to process response from server
void ****pUserData*****);**	Pointer to UserData available when callback is triggered

Description

List all accessible files from the server with filter.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileListFiles(&MyFileListRequest, MyFileListCallback, NULL);
```

See also

N/A

MediusFileSearchByMetaData

Request to search for all set of files matching a particular filter (meta-data).

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileSearchByMetaData(

MediusFileSearchByMetaDataRequest ***MyFileSearchFilesByMetaDataRequest*,**	Input parameters about the file meta-data to search by.
MediusFileTypeSearchByMetaDataCallback *MyFileSearchFilesByMetaDataCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to search for all set of files matching a particular filter (meta-data).

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileSearchByMetaData(&MyFileSearchFilesByMetaDataRequest,
                                       MyFileSearchFilesByMetaDataCallback,
                                         NULL);
```

See also

N/A

MediusFileUpdateAttributes

Request to update the attributes of a file on server.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileUpdateAttributes(

MediusFileUpdateAttributesRequest ***MyFileUpdateFileAttributesRequest*,**	Input parameters about the file attributes to update.
MediusFileTypeUpdateAttributesCallback *MyFileUpdateFileAttributesCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to update the attributes of a file on server.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileUpdateAttributes(&MyFileUpdateFileAttributesRequest,
                                       MyFileUpdateFileAttributesCallback,
                                       NULL);
```

See also

N/A

MediusFileUpdateMetaData

Request to update the meta-data for a file.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileUpdateMetaData(

MediusFileUpdateMetaDataRequest ***MyFileUpdateFileMetaDataRequest*,**	Input parameters about the file meta-data to update.
MediusFileTypeUpdateMetaDataCallback *MyFileUpdateFileMetaDataCallback*,	Callback registered to process response from server
void **pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to update the meta-data for a file.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileUpdateMetaData(&MyFileUpdateFileMetaDataRequest,
                                     MyFileUpdateFileMetaDataCallback,
                                     NULL);
```

See also

N/A

MediusFileUpload

Request to upload a file using Medius File Services.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusFileServices.h	1.0	Oct 1, 2001

Syntax

MediusErrorCode MediusFileUpload(

MediusFileUploadRequest ****MyFileUploadRequest*,**	Input parameters about the file to upload.
MediusFileTypeUploadCallback *MyFileUploadCallback***,**	Callback registered to process response from server
void ****pUserData*);**	Pointer to UserData available when callback is triggered

Description

Request to upload a file using Medius File Services.

Errors

N/A

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage

Example

```
errorCode = MediusFileUpload(&MyFileUploadRequest, MyFileUploadCallback, NULL);
```

See also

N/A

Chapter 9:
Functions: Miscellaneous

This page intentionally left blank.

GetMediusDListInterface

This is used to get the implementation of MediusDListInterface.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

Syntax

```
MediusDListInterface *GetMediusDListInterface(
 void );                                          N/A
```

Description

This gets the MediusDListInterface that encapsulates the functions used to create and manipulate subscriptions.

Notes

N/A

Return value

This returns a pointer to the implementation for the MediusDListInterface

Example

N/A

See also

N/A

GetMediusDPlayerListMetaType

This is used to get the meta-type for this list type.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDPlayerList.h	2.10	February 1, 2005

Syntax

MediusDMetaType ***GetMediusDPlayerListMetaType();**

Description

This is used to retrieve the meta-type that describes data associated with a player. This meta-type description is used to determine how to associate developer-sepecified DTypes with fields delivered from the server.

Notes

A meta-type is only valid between caalls to MediusInit() and MediusCLose(). Access at other times is undefined and may result is accessing freed memory.

Return value

A pointer to the SCE-RT defined meta-type for this list type.

Example

N/A

See also

N/A

GetMediusDTypeInterface

Gets the implementation of MediusDTypeInterface.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

Syntax

MediusDTypeInterface ***GetMediusDTypeInterface();**

Description

This gets the MediusDTypeInterface that encapsulates the functions used to create and manipulate DTypes.

Notes

N/A

Return value

A pointer to the implementation for the MediusDTypeInterface

Example

N/A

See also

N/A

MediusToken

Add/Update/Remove a Medius Token.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.10	February 1, 2005

Syntax

MediusErrorCode MediusToken(

MediusTokenRequest ******MyTokenRequest*,	Request structures.
MediusTypeTokenCallback *MyTokenCallback*,	Callback function to use when the status of the request is received
void ******pUserData*);	Pointer to UserData available when callback is triggered

Description

Token categories are defined by MediusTokenCategoryType enum. The token posted is guaranteed unique within its category. Once a token is reserved, subsequent calls to reserve the same token within the same category will fail until the token is released. TokenAction determines if the requested action is to Add(reserve) a new token, update an existing token or delete(release) an existing token. EntityID specifies ID of who/what to associate the token with (Player Account ID or ClanID.) Players can only add MediusAccountType tokens to their own account. Only current clan leaders can add(reserve)/ update/delete(release) a MediusClanType token for their Clan. A Player or Clan leader can reserve multiple tokens.

Errors

None

Notes

N/A

Return value

MediusErrorNone, MediusErrorSendingMessage, MediusErrorNotInitialized, MediusErrorNotConnected

Example

```
errorCode = MediusToken(&myTokenRequest, myTokenCallback, pUserData);
```

See also

None

MediusVoteToBanPlayer

Add/Removes a vote to ban another player from game.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusClient.h	2.10	February 1, 2005

Syntax

MediusErrorCode MediusVoteToBanPlayer(

MediusVoteToBanPlayerRequest ***MyVoteToBanPlayerRequest*);**	Request structure containing the necessary information to add/remove a vote to ban player.

Description

Sends a request to add/remove a vote to ban another player from a game.

Errors

None

Notes

This is a 'fire and forget' request, i.e. there is no response returned from server so no callback is registered.

Return value

MediusErrorNone, MediusErrorSendingMessage, MediusErrorNotInitialized, MediusErrorNotConnected

Example

```
errorCode = MediusVoteToBanPlayerToken(&myTokenRequest);
```

See also

None

This page intentionally left blank.

Chapter 10: MediusDListInterface_ Interface

This page intentionally left blank.

Introduction

MediusDListInterface_

MediusDListInterface is the API for creating, manipulating and destroying dynamic list subscriptions within Medius.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDList.h	2.10	February 1, 2005

The MediusDListInterface encapsulates all the functions needed to interact with a DList subscription.

Since DList is a meta-object protocol, the API reflects the nature of the object system. Each object within the protocol is accessed through an interface structure.

```
typedef const struct
{
    ...
    MediusBool      (*refresh)      (MediusDListSubscription
                                     *pSubscription);
    ...
} MediusDListInterface;
```

To manipulate an object, one must first obtain a pointer to the interface implementation.

```
MediusDListInterface *gpDListInterface;
int main()
{
    gpDListInterface = GetMediusDListInterface();
    ...
}
```

You can then use the interface to manipulate and interact with the meta-objects and the Medius Dynamic List service.

```
MediusBool doBuddyRefresh()
{ return gpDListInterface->refresh( pMySubscription ); }
```

MediusDListInterface_ Member Functions – Summary

Member Function	Description
associateInterestCB	Associate an interest callback with a specific subscription.
popRowData	This will update an object from an arglist.
printArgList	Print an argument list.
printSubscription	Print a DList.
refresh	This is used to request the refresh of the objects contained in the list.
setInterestCB	Set an interest callback object associated with a specific interest that has properties that enable it to filter events based on service level and field mask.
setLevel	This changes the service level of a list.
subscribe	Subscribe to list events for the specified type definition.
unsubscribe	Unsubscribe from list events and deallocate any managed memory.

Member Functions

associateInterestCB

Associate an interest callback with a specific subscription.

Syntax

MediusErrorCode (*associateInterestCB***)(**

MediusDInterestCallback **pInterestCallback*,	A pointer to an opaque callback structure used to associate action callbacks with a specific interest.
MediusDListSubscription **pSubscription*);	Subscription with which to associate the interest callback.

Description

An interest callback must be associated with at least one subscription to receive events. Associating with a subscription allows the developer to select the specific subscriptions (within a common interest) to propagate events to the interest callback.

Usage:

```
gpDListInterface->associateCB( pMyPlayerInterestCB,
                               pMyBuddyListSubscription );
```

This will associate pMyPlayerInterestCB with pMyBuddyListSubscription, so that any events that are received by pMyBuddyListSubscription match the criteria associated with pMyPlayerInterestCB when it was set, and the associated pInterestCallback is called.

Notes

N/A

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.

Example

N/A

See also

setInterestCB

popRowData

This will update an object from an arglist.

Syntax

MediusErrorCode (*popRowData***)(**

MediusDArgList ***pArgList*,**	Argument list received in the user callback.
const MediusDType ***pType*,**	Type subscribed to the list with that describes the data.
void ***pData*);**	A pointer to the data structure described by the above type to which you want to pop the data.

Description

This is used to update an object from data within a MediusDArgList provided with the user callback. This assumes that the arglist base type and field mask are compatible with the object passed in. Otherwise this will fail.

Notes

N/A

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.

Example

N/A

See also

N/A

printArgList

Print an argument list.

Syntax

MediusErrorCode (*printArgList***)(**

MediusDArgList **pArgList***;	Pointer to the argument list that was received in the user callback that you want to print.

Description

This is used to create debugging output for a MediusDArgList. It is useful in verifying and troubleshooting the operation of a user callback.

Notes

This only works with debug versions of the library.

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorFeatureNotEnabled	This is returned if you are not using debug library.

Example

N/A

See also

N/A

printSubscription

Print a DList.

Syntax

MediusErrorCode (*printSubscription***)(**

MediusDListSubscription ***pSubscription*);** Pointer to the subscription object to print.

Description

This is used to create debugging output for a subscription. It is useful in verifying and troubleshooting the operation of a subscription.

Notes

This only works with debug versions of the library.

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorFeatureNotEnabled	Returned if one is not using debug library.

Example

N/A

See also

N/A

refresh

This is used to request the refresh of the objects contained in the list.

Syntax

MediusErrorCode (*refresh***)(**

MediusDListSubscription **pSubscription***,*	Pointer to the subscription that we want refreshed.
MediusTransactionId **pTransactionId***);*	Transaction ID associated with both the subscription, and if implied, a refresh.

Description

If the developer's game list object is out of sync with the current state of a subscription, i.e., if it is necessary to free up memory by deallocating the game lists objects, a complete set of rows can be requested as a refresh.

After all the rows returned as part of a refresh are applied to the developers game list object, it will be in a consistent state to apply other events.

Notes

A refresh is automatically requested when subscribing or setting the level up to MEDIUS_DLEVEL_REFRESHED.

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorSendingMessage	There was an error sending the request.

Example

N/A

See also

N/A

setInterestCB

Set an interest callback object associated with a specific interest that has properties that enable it to filter events based on service level and field mask.

Syntax

MediusErrorCode (*setInterestCB***)(**

MediusDInterestCallback * *ppInterestCallback*,	A pointer to a pointer to an opaque callback structure used to associate action callbacks with a specific interest.
MediusDInterestId *interestId*,	There can only be one association per interest.
MediusDType * *pType*,	Contains the fields that are used to filter the events returned by the associated lists. (It does not subscribe to those fields, because that is accomplished in the lists subscription.) The meta-type of pType must match the meta-type of the lists specified).
MediusDListServiceLevel *level*,	Used to filter associated lists events. This level does not subscribe events; it only filters what events are available from the list subscriptions.
MediusDListActionCallback *pInterestCallback*,	This is the user callback to be called when the filtered set of events has been met.
void * *pUserData***);**	This is the user data to associate and pass as a parameter whenever the callback is invoked.

Description

This filters the events and data from multiple lists that the developer can associate with a callback (pUserCallback) with those lists along with the fields that callback would like to see through the specified type (pType).

One of the important characteristics of an interest callback is that it receives only one event regardless of whether there are overlapping members in associated lists. For example, if a player is a member of both a Buddy and ClanMember list, and the player's online status changes an interest callback associated with both the Buddy and ClanMember list, then it will only receive one event.

The fields specified by pType are used to filter callback events, rather than actually subscribing to those fields. (Only events that contain all of the desired fields trigger the callback.)

Notes

N/A

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.

Example

N/A

See also

associateInterestCB

setLevel

This changes the service level of a list.

Syntax

MediusErrorCode (*setLevel***)(**

MediusDLListSubscription **pSubscription*,	Pointer to the subscription to modify.
MediusDLListServiceLevel *level*,	Service level of the list. See MediusDListServiceLevel .
MediusTransactionId **pTransactionId*);	Transaction ID associated with both the subscription and, if implied, a refresh.

Description

Setting the level sends a request to the server to change the service level of the subscription. If successful, the new service level will be in effect. See MediusDListServiceLevel .

Notes

If the service level is set up to MEDIUS_DLEVEL_REFRESHED from a lower service level, a refresh is automatically sent as part of the response.

This can be used to limit the events sent to the client. By setting the level to _REFRESHED from a lower event level, a refresh is automatically requested as part of the level change.

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorSendingMessage	There was an error sending the request.

Example

N/A

See also

N/A

subscribe

Subscribe to list events for the specified type definition.

Syntax

MediusErrorCode (*subscribe***)(**

MediusDListSubscription **ppSubscription*,	Pointer to the pointer to the created subscription. The *ppSubscription points to a valid MediusDListSubscription object if the subscribe is successful; otherwise it will point to NULL.
MediusTransactionId **pTransactionId*,	The transaction ID associated with both the subscription, and if implied, to a refresh.
MediusDListId *listId*,	The ID of the list to create.
unsigned int *relationId*,	The ID to which the list members are related. (For a clam member list, the relationId should be the clanID. For buddy lists, a value of zero implies your accountId.)
MediusDListFilterId *filterId*,	Reserved filter ID must be 0.
MediusDType **pType*,	Type of the objects within the list.
MediusDListServiceLevel *level*,	Service level of the list See MediusDListServiceLevel .
MediusDListActionCallback *pUserCallback*,	Callback to execute on update.
void **pUserData*);	User data associated with the callback.

Description

To receive events, you must describe what events you wish to receive and what upon which callback you wish to receive it.

Each subscription is relative to a single list. A specific list is indicated by its `MediusListId` and its `relationId` . While you may subscribe to multiple lists with the same `listId` , each one must have a unique relationId (e.g., relationId == clanID for MEDIUS_DLIST_CLAN_MEMBER).

With a valid list indicated, you must specify the DType for the subscription. The DType not only tells the subscription how to unpack data to your list object, but also indicates which fields you want to receive. See MediusDTypeInterface .

To further specify which events to receive, you specify the service level for which you are interested. See MediusDListServiceLevel .

Notes

N/A

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorSendingMessage	There was an error sending the request.
MediusErrorOutOfSlots	No more subscription slots were available.

Example

N/A

See also

unsubscribe

unsubscribe

Unsubscribe from list events and deallocate any managed memory.

Syntax

MediusErrorCode (*unsubscribe***)(**

MediusDListSubscription **pSubscription*,	Pointer to the subscription to unsubscribe.
MediusTransactionId **pTransactionId*);	Transaction ID associated with both the subscription, and if implied, a refresh.

Description

Unsubscribe from list events and deallocate any managed memory.

Notes

N/A

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorSendingMessage	There was an error sending the request.

Example

N/A

See also

subscribe

Chapter 11: MediusDTypeInterface_ Interface

This page intentionally left blank.

Introduction

MediusDTypeInterface_

This is the interface for creating and manipulating MediusDType objects.

Link to file	*Include file*	*Introduced*	*Last modified*
librtmcl.a	MediusDType.h	2.10	February 1, 2005

This is the MediusDTypeInterface that encapsulates all of the functions needed to interact with a MediusDType.

Since DList is a meta-object protocol, the API reflects the nature of the object system. Each object within the protocol is accessed through an interface structure.

```
typedef const struct
{
    ...
    MediusBool      (*refresh)      (MediusDListSubscription
                                     *pSubscription);
    ...
} MediusDListInterface;
```

To manipulate an object, one must first obtain a pointer to the interface implementation.

```
MediusDListInterface *gpDListInterface;
int main()
{
    gpDListInterface = GetMediusDListInterface();
    ...
}
```

You can then use the interface to manipulate and interact with the meta-objects and the Medius Dynamic List service.

```
MediusBool doBuddyRefresh()
{ return gpDListInterface->refresh( pMySubscription ); }
```

MediusDTypeInterface_ Member Functions – Summary

Member Function	Description
create	Allocates and constructs a DType object.
destroy	Free the type when you are finished using it.
getNumFields	Determine the number of fields within a DType.
getObjectDataSize	Determine the size of the object data described by DType.
printMetaType	Print a Meta-type.
printType	Print a Dynamic Type.

Member Functions

create

Allocates and constructs a DType object.

Syntax

MediusDType * (*create***)(**

MediusDMetaType ***pMetaType,*	Meta-type to associate with.
MediusDFieldMap ***pFieldMap);*	Field specification list describing the subset of fields used in the target list object.

Description

This allocates and constructs a DType object that encapsulates a complete description of an object as specified in the field map.

Notes

As with all allocated resources, a type must be destroyed when it is no longer needed. A type references internal Medius data structures, and therefore, it is only valid between the calls to MediusInitialize() and MediusClose() .

Return value

MediusDType*	Pointer to the created DType object
NULL	On a creation error.

Example

N/A

See also

destroy

destroy

Free the type when you are finished using it.

Syntax

MediusErrorCode (*destroy***)(**

MediusDType ***pType*****);** Pointer to a type object to be freed.

Description

This is used to free a type when it is no longer being used. As with any freed object, it is the developer's responsibility to not use the pointer after it is destroyed.

Notes

Continually allocating and freeing type objects can cause fragmentation. Therefore, allocate the types you will use when the program is started and do not free them until the program exits.

As with all allocated resources, a type should be destroyed when it is no longer needed. A type reverences internal Medius data structures, and therefore, it is valid only between the calls to MediusInitialize() and MediusClose().

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.

Example

N/A

See also

create

getNumFields

Determine the number of fields within a DType.

Syntax

unsigned short (*getNumFields***)(**
const MediusDType ***pType*);** DType to examine.

Description

This returns the number of fields specified within a DType. It is useful for debugging and verifying a DType.

Notes

N/A

Return value

short	Number of fields in the DType.
kMediusNotAnIndex	In the event of an error.

Example

N/A

See also

N/A

getObjectDataSize

Determine the size of the object data described by DType.

Syntax

unsigned int (*getObjectDataSize***)(**
const MediusDType ***pType*);** DType to examine.

Description

Returns the size of the object described by the DType as initially specified in the field map.

Notes

N/A

Return value

size	Size of the object associated with the DType in bytes.
0	In the event of an error.

Example

N/A

See also

N/A

printMetaType

Print a Meta-type.

Syntax

MediusErrorCode (*printMetaType***)(**

const MediusDMetaType ***pMetaType*);** Pointer to a Meta-type that you want to print.

Description

It is used to create debugging output for a MediusDMetaType. It is useful in comparing to and verifying the operation of a DType.

Notes

This only works with debug versions of the library.

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorFeatureNotEnabled	Returned if not using not using debug library.

Example

N/A

See also

N/A

printType

Print a Dynamic Type.

Syntax

MediusErrorCode (*printType***)(**
const MediusDType ***pType*);** Pointer to a Dynamic Type that you want to print.

Description

Creates debugging output for a DType. It is useful in verifying and troubleshooting the operation of a DType.

Notes

This only works with debug versions of the library.

Return value

MediusErrorNone	No error.
MediusErrorInvalidParameter	There was an invalid parameter.
MediusErrorFeatureNotEnabled	Returned if not using the debug library.

Example

N/A

See also

N/A

This page intentionally left blank.

Index

This page intentionally left blank.

A

AccessKey....4-189
ACCESSKEY_MAXLEN....1-3
AccountActive....2-3
AccountDeactivated....2-3
AccountID. 4-5, 4-9, 4-12, 4-22, 4-45, 4-101, 4-111, 4-123, 4-125, 4-127, 4-128, 4-133, 4-135, 4-137, 4-149, 4-151, 4-164, 4-165, 4-195, 4-196, 4-198, 4-201, 4-206, 4-213, 4-242
ACCOUNTID_MAXLEN....1-4
AccountID_or_ClanID.... 4-146, 4-147
AccountList....4-167
ACCOUNTLIST_MAXLEN....1-5
AccountName.. 4-4, 4-7, 4-8, 4-11, 4-101, 4-111, 4-123, 4-125, 4-127, 4-133, 4-135, 4-137, 4-149, 4-151, 4-165, 4-185, 4-195, 4-201, 4-207, 4-242
ACCOUNTNAME_MAXLEN....1-6
AccountPassword.... 4-165, 4-242
AccountStats....4-195
ACCOUNTSTATS_MAXLEN....1-7
AccountStatus....4-7
AccountType.... 4-9, 4-11
ActivePlayerCount....4-32
ADDRESS_MAXLEN....1-8
Address1.... 4-7, 4-14
Address2.... 4-7, 4-14
Address3.... 4-7, 4-14
AddressList....4-192
AddSingle....2-10
AddSymmetric....2-10
addType....4-18, 4-20, 4-21, 4-123
AgainstClanID.... 4-139, 4-141
Announcement....4-121
ANNOUNCEMENT_MAXLEN....1-9
AnnouncementID....4-121
AnnouncementMessage....2-47
ApplicationID 4-51, 4-53, 4-55, 4-101, 4-103, 4-105, 4-108, 4-117, 4-120, 4-129, 4-130, 4-157, 4-168, 4-170, 4-174, 4-181, 4-207
ApplicationName.... 4-101, 4-103
ApplicationType.... 4-101, 4-103
APPNAME_MAXLEN....1-10
AppType....4-27, 4-177, 4-178
associateInterestCB....10-4
Attributes....4-55
AutoChatHistoryNumMessages....4-235

B

BanAccountID....4-27
BANDATETIME_MAXLEN....1-11
BanMinutes....4-27
BanReason....4-261
BaselineValue....4-143, 4-236
BillingSystemName....4-252
BILLINGTOKEN_MAXLEN....1-12
BINARYMESSAGE_MAXLEN....1-13
BirthdayDay....4-7, 4-14
BirthdayMonth....4-7, 4-14
BirthdayYear....4-7, 4-14
Broadcast....2-19
BroadcastAcrossEntireUniverse....2-19
BroadcastBinaryMsg....2-8
BroadcastBinaryMsgAcrossEntireUniverse....2-8

C

CardPort....4-45, 4-164, 4-166, 4-183, 4-242
CardSlot....4-45, 4-164, 4-166, 4-183, 4-242
ChallengedOnly....4-140
ChallengeMsg....4-141
ChallengerClanID....4-141
ChallengeStatus....4-223
CharacterEncoding....4-176, 4-240
ChatFilter....4-116
CHATMESSAGE_MAXLEN....1-14
Checksum....4-73
City....4-7, 4-14
CITY_MAXLEN....1-15
ClanActive....2-24
ClanChallengeAccepted....2-20
ClanChallengeConfirmed....2-20
ClanChallengeID....4-47, 4-141, 4-223, 4-227
CLANCHALLENGEMSG_MAXLEN....1-16
ClanChallengeRefused....2-20
ClanChallengeRequest....2-20
ClanChallengeRevoked....2-20
ClanDisbanded....2-24
ClanID ...4-38, 4-40, 4-41, 4-54, 4-61, 4-128, 4-131, 4-134, 4-136, 4-138, 4-140, 4-154, 4-155, 4-157, 4-217, 4-219, 4-254, 4-255
ClanInvitationAccept....2-21
ClanInvitationDecline....2-21
ClanInvitationID....4-38, 4-221
ClanInvitationRevoked....2-21
ClanInvitationUndecided....2-21
CLANINVITEMSG_MAXLEN....1-17
CLANINVITERESPONSEMSG_MAXLEN....1-18
ClanLadderStatIndex....4-39, 4-41
ClanMessageDeleted....2-22
ClanMessageID.... 4-57, 4-119, 4-202
ClanMessageModified....2-22
ClanMessageRead....2-22
ClanMessageUnread....2-22
CLANMSG_MAXLEN....1-19
ClanName....4-40, 4-53, 4-129, 4-130, 4-157
CLANNAME_MAXLEN....1-20

CLANSTATS_MAXLEN 1-21
CLANWELCOMEMSG_MAXLEN 1-22
ClientVersionBuild 4-68
ClientVersionMajor 4-68
ClientVersionMinor 4-68
ComparisonOperator 4-143, 4-236
Confirmation 4-46, 4-184, 4-243
ConnectInfo 4-9, 4-49, 4-191, 4-193
ConnectionClass 4-111, 4-201, 4-207, 4-231
ConnectionHandle 4-50, 4-63
ConnectStatus 4-208
Country 4-7, 4-14
COUNTRY_MAXLEN 1-23
create 4
CreationTimeStamp 4-69

D

Data 4-81, 4-83, 4-98
DEBUGMESSAGE_MAXLEN 1-24
DEF_FIELD_MAP 1-25
Description 4-70
destroy 5
device 4-45, 4-164, 4-166, 4-183, 4-242
DisconnectReason 4-63
DmeClientIndex 4-261
DnasConsoleID 2-32
DnasDiskID 2-32
DnasSignature 4-64
DNASSIGNATURE_MAXLEN 1-26
DnasSignatureLength 4-64
DnasSignatureType 4-64
DnasTitleID 2-32
DNS 4-252

E

EmailAddress 4-7, 4-14
EMAILADDRESS_MAXLEN 1-27
EndOfList .. 4-34, 4-36, 4-38, 4-40, 4-87, 4-89, 4-92, 4-101, 4-103, 4-107, 4-109, 4-111, 4-119, 4-121, 4-123, 4-125, 4-127, 4-133, 4-135, 4-137, 4-139, 4-141, 4-143, 4-145, 4-149, 4-151, 4-153, 4-155, 4-157, 4-195, 4-201, 4-252
EndOfText 4-161, 4-250
EntityID 4-247
EQUAL_TO 2-25
error 4-67
ErrorCode 4-50, 4-66, 4-180, 4-182
ErrorMessage 4-66
ERRORMSG_MAXLEN 1-28
ESC_ACCOUNTSTATS_MAXLEN 1-29
ESC_CLANSTATS_MAXLEN 1-30
Ethernet 2-26
exceptExtent 4-67
ExtendedInfo 4-252
ExtraGenerateRandomSelection 2-41
ExtraMediusAccountStatus 2-3
ExtraMediusAccountType 2-4
ExtraMediusAddType 2-10
ExtraMediusApplicationType 2-5
ExtraMediusBanReasonType 2-6
ExtraMediusBinaryMessageType 2-8
ExtraMediusCallbackStatus 2-12
ExtraMediusCharacterEncodingType 2-18
ExtraMediusChatMessageType 2-19
ExtraMediusClanChallengeStatus 2-20
ExtraMediusClanInvitationsResponseStatus 2-21
ExtraMediusClanMessageStatus 2-22
ExtraMediusClanPlayerStatus 2-23
ExtraMediusClanStatus 2-24
ExtraMediusComparisonOperator 2-25
ExtraMediusConnectionType 2-26
ExtraMediusDeviceType 2-27
ExtraMediusDnasType 2-32
ExtraMediusFindWorldType 2-38
ExtraMediusGameHost 2-39
ExtraMediusGameListFilterField 2-40
ExtraMediusJoinType 2-42
ExtraMediusLadderType 2-43
ExtraMediusLanguageType 2-44
ExtraMediusLobbyFilter 2-46
ExtraMediusLobbyFilterMaskLevelType 2-45
ExtraMediusMessageType 2-47
ExtraMediusPlayerSearchType 2-48
ExtraMediusPlayerStatus 2-49
ExtraMediusPolicyType 2-50
ExtraMediusSortOrder 2-52
ExtraMediusStoredConfirmationType 2-53
ExtraMediusTextFilter 2-54
ExtraMediusTokenActionType 2-57
ExtraMediusTokenCategoryType 2-58
ExtraMediusUserAction 2-62
ExtraMediusVoteActionType 2-63
ExtraMediusWorldGenericFieldLevelType 2-65
ExtraMediusWorldStatus 2-67
ExtraSCETerritoryType 2-51

F

fieldId 4-60
fieldSize 4-60
fieldSpec 4-59
FileID 4-69
Filename 4-69
FilenameBeginsWith 4-88
FileSize 4-69
FilesizeGreaterThan 4-88
FilesizeLessThan 4-88
FilterField 4-143, 4-236
FilterID 4-43, 4-143, 4-237
FilterMask1 ..... 4-238, 4-239

FilterMask2 ..... 4-238, 4-239
FilterMask3 ..... 4-238, 4-239
FilterMask4 ..... 4-238, 4-239
FilterMaskLevel 4-238, 4-239
FinalScore 4-65
FindAllWorlds 2-38
FindGameWorld 2-38
FindLobbyWorld 2-38
FirstName 4-7, 4-14
FIRSTNAME_MAXLEN 1-31
FULLPOLICY_MAXLEN 1-32

G

GAME_WORLD_ALLOW_REBROADCAST 2-64
GAME_WORLD_ALLOW_SPECTATOR 2-64
GAME_WORLD_EXTRA 2-64
GAME_WORLD_INTERNAL 2-64
GAME_WORLD_NONE 2-64
GameHostType 4-55, 4-105, 4-107, 4-109, 4-192, 4-193
GameLevel 4-55, 4-105, 4-107, 4-262
GameName 4-55, 4-105, 4-107, 4-109, 4-208, 4-262
GAMENAME_MAXLEN 1-33
GamePassword 4-55, 4-192
GAMEPASSWORD_MAXLEN 1-34
GameStats 4-105, 4-107, 4-262
GAMESTATS_MAXLEN 1-35
GameWorldCount 4-34
GenerateRandom 2-41
GenericChatFilter 4-115
GenericChatFilterBitfield 4-112
GenericField1 ..... 4-34, 4-51, 4-55, 4-105, 4-107, 4-262
GenericField2 ..... 4-34, 4-51, 4-55, 4-105, 4-107, 4-262
GenericField3 ..... 4-34, 4-51, 4-55, 4-105, 4-107, 4-262
GenericField4 ..... 4-34, 4-51, 4-55, 4-105, 4-107, 4-262
GenericField5 ..... 4-55, 4-105, 4-107, 4-262
GenericField6 ..... 4-55, 4-105, 4-107, 4-262
GenericField7 ..... 4-55, 4-105, 4-107, 4-262
GenericField8 ..... 4-55, 4-105, 4-107, 4-262
GenericFieldLevel 4-34, 4-51
GetMediusDListInterface 9-3
GetMediusDPlayerListMetaType 9-4
GetMediusDTypeInterface 9-5
getNumFields 6
getObjectDataSize 7
GlobalPermissionRWX 4-69
GMT_time 4-163
GREATER_THAN 2-25
GREATER_THAN_OR_EQUAL_TO 2-25
GroupID 4-69
GroupPermissionRWX 4-69

H

HDD_MEDIUS_SUPPORT 1-36

I

IconLocation 4-183
ICONLOCATION_MAXLEN 1-37
ID 4-100
ID_ARRAY_MAXLEN 1-38
iDataSize 4-81, 4-83, 4-98
IDF_COMPLIANT 1-39
IDF_NON_COMPLIANT 1-40
IdfCompliance 4-179, 4-181
IgnoreAccountID 4-24, 4-145, 4-215
IgnoreAccountName 4-145
INFO_ALL 2-60
INFO_BILLING 2-60
INFO_DESCRIPTION 2-60
INFO_DNS 2-60
INFO_EXTRAINFO 2-60
INFO_ID 2-60
INFO_NAME 2-60
INFO_NEWS 2-60
INFO_STATUS 2-60
INFO_SVO_URL 2-60
INFO_UNIVERSES 2-60
InfoFilter 4-252
InfoType 4-176
InviteMessage 4-185, 4-186
IP 4-159
IP_MAXLEN 1-41
iPacketNumber 4-81, 4-83, 4-98, 4-99
iReqStartByteIndex 4-99
iStartByteIndex 4-81, 4-83, 4-98
iXferStatus 4-81, 4-83, 4-98, 4-99

J

JoinedChatWorld 2-62
JoinType 4-192

K

KeepAlive 2-62
Key 4-90
kMediusGetNextTransactionId 1-42
kMediusNotAnId 1-43
kMediusNotAnIndex 1-44
kMediusNoTransactionId 1-45

L

LadderPosition 4-40, 4-42, 4-135, 4-195, 4-197, 4-199
LadderStat 4-135, 4-195
LadderStatIndex 4-134, 4-194, 4-196
LADDERSTATS_MAXLEN 1-46
LADDERSTATSWIDE_MAXLEN 1-47
LadderType 4-146, 4-172, 4-257
Language 4-176, 4-240
LastChangedByUserID 4-70
LastChangedTimeStamp 4-70

LastMediusPLayerStatus 2-49
LastName 4-7, 4-14
LASTNAME_MAXLEN 1-48
LeaderAccountID 4-38, 4-129, 4-131, 4-157
LeaderAccountName 4-38, 4-129, 4-131, 4-157
LeftGameWorld 2-62
LESS_THAN 2-25
LESS_THAN_OR_EQUAL_TO 2-25
LobbyChannelPassword 4-190
LobbyChatChannel 2-5
LobbyFilterType 4-238, 4-239
LobbyName 4-32, 4-34, 4-36, 4-51, 4-208
LOBBYNAME_MAXLEN 1-49
LobbyPassword 4-51
LOBBYPASSWORD_MAXLEN 1-50
Local_server_timezone 4-163
LocationID 4-153, 4-204
LocationName 4-153
LOCATIONNAME_MAXLEN 1-51

M

Mask 4-143, 4-236
MasterPassword 4-3
MAX_DLIST_IDS 1-52
MAX_WORLDS_PER_SERVER 1-53
MaxClientsPerConnection 4-49
MaxPlayers 4-32, 4-34, 4-51, 4-55, 4-105, 4-107, 4-262
MaxUsers 4-252
MEDIUS_ASCENDING 2-52
MEDIUS_BASE_WORLDID 1-54
MEDIUS_BILLING_EXTRA 2-7
MEDIUS_BILLING_NOTUSED 2-7
MEDIUS_BILLING_SCEA 2-7
MEDIUS_BILLING_SCEE 2-7
MEDIUS_BILLING_SCEJ 2-7
MEDIUS_BILLING_SCEK 2-7
MEDIUS_BITFIELD_ELEMENT_SIZE 1-55
MEDIUS_BOOL_TYPE_FIX 2-9
MEDIUS_CLIENT_LIBRARY_VERSION_NUMBER 1-56
MEDIUS_CLIENT_VERSION_BUILD 1-57
MEDIUS_CLIENT_VERSION_MAJOR 1-58
MEDIUS_CLIENT_VERSION_MINOR 1-59
MEDIUS_DACTION_ADD 2-29
MEDIUS_DACTION_DELETE 2-29
MEDIUS_DACTION_DISBAND 2-29
MEDIUS_DACTION_ERROR 2-29
MEDIUS_DACTION_LAST 2-29
MEDIUS_DACTION_NOEVENT 2-29
MEDIUS_DACTION_REFRESH 2-29
MEDIUS_DACTION_STATUS 2-29
MEDIUS_DACTION_TYPE_FIX 2-29
MEDIUS_DACTION_UPDATE 2-29
MEDIUS_DESCENDING 2-52
MEDIUS_DINTEREST_LAST 2-28
MEDIUS_DINTEREST_PLAYER 2-28
MEDIUS_DINTEREST_TYPE_FIX 2-28
MEDIUS_DLEVEL_ALL_EVENTS 2-31
MEDIUS_DLEVEL_CHANGE_EVENTS 2-31
MEDIUS_DLEVEL_LAST 2-31
MEDIUS_DLEVEL_REFRESHED 2-31
MEDIUS_DLEVEL_RESERVED1 2-31
MEDIUS_DLEVEL_TYPE_FIX 2-31
MEDIUS_DLEVEL_UNSUB 2-31
MEDIUS_DLIST_BUDDY 2-30
MEDIUS_DLIST_CLAN_MEMBER 2-30
MEDIUS_DLIST_LAST 2-30
MEDIUS_DLIST_TYPE_FIX 2-30
MEDIUS_DTYPE_CHAR 2-34
MEDIUS_DTYPE_CSTRING 2-34
MEDIUS_DTYPE_DOUBLE 2-34
MEDIUS_DTYPE_FLOAT 2-34
MEDIUS_DTYPE_INT16 2-34
MEDIUS_DTYPE_INT32 2-34
MEDIUS_DTYPE_INT64 2-34
MEDIUS_DTYPE_LAST 2-34
MEDIUS_DTYPE_TYPE_FIX 2-34
MEDIUS_DTYPE_UCHAR 2-34
MEDIUS_DTYPE_UINT16 2-34
MEDIUS_DTYPE_UINT32 2-34
MEDIUS_DTYPE_UINT64 2-34
MEDIUS_EXCEPT_ABORT_CONTEXT 2-37
MEDIUS_EXCEPT_ABORT_TRANSACTION 2-37
MEDIUS_EXCEPT_FAIL_CONTEXT 2-37
MEDIUS_EXCEPT_FAIL_SESSION 2-37
MEDIUS_EXCEPT_FAIL_TRANSACTION 2-37
MEDIUS_EXCEPT_NONE 2-37
MEDIUS_EXCEPT_TYPE_FIX 2-37
MEDIUS_FALSE 2-9
MEDIUS_FILE_CHECKSUM_NUMBYTES 1-60
MEDIUS_FILE_EXEC_BITSHIFT 1-61
MEDIUS_FILE_GET_PERMISSIONS_EXEC 1-62
MEDIUS_FILE_GET_PERMISSIONS_READ 1-63
MEDIUS_FILE_GET_PERMISSIONS_WRITE 1-64
MEDIUS_FILE_MAX_DESCRIPTION_LENGTH 1-65
MEDIUS_FILE_MAX_DOWNLOAD_DATA_SIZE 1-66
MEDIUS_FILE_MAX_FILE_METADATA_KEY_LENGTH .. 1-67
MEDIUS_FILE_MAX_FILE_METADATA_VALUE_LENGTH . 1-68
MEDIUS_FILE_MAX_FILENAME_LENGTH 1-69
MEDIUS_FILE_MAX_UPLOAD_DATA_SIZE 1-70
MEDIUS_FILE_READ_BITSHIFT 1-71
MEDIUS_FILE_SET_PERMISSIONS_EXEC 1-72
MEDIUS_FILE_SET_PERMISSIONS_READ 1-73
MEDIUS_FILE_SET_PERMISSIONS_WRITE 1-74
MEDIUS_FILE_STREAMABLE_FALSE 1-75
MEDIUS_FILE_STREAMABLE_TRUE 1-76
MEDIUS_FILE_UNSET_PERMISSIONS_EXEC 1-77
MEDIUS_FILE_UNSET_PERMISSIONS_READ 1-78
MEDIUS_FILE_UNSET_PERMISSIONS_WRITE 1-79

MEDIUS_FILE_WRITE_BITSHIFT 1-80
MEDIUS_FILE_XFER_STATUS_END 1-81
MEDIUS_FILE_XFER_STATUS_ERROR 1-82
MEDIUS_FILE_XFER_STATUS_INITIAL 1-83
MEDIUS_FILE_XFER_STATUS_MID 1-84
MEDIUS_FILTER_GAME_LEVEL 2-40
MEDIUS_FILTER_GENERIC_FIELD_1 2-40
MEDIUS_FILTER_GENERIC_FIELD_2 2-40
MEDIUS_FILTER_GENERIC_FIELD_3 2-40
MEDIUS_FILTER_GENERIC_FIELD_4 2-40
MEDIUS_FILTER_GENERIC_FIELD_5 2-40
MEDIUS_FILTER_GENERIC_FIELD_6 2-40
MEDIUS_FILTER_GENERIC_FIELD_7 2-40
MEDIUS_FILTER_GENERIC_FIELD_8 2-40
MEDIUS_FILTER_LOBBY_WORLDID 2-40
MEDIUS_FILTER_MAX_PLAYERS 2-40
MEDIUS_FILTER_MIN_PLAYERS 2-40
MEDIUS_FILTER_PLAYER_COUNT 2-40
MEDIUS_FILTER_PLAYER_SKILL_LEVEL 2-40
MEDIUS_FILTER_RULES_SET 2-40
MEDIUS_GENERIC_CHAT_FILTER_BITFIELD_LEN 1-85
MEDIUS_GENERIC_CHAT_FILTER_BYTES_LEN 1-86
MEDIUS_HDD 2-27
MEDIUS_HOST0 2-27
MEDIUS_INVALID_TYPE 2-34
MEDIUS_MACRO_BITS_TO_BYTES 1-87
MEDIUS_MACRO_CLEAR_ALL_BITS 1-88
MEDIUS_MACRO_CLEAR_BIT 1-89
MEDIUS_MACRO_GET_BIT 1-90
MEDIUS_MACRO_SET_ALL_BITS 1-91
MEDIUS_MACRO_SET_BIT 1-92
MEDIUS_MEMCARD 2-27
MEDIUS_MESSAGE_MAXLEN 1-93
MEDIUS_PLIST_GAME_ID 2-33
MEDIUS_PLIST_GAME_NAME 2-33
MEDIUS_PLIST_LAST 2-33
MEDIUS_PLIST_LOBBY_ID 2-33
MEDIUS_PLIST_LOBBY_NAME 2-33
MEDIUS_PLIST_ONLINE 2-33
MEDIUS_PLIST_PLAYER_ID 2-33
MEDIUS_PLIST_PLAYER_NAME 2-33
MEDIUS_PLIST_PLAYER_STATS 2-33
MEDIUS_PLIST_PLAYER_STATUS 2-33
MEDIUS_PLIST_RESERVED1 2-33
MEDIUS_PLIST_RESERVED2 2-33
MEDIUS_PLIST_TYPE_FIX 2-33
MEDIUS_TOKEN_MAXSIZE 1-94
MEDIUS_TRUE 2-9
MediusAccountAlreadyExists 2-11
MediusAccountBanned 2-12
MediusAccountDelete 6-8
MediusAccountDeleteRequest 4-3
MediusAccountGetID 6-9
MediusAccountGetIDRequest 4-4
MediusAccountGetIDResponse 4-5
MediusAccountGetProfile 6-10
MediusAccountGetProfileRequest 4-6
MediusAccountGetProfileResponse 4-7
MediusAccountLoggedIn 2-11
MediusAccountLogin 6-69
MediusAccountLoginRequest 4-8
MediusAccountLoginResponse 4-9
MediusAccountLogout 6-70
MediusAccountLogoutRequest 4-10
MediusAccountNotFound 2-11
MediusAccountNotUCCompliant 2-12
MediusAccountRegistration 6-71
MediusAccountRegistrationRequest 4-11
MediusAccountRegistrationResponse 4-12
MediusAccountStatus 2-3
MediusAccountToken 2-58
MediusAccountType 2-4
MediusAccountUpdatePassword 6-11
MediusAccountUpdatePasswordRequest 4-13
MediusAccountUpdateProfile 6-12
MediusAccountUpdateProfileRequest 4-14
MediusAccountUpdateStats 6-13
MediusAccountUpdateStatsRequest 4-15
MediusAddPlayerToClan 7-3
MediusAddPlayerToClanRequest 4-16
MediusAddPlayerToClanResponse 4-17
MediusAddToBuddyList 6-14
MediusAddToBuddyListConfirmationRequest 4-18
MediusAddToBuddyListConfirmationResponse 4-19
MediusAddToBuddyListFwdConfirmationRequest 4-20
MediusAddToBuddyListFwdConfirmationResponse 4-21
MediusAddToBuddyListRequest 4-22
MediusAddToBuddyListResponse 4-23
MediusAddToIgnoreList 6-55
MediusAddToIgnoreListRequest 4-24
MediusAddToIgnoreListResponse 4-25
MediusAddToken 2-57
MediusAddVote 2-63
MediusAlreadyLeaderOfClan 2-11
MediusAnonymousLogin 6-72
MediusAnonymousLoginRequest 4-26
MediusAPIExtraErrorCode 2-35
MediusApplicationType 2-5
MediusAppTypeGame 2-5
MediusBanForCheating 2-6
MediusBanForOtherReason 2-6
MediusBanForVulgarity 2-6
MediusBanPlayer 6-39
MediusBanPlayerRequest 4-27
MediusBanPlayerResponse 4-28
MediusBanReasonType 2-6
MediusBeginSessionFailed 2-11
MediusBillingBSPType 2-7
MediusBinaryFwdMessage 4-29
MediusBinaryMessage 4-30

MediusBinaryMessageType 2-8
MediusBool 2-9
MediusBuddyAddConfirmation 6-15
MediusBuddyAddType 2-10
MediusBuddyChatType 2-19
MediusBuddyGetPermission 6-16
MediusCacheFailure 2-12
MediusCallbackStatus 2-11
MediusCallTypeCode 2-14
MediusChannelInfoRequest 4-31
MediusChannelInfoResponse 4-32
MediusChannelList_ExtraInfoRequest 4-33
MediusChannelList_ExtraInfoResponse 4-34
MediusChannelListRequest 4-35
MediusChannelListResponse 4-36
MediusChannelNameExists 2-11
MediusChannelNotFound 2-11
MediusCharacterEncoding_ISO8859_1 2-18
MediusCharacterEncoding_NoUpdate 2-18
MediusCharacterEncoding_UTF8 2-18
MediusCharacterEncodingType 2-18
MediusChatMessageType 2-19
MediusCheckMyClanInvitations 7-4
MediusCheckMyClanInvitationsRequest 4-37
MediusCheckMyClanInvitationsResponse 4-38
MediusChildAccount 2-4
MediusClanChallengeStatus 2-20
MediusClanChatType 2-19
MediusClanInvitationsResponseStatus 2-21
MediusClanLadderList 7-5
MediusClanLadderListRequest 4-39
MediusClanLadderListResponse 4-40
MediusClanLadderPosition 7-6
MediusClanLadderPositionRequest 4-41
MediusClanLadderPositionResponse 4-42
MediusClanMessageStatus 2-22
MediusClanNameInUse 2-11
MediusClanNotFound 2-11
MediusClanPlayerStatus 2-23
MediusClanStatus 2-24
MediusClanToken 2-58
MediusClearGameListFilter 6-87
MediusClearGameListFilterFailed 2-11
MediusClearGameListFilterRequest 4-43
MediusClearGameListFilterResponse 4-44
MediusClearStoredAccountInfo 6-3
MediusClearStoredAccountInfoRequest 4-45
MediusClearStoredAccountInfoResponse 4-46
MediusClose 6-73
MediusCloseBare 6-74
MediusComparisonOperator 2-25
MediusConfirmClanTeamChallenge 7-7
MediusConfirmClanTeamChallengeRequest 4-47
MediusConfirmClanTeamChallengeResponse 4-48
MediusConnect 6-75
MediusConnectInParams 4-49
MediusConnectionType 2-26
MediusConnectOutParams 4-50
MediusCreateChannel 6-25
MediusCreateChannelRequest 4-51
MediusCreateChannelResponse 4-52
MediusCreateClan 7-8
MediusCreateClanRequest 4-53
MediusCreateClanResponse 4-54
MediusCreateGame 6-45
MediusCreateGameRequest 4-55
MediusCreateGameResponse 4-56
MediusCreateMessageID 6-95
MediusDArgList 3-3
MediusDataAlreadyExists 2-12
MediusDataDoesNotExist 2-12
MediusDBError 2-11
MediusDeleteClanMessage 7-9
MediusDeleteClanMessageRequest 4-57
MediusDeleteClanMessageResponse 4-58
MediusDeviceType 2-27
MediusDFieldId 3-4
MediusDFieldMap 4-59
MediusDFieldSpec 4-60
MediusDInterestCallback 5-3
MediusDInterestId 2-28
MediusDisbandClan 7-10
MediusDisbandClanRequest 4-61
MediusDisbandClanResponse 4-62
MediusDisconnect 6-76
MediusDisconnectParams 4-63
MediusDListAction 2-29
MediusDListActionCallback 5-4
MediusDListFilterId 3-5
MediusDListId 2-30
MediusDListInterface 3-6
MediusDListInterface_ 10-3
MediusDListServiceLevel 2-31
MediusDListSubscription 3-7
MediusDMEError 2-11
MediusDMetaType 3-8
MediusDnasCategory 2-32
MediusDnasSignature 6-52
MediusDNASSignatureLoggedIn 2-12
MediusDnasSignaturePost 4-64
MediusDOffsetOfMember 1-95
MediusDPLayerListFields 2-33
MediusDRowId 3-9
MediusDSizeOfMember 1-96
MediusDSpecChar 1-97
MediusDSpecCString 1-98
MediusDSpecDouble 1-99
MediusDSpecField 1-100
MediusDSpecFloat 1-101
MediusDSpecInt16 1-102

MediusDSpecInt32 1-103
MediusDSpecInt64 1-104
MediusDSpecUChar 1-105
MediusDSpecUInt16 1-106
MediusDSpecUInt32 1-107
MediusDSpecUInt64 1-108
MediusDType 3-10
MediusDTypeEnum 2-34
MediusDTypeId 3-11
MediusDTypeInterface 3-12
MediusDTypeInterface_ 3
MediusEndGameReport 4-65
MediusEndSessionFailed 2-11
MediusErrorAlreadyConnected 2-35
MediusErrorCallMediusCloseBareBeforeReinitializing 2-35
MediusErrorCallMediusCloseBeforeReinitializing 2-35
MediusErrorClosing 2-35
MediusErrorCode 2-35
MediusErrorConnecting 2-35
MediusErrorDeviceNotFound 2-35
MediusErrorDirectoryNotFound 2-35
MediusErrorDisconnecting 2-35
MediusErrorFeatureNotEnabled 2-35
MediusErrorFileNotFound 2-35
MediusErrorGeneral 2-35
MediusErrorInitializing 2-35
MediusErrorInvalidParameter 2-35
MediusErrorItemAlreadyExists 2-35
MediusErrorItemNotFound 2-35
MediusErrorMessage 4-66
MediusErrorNone 2-35
MediusErrorNoResult 2-35
MediusErrorNotConnected 2-35
MediusErrorNotInitialized 2-35
MediusErrorOutOfMemory 2-35
MediusErrorOutOfSlots 2-35
MediusErrorSendingMessage 2-35
MediusErrorSessionInactive 2-35
MediusExceedsMaxWorlds 2-11
MediusExceptionEvent 4-67
MediusExceptionExtent 2-37
MediusExtendedSessionBeginRequest 4-68
MediusFail 2-12
MediusFeatureNotEnabled 2-12
MediusFile 3-13
MediusFile_tag 4-69
MediusFileAlreadyExists 2-12
MediusFileAttributes 3-14
MediusFileAttributes_tag 4-70
MediusFileAttributesResponse 4-85
MediusFileCancelOperation 8-3
MediusFileCancelOperationRequest 3-15
MediusFileCancelOperationRequest_tag 4-71
MediusFileCancelOperationResponse 3-16
MediusFileCancelOperationResponse_tag 4-72
MediusFileChecksum 3-17
MediusFileChecksum_tag 4-73
MediusFileClose 8-4
MediusFileCloseRequest 3-18
MediusFileCloseRequest_tag 4-74
MediusFileCloseResponse 3-19
MediusFileCloseResponse_tag 4-75
MediusFileCreate 8-5
MediusFileCreateAttributes 4-76
MediusFileCreateRequest 3-20
MediusFileCreateRequest_tag 4-76
MediusFileCreateResponse 3-21
MediusFileCreateResponse_tag 4-77
MediusFileDelete 8-6
MediusFileDeleteRequest 3-22
MediusFileDeleteRequest_tag 4-78
MediusFileDeleteResponse 3-23
MediusFileDeleteResponse_tag 4-79
MediusFileDoesNotExist 2-12
MediusFileDownload 8-7
MediusFileDownloadRequest 3-24
MediusFileDownloadRequest_tag 4-80
MediusFileDownloadResponse 3-25
MediusFileDownloadResponse_tag 4-81
MediusFileDownloadStream 8-8
MediusFileDownloadStreamRequest 3-26
MediusFileDownloadStreamRequest_tag 4-82
MediusFileDownloadStreamResponse 3-27
MediusFileDownloadStreamResponse_tag 4-83
MediusFileGenerateChecksum 8-9
MediusFileGetAttributes 8-10
MediusFileGetAttributesRequest 3-28
MediusFileGetAttributesRequest_tag 4-84
MediusFileGetAttributesResponse 3-29
MediusFileGetAttributesResponse_tag 4-85
MediusFileGetMetaData 8-11
MediusFileGetMetaDataRequest 3-30
MediusFileGetMetaDataRequest_tag 4-86
MediusFileGetMetaDataResponse 3-31
MediusFileGetMetaDataResponse_tag 4-87
MediusFileInfo ..4-71, 4-74, 4-75, 4-77, 4-78, 4-80, 4-82, 4-84, 4-85, 4-86, 4-87, 4-89, 4-92, 4-93, 4-94, 4-95, 4-96, 4-97
MediusFileInitAttributes 8-12
MediusFileInitFileListReqStruct 8-13
MediusFileInternalAccessError 2-12
MediusFileInvalidFilename 2-12
MediusFileListFiles 8-14
MediusFileListRequest 3-32
MediusFileListRequest_tag 4-88
MediusFileListResponse 3-33
MediusFileListResponse_tag 4-89
MediusFileMetaData 3-34
MediusFileMetaData_tag 4-90
MediusFileNoPermissions 2-12

MediusFileQuotaExceeded 2-12
MediusFileSearchByMetaData 8-15
MediusFileSearchByMetaDataRequest 3-35
MediusFileSearchByMetaDataRequest_tag 4-91
MediusFileSearchByMetaDataResponse 3-36
MediusFileSearchByMetaDataResponse_tag 4-92
MediusFileToCreate 4-76
MediusFileTypeCancelOperationCallback 5-7
MediusFileTypeCloseCallback 5-8
MediusFileTypeCreateCallback 5-9
MediusFileTypeDeleteCallback 5-10
MediusFileTypeDownloadCallback 5-11
MediusFileTypeDownloadStreamCallback 5-12
MediusFileTypeGetAttributesCallback 5-13
MediusFileTypeGetMetaDataCallback 5-14
MediusFileTypeListCallback 5-15
MediusFileTypeSearchByMetaDataCallback 5-16
MediusFileTypeUpdateAttributesCallback 5-17
MediusFileTypeUpdateMetaDataCallback 5-18
MediusFileTypeUploadCallback 5-19
MediusFileUpdateAttributes 8-16
MediusFileUpdateAttributesRequest 3-37
MediusFileUpdateAttributesRequest_tag 4-93
MediusFileUpdateAttributesResponse 3-38
MediusFileUpdateAttributesResponse_tag 4-94
MediusFileUpdatedAttributes 4-93
MediusFileUpdateMetaData 8-17
MediusFileUpdateMetaDataRequest 3-39
MediusFileUpdateMetaDataRequest_tag 4-95
MediusFileUpdateMetaDataResponse 3-40
MediusFileUpdateMetaDataResponse_tag 4-96
MediusFileUpload 8-18
MediusFileUploadRequest 3-41
MediusFileUploadRequest_tag 4-97
MediusFileUploadResponse 3-42
MediusFileUploadResponse_tag 4-98
MediusFileUploadServerReq 3-43
MediusFileUploadServerReq_tag 4-99
MediusFilterFailed 2-12
MediusFilterNotFound 2-11
MediusFindPlayer 6-40
MediusFindPlayerRequest 4-100
MediusFindPlayerResponse 4-101
MediusFindWorldByName 6-41
MediusFindWorldByNameRequest 4-102
MediusFindWorldByNameResponse 4-103
MediusFindWorldType 2-38
MediusGameHostClientServer 2-39
MediusGameHostClientServerAuxUDP 2-39
MediusGameHostIntegratedServer 2-39
MediusGameHostLANPlay 2-39
MediusGameHostPeerToPeer 2-39
MediusGameHostType 2-39
MediusGameInfoRequest 4-104
MediusGameInfoResponse 4-105
MediusGameList_ExtraInfoRequest 4-106
MediusGameList_ExtraInfoResponse 4-107
MediusGameListFilterField 2-40
MediusGameListRequest 4-108
MediusGameListResponse 4-109
MediusGameNameExists 2-11
MediusGameNameNotFound 2-11
MediusGameNotFound 2-11
MediusGameWorldID 4-208
MediusGameWorldPlayerListRequest 4-110
MediusGameWorldPlayerListResponse 4-111
MediusGatewayError 2-12
MediusGenerateRandomSelection 2-41
MediusGenericChatFilter 4-112
MediusGenericChatFwdMessage 4-113
MediusGenericChatMessage 4-114
MediusGenericChatSetFilter 6-26
MediusGenericChatSetFilterRequest 4-115
MediusGenericChatSetFilterResponse 4-116
MediusGenericToken1 2-58
MediusGenericToken2 2-58
MediusGenericToken3 2-58
MediusGetAllAnnouncements 6-65
MediusGetAllAnnouncementsRequest 4-117
MediusGetAllClanMessages 7-11
MediusGetAllClanMessagesRequest 4-118
MediusGetAllClanMessagesResponse 4-119
MediusGetAnnouncements 6-66
MediusGetAnnouncementsRequest 4-120
MediusGetAnnouncementsResponse 4-121
MediusGetBuddyInvitations 6-17
MediusGetBuddyInvitationsRequest 4-122
MediusGetBuddyInvitationsResponse 4-123
MediusGetBuddyList 6-18
MediusGetBuddyList_ExtraInfo 6-19
MediusGetBuddyList_ExtraInfoRequest 4-124
MediusGetBuddyList_ExtraInfoResponse 4-125
MediusGetBuddyListRequest 4-126
MediusGetBuddyListResponse 4-127
MediusGetBuildTimeStamp 6-96
MediusGetCallbackStatusString 6-97
MediusGetChannelInfo 6-27
MediusGetChannels 6-28
MediusGetChannels_ExtraInfo 6-29
MediusGetClanByID 7-12
MediusGetClanByIDRequest 4-128
MediusGetClanByIDResponse 4-129
MediusGetClanByName 7-13
MediusGetClanByNameRequest 4-130
MediusGetClanByNameResponse 4-131
MediusGetClanInvitationsSent 7-14
MediusGetClanInvitationsSentRequest 4-132
MediusGetClanInvitationsSentResponse 4-133
MediusGetClanMemberList 7-15
MediusGetClanMemberList_ExtraInfo 7-16

MediusGetClanMemberList_ExtraInfoRequest 4-134
MediusGetClanMemberList_ExtraInfoResponse.....4-135
MediusGetClanMemberListRequest.....4-136
MediusGetClanMemberListResponse 4-137
MediusGetClanTeamChallengeHistory 7-17
MediusGetClanTeamChallengeHistoryRequest 4-138
MediusGetClanTeamChallengeHistoryResponse 4-139
MediusGetClanTeamChallenges 7-18
MediusGetClanTeamChallengesRequest 4-140
MediusGetClanTeamChallengesResponse 4-141
MediusGetErrorCodeString.....6-98
MediusGetGameInfo.....6-46
MediusGetGameListFilter.....6-88
MediusGetGameListFilterFailed.....2-11
MediusGetGameListFilterRequest.....4-142
MediusGetGameListFilterResponse 4-143
MediusGetGamePlayers 6-47
MediusGetGames.....6-48
MediusGetGames_ExtraInfo 6-49
MediusGetIgnoreList.....6-56
MediusGetIgnoreListRequest.....4-144
MediusGetIgnoreListResponse 4-145
MediusGetLadderStatsWide 6-59
MediusGetLadderStatsWideRequest 4-146
MediusGetLadderStatsWideResponse.....4-147
MediusGetLastNetUpdateError 6-99
MediusGetLobbyPlayerNames.....6-30
MediusGetLobbyPlayerNames_ExtraInfo 6-31
MediusGetLobbyPlayerNames_ExtraInfoRequest 4-148
MediusGetLobbyPlayerNames_ExtraInfoResponse.....4-149
MediusGetLobbyPlayerNamesRequest.....4-150
MediusGetLobbyPlayerNamesResponse 4-151
MediusGetLobbyPlayers 6-32
MediusGetLocations.....6-53
MediusGetLocationsRequest.....4-152
MediusGetLocationsResponse 4-153
MediusGetMyClanMessages 7-19
MediusGetMyClanMessagesRequest.....4-154
MediusGetMyClanMessagesResponse.....4-155
MediusGetMyClans.....7-20
MediusGetMyClansRequest.....4-156
MediusGetMyClansResponse.....4-157
MediusGetMyIP 6-100
MediusGetMyIPRequest 4-158
MediusGetMyIPResponse.....4-159
MediusGetMySessionKey 6-101
MediusGetPlayerInfo.....6-42
MediusGetPolicy.....6-67
MediusGetPolicyRequest.....4-160
MediusGetPolicyResponse 4-161
MediusGetServerTime 6-102
MediusGetServerTimeRequest.....4-162
MediusGetServerTimeResponse.....4-163
MediusGetStoredAccountInfo.....6-4
MediusGetStoredAccountInfoRequest.....4-164
MediusGetStoredAccountInfoResponse.....4-165
MediusGetStoredAccountList.....6-5
MediusGetStoredAccountListRequest.....4-166
MediusGetStoredAccountListResponse 4-167
MediusGetTotalChannels.....6-33
MediusGetTotalChannelsRequest.....4-168
MediusGetTotalChannelsResponse.....4-169
MediusGetTotalGames.....6-50
MediusGetTotalGamesRequest.....4-170
MediusGetTotalGamesResponse 4-171
MediusGetTotalRankings.....6-60
MediusGetTotalRankingsRequest.....4-172
MediusGetTotalRankingsResponse 4-173
MediusGetTotalUsers 6-43
MediusGetTotalUsersRequest 4-174
MediusGetTotalUsersResponse 4-175
MediusGetUniverseInformation.....6-106
MediusGetUniverseInformationRequest 4-176
MediusGetWorldSecurityLevel.....6-44
MediusGetWorldSecurityLevelRequest 4-177
MediusGetWorldSecurityLevelResponse 4-178
MediusIncompatibleAppID.....2-12
MediusIncorrectLoginStep.....2-11
MediusInitialize 6-77
MediusInitializeBare 6-78
MediusInitializeBareInParams 4-179
MediusInitializeBareOutParams.....4-180
MediusInitializeInParams.....4-181
MediusInitializeOutParams.....4-182
MediusInitializeStorage 6-6
MediusInitializeStorageRequest 4-183
MediusInitializeStorageResponse.....4-184
MediusInvalidBanReason.....2-6
MediusInvalidPassword 2-11
MediusInvalidRequestMsg.....2-11
MediusInvalidToken 2-58
MediusInvalidTokenAction 2-57
MediusInvalidVoteAction.....2-63
MediusInvitePlayerToClan.....7-21
MediusInvitePlayerToClan_ByName.....7-22
MediusInvitePlayerToClan_ByNameRequest.....4-185
MediusInvitePlayerToClanRequest.....4-186
MediusInvitePlayerToClanResponse 4-187
MediusJoinAsMassSpectator 2-42
MediusJoinAsPlayer 2-42
MediusJoinAsSpectator.....2-42
MediusJoinChannel 6-34
MediusJoinChannelFwdRequest 4-188
MediusJoinChannelFwdResponse.....4-189
MediusJoinChannelRequest 4-190
MediusJoinChannelResponse 4-191
MediusJoinGame 6-51
MediusJoinGameRequest 4-192
MediusJoinGameResponse.....4-193
MediusJoinType 2-42

MediusKeyError 2-12
MediusLadderList_ExtraInfo 6-61
MediusLadderList_ExtraInfoRequest 4-194
MediusLadderList_ExtraInfoResponse 4-195
MediusLadderPosition_ExtraInfo 6-62
MediusLadderPosition_ExtraInfoRequest 4-196
MediusLadderPosition_ExtraInfoResponse 4-197
MediusLadderPositionFast 6-63
MediusLadderPositionFastRequest 4-198
MediusLadderPositionFastResponse 4-199
MediusLadderType 2-43
MediusLadderTypeClan 2-43
MediusLadderTypePlayer 2-43
MediusLanguage_Chinese 2-44
MediusLanguage_Dutch 2-44
MediusLanguage_Finnish 2-44
MediusLanguage_French 2-44
MediusLanguage_German 2-44
MediusLanguage_Italian 2-44
MediusLanguage_Japanese 2-44
MediusLanguage_Korean 2-44
MediusLanguage_Norwegian 2-44
MediusLanguage_NoUpdate 2-44
MediusLanguage_Portuguese 2-44
MediusLanguage_Spanish 2-44
MediusLanguage_Taiwanese 2-44
MediusLanguage_UKEnglish 2-44
MediusLanguage_USEnglish 2-44
MediusLanguageType 2-44
MediusLeaderCannotLeaveClan 2-12
MediusLobbyFilterEqualsFilter 2-46
MediusLobbyFilterEqualsLobby 2-46
MediusLobbyFilterMaskLevel0 2-45
MediusLobbyFilterMaskLevel1 2-45
MediusLobbyFilterMaskLevel12 2-45
MediusLobbyFilterMaskLevel123 2-45
MediusLobbyFilterMaskLevel1234 2-45
MediusLobbyFilterMaskLevel2 2-45
MediusLobbyFilterMaskLevel23 2-45
MediusLobbyFilterMaskLevel234 2-45
MediusLobbyFilterMaskLevel3 2-45
MediusLobbyFilterMaskLevel34 2-45
MediusLobbyFilterMaskLevel4 2-45
MediusLobbyFilterMaskLevelType 2-45
MediusLobbyFilterType 2-46
MediusLobbyWorldID 4-208
MediusLobbyWorldPlayerListRequest 4-200
MediusLobbyWorldPlayerListResponse 4-201
MediusLoginFailed 2-11
MediusMachineBanned 2-12
MediusMasterAccount 2-4
MediusMaxExceeded 2-12
MediusMessageType 2-47
MediusMetaDataRequestedKey 4-86, 4-91
MediusMetaDataResponse 4-87, 4-92
MediusModifyClanMessage 7-23
MediusModifyClanMessageRequest 4-202
MediusModifyClanMessageResponse 4-203
MediusNoResult 2-12
MediusNotAMember 2-12
MediusNotClanLeader 2-11
MediusNotClanMember 2-12
MediusNumFiltersAtMax 2-11
MediusNumGameWorldsPerLobbyWorldExceeded 2-12
MediusPass 2-12
MediusPasswordNotUCCompliant 2-12
MediusPickLocation 6-54
MediusPickLocationRequest 4-204
MediusPickLocationResponse 4-205
MediusPlayerBanned 2-11
MediusPlayerDisconnected 2-49
MediusPlayerInAuthWorld 2-49
MediusPlayerInChatWorld 2-49
MediusPlayerInfoRequest 4-206
MediusPlayerInfoResponse 4-207
MediusPlayerInGameWorld 2-49
MediusPlayerInOtherUniverse 2-49
MediusPlayerNotPrivileged 2-11
MediusPlayerOnlineState 4-208
MediusPlayerReport 4-209
MediusPlayerSearchType 2-48
MediusPlayerStatus 2-49
MediusPolicyType 2-50
MediusPostDebugInfo 6-103
MediusPostDebugInfoRequest 4-210
MediusPostDebugInfoResponse 4-211
MediusReassignCallbackAddToBuddyListFwdConfirmationRequestCallback 6-21
MediusReassignCallbackBinaryFwdMessageCallback 6-22
MediusReassignCallbackErrorMessageCallback 6-23
MediusReassignCallbackGenericChatFwdMessageCallback 6-24
MediusReassignGameMediusWorldID 4-212
MediusRegistrationFailed 2-11
MediusRemoveFromBuddyList 6-20
MediusRemoveFromBuddyListRequest 4-213
MediusRemoveFromBuddyListResponse 4-214
MediusRemoveFromIgnoreList 6-57
MediusRemoveFromIgnoreListRequest 4-215
MediusRemoveFromIgnoreListResponse 4-216
MediusRemovePlayerFromClan 7-24
MediusRemovePlayerFromClanRequest 4-217
MediusRemovePlayerFromClanResponse 4-218
MediusRemoveToken 2-57
MediusRemoveVote 2-63
MediusRequestAccepted 2-12
MediusRequestClanTeamChallenge 7-25
MediusRequestClanTeamChallengeRequest 4-219
MediusRequestClanTeamChallengeResponse 4-220
MediusRequestDenied 2-11

MediusRespondToClanInvitation....7-26
MediusRespondToClanInvitationRequest....4-221
MediusRespondToClanInvitationResponse....4-222
MediusRespondToClanTeamChallenge....7-27
MediusRespondToClanTeamChallengeRequest....4-223
MediusRespondToClanTeamChallengeResponse....4-224
MediusRevokeClanInvitation....7-28
MediusRevokeClanInvitationRequest....4-225
MediusRevokeClanInvitationResponse....4-226
MediusRevokeClanTeamChallenge....7-29
MediusRevokeClanTeamChallengeRequest....4-227
MediusRevokeClanTeamChallengeResponse....4-228
MediusSCETerritory....2-51
MediusSendBinaryMessage....6-35
MediusSendClanMessage....7-30
MediusSendClanMessageRequest....4-229
MediusSendClanMessageResponse....4-230
MediusSendEndGameReport....6-91
MediusSendGenericChatMessage....6-36
MediusSendPlayerReport....6-92
MediusSendWorldReport....6-93
MediusServerBusy....2-12
MediusSessionBegin....6-79
MediusSessionBeginRequest....4-231
MediusSessionBeginResponse....4-232
MediusSessionEnd....6-80
MediusSessionEndRequest....4-233
MediusSessionEndResponse....4-234
MediusSessionFail....2-12
MediusSessionKeyInvalid....2-11
MediusSetAutoChatHistory....6-37
MediusSetAutoChatHistoryRequest....4-235
MediusSetDefaultConnectInParams....6-81
MediusSetDefaultDisconnectParams....6-82
MediusSetDefaultInitializeBareInParams....6-83
MediusSetDefaultInitializeInParams....6-84
MediusSetGameListFilter....6-89
MediusSetGameListFilterFailed....2-11
MediusSetGameListFilterRequest....4-236
MediusSetGameListFilterResponse....4-237
MediusSetLobbyWorldFilter....6-38
MediusSetLobbyWorldFilterRequest....4-238
MediusSetLobbyWorldFilterResponse....4-239
MediusSetLocalizationParams....6-58
MediusSetLocalizationParamsRequest....4-240
MediusSetMessageAsRead....6-68
MediusSetMessageAsReadRequest....4-241
MediusSetStoredAccountInfo....6-7
MediusSetStoredAccountInfoRequest....4-242
MediusSetStoredAccountInfoResponse....4-243
MediusSortOrder....2-52
MediusStatusResponse....4-244
MediusStoredConfirmationType....2-53
MediusStoredDeviceNotFound....2-53
MediusStoredDirectoryNotFound....2-53
MediusStoredFileNotFound....2-53
MediusStoredItemAlreadyExists....2-53
MediusStoredSuccess....2-53
MediusSubscriptionAborted....2-12
MediusSubscriptionInvalid....2-12
MediusSuccess....2-12
MediusTextFilter....6-90
MediusTextFilterPassFail....2-54
MediusTextFilterReplace....2-54
MediusTextFilterRequest....4-245
MediusTextFilterResponse....4-246
MediusTextFilterType....2-54
MediusTextStringInvalid....2-11
MediusTimeZone....2-55
MediusTimeZone_ACDT....2-56
MediusTimeZone_ACST....2-56
MediusTimeZone_ADT....2-55
MediusTimeZone_AEDT....2-56
MediusTimeZone_AEST....2-56
MediusTimeZone_AKDT....2-55
MediusTimeZone_AKST....2-55
MediusTimeZone_AST....2-55
MediusTimeZone_AWST....2-56
MediusTimeZone_BST....2-55
MediusTimeZone_BT....2-55
MediusTimeZone_CAT....2-55
MediusTimeZone_CCT....2-56
MediusTimeZone_CDT....2-55
MediusTimeZone_CEST....2-55
MediusTimeZone_CET....2-55
MediusTimeZone_CST....2-55
MediusTimeZone_EDT....2-55
MediusTimeZone_EEST....2-55
MediusTimeZone_EET....2-55
MediusTimeZone_EST....2-55
MediusTimeZone_EXTRA....2-56
MediusTimeZone_FST....2-55
MediusTimeZone_GMT....2-55
MediusTimeZone_GST....2-56
MediusTimeZone_HKT....2-55
MediusTimeZone_HST....2-55
MediusTimeZone_IDLE....2-56
MediusTimeZone_IDLW....2-55
MediusTimeZone_INDIANST....2-55
MediusTimeZone_IRANST....2-55
MediusTimeZone_IRISHST....2-55
MediusTimeZone_ISRAELST....2-55
MediusTimeZone_JST....2-56
MediusTimeZone_JT....2-55
MediusTimeZone_KST....2-56
MediusTimeZone_MDT....2-55
MediusTimeZone_MSD....2-55
MediusTimeZone_MSK....2-55
MediusTimeZone_MST....2-55
MediusTimeZone_MT....2-56

MediusTimeZone_NDT 2-55
MediusTimeZone_NST 2-55
MediusTimeZone_NZDT 2-56
MediusTimeZone_NZST 2-56
MediusTimeZone_PDT 2-55
MediusTimeZone_PST 2-55
MediusTimeZone_SAST 2-55
MediusTimeZone_SST 2-56
MediusTimeZone_SWEDISHST 2-55
MediusTimeZone_UTC 2-55
MediusTimeZone_WAT 2-55
MediusTimeZone_WEST 2-55
MediusTimeZone_WET 2-55
MediusToken 9-6
MediusTokenActionType 2-57
MediusTokenAlreadyTaken 2-12
MediusTokenCategoryType 2-58
MediusTokenDoesNotExist 2-12
MediusTokenRequest 4-247
MediusTransactionCanceled 2-12
MediusTransactionId 3-44
MediusTransferClanLeadership 7-31
MediusTransferClanLeadershipRequest 4-248
MediusTransferClanLeadershipResponse 4-249
MediusTypeAccountDeleteCallback 5-20
MediusTypeAccountGetIDCallback 5-21
MediusTypeAccountGetProfileCallback 5-22
MediusTypeAccountLoginCallback 5-23
MediusTypeAccountLogoutCallback 5-24
MediusTypeAccountRegistrationCallback 5-25
MediusTypeAccountUpdatePasswordCallback 5-26
MediusTypeAccountUpdateProfileCallback 5-27
MediusTypeAccountUpdateStatsCallback 5-28
MediusTypeAddPlayerToClanCallback 5-29
MediusTypeAddToBuddyListCallback 5-30
MediusTypeAddToBuddyListFwdConfirmationRequestCallback 5-31
MediusTypeAddToIgnoreListCallback 5-32
MediusTypeAnonymousLoginCallback 5-33
MediusTypeBanPlayerCallback 5-34
MediusTypeBinaryFwdMessageCallback 5-35
MediusTypeBuddyGetPermissionCallback 5-36
MediusTypeChannelInfoCallback 5-37
MediusTypeChannelList_ExtraInfoCallback 5-38
MediusTypeChannelListCallback 5-39
MediusTypeCheckMyClanInvitationsCallback 5-40
MediusTypeClanLadderListCallback 5-41
MediusTypeClanLadderPositionCallback 5-42
MediusTypeClearGameListFilterCallback 5-43
MediusTypeClearStoredAccountInfoCallback 5-44
MediusTypeConfirmClanTeamChallengeCallback 5-45
MediusTypeConnectCallback 5-46
MediusTypeCreateChannelCallback 5-47
MediusTypeCreateClanCallback 5-48
MediusTypeCreateGameCallback 5-49
MediusTypeDeleteClanMessageCallback 5-50
MediusTypeDisbandClanCallback 5-51
MediusTypeErrorMessageCallback 5-52
MediusTypeFindPlayerCallback 5-53
MediusTypeFindWorldByNameCallback 5-54
MediusTypeGameInfoCallback 5-55
MediusTypeGameList_ExtraInfoCallback 5-56
MediusTypeGameListCallback 5-57
MediusTypeGameWorldPlayerListCallback 5-58
MediusTypeGenericChatFwdMessageCallback 5-59
MediusTypeGenericChatSetFilterCallback 5-60
MediusTypeGetAllClanMessagesCallback 5-61
MediusTypeGetAnnouncementsCallback 5-62
MediusTypeGetBuddyInvitationsCallback 5-63
MediusTypeGetBuddyList_ExtraInfoCallback 5-64
MediusTypeGetBuddyListCallback 5-65
MediusTypeGetClanByIDCallback 5-66
MediusTypeGetClanByNameCallback 5-67
MediusTypeGetClanInvitationsSentCallback 5-68
MediusTypeGetClanMemberList_ExtraInfoCallback 5-69
MediusTypeGetClanMemberListCallback 5-70
MediusTypeGetClanTeamChallengeHistoryCallback 5-71
MediusTypeGetClanTeamChallengesCallback 5-72
MediusTypeGetGameListFilterCallback 5-73
MediusTypeGetIgnoreListCallback 5-74
MediusTypeGetLadderStatsWideCallback 5-75
MediusTypeGetLobbyPlayerNames_ExtraInfoCallback 5-76
MediusTypeGetLobbyPlayerNamesCallback 5-77
MediusTypeGetLocationsCallback 5-78
MediusTypeGetMyClanMessagesCallback 5-79
MediusTypeGetMyClansCallback 5-80
MediusTypeGetMyIPCallback 5-81
MediusTypeGetPolicyCallback 5-82
MediusTypeGetServerTimeCallback 5-83
MediusTypeGetStoredAccountInfoCallback 5-84
MediusTypeGetStoredAccountListCallback 5-85
MediusTypeGetTotalChannelsCallback 5-86
MediusTypeGetTotalGamesCallback 5-87
MediusTypeGetTotalRankingsCallback 5-88
MediusTypeGetTotalUsersCallback 5-89
MediusTypeGetWorldSecurityLevelCallback 5-90
MediusTypeInitializeStorageCallback 5-91
MediusTypeInvitePlayerToClanCallback 5-92
MediusTypeJoinChannelCallback 5-93
MediusTypeJoinGameCallback 5-94
MediusTypeLadderList_ExtraInfoCallback 5-95
MediusTypeLadderPosition_ExtraInfoCallback 5-96
MediusTypeLadderPositionFastCallback 5-97
MediusTypeLobbyWorldPlayerListCallback 5-98
MediusTypeModifyClanMessageCallback 5-99
MediusTypePickLocationCallback 5-100
MediusTypePlayerInfoCallback 5-101
MediusTypePostDebugInfoCallback 5-102
MediusTypeReassignGameMediusWorldIDCallback 5-103
MediusTypeRemoveFromBuddyListCallback 5-104

MediusTypeRemoveFromIgnoreListCallback.....5-105
MediusTypeRemovePlayerFromClanCallback 5-106
MediusTypeRequestClanTeamChallengeCallback.....5-107
MediusTypeRespondToClanInvitationCallback.....5-108
MediusTypeRespondToClanTeamChallengeCallback ..5-109
MediusTypeRevokeClanInvitationCallback 5-110
MediusTypeRevokeClanTeamChallengeCallback.....5-111
MediusTypeSendClanMessageCallback 5-112
MediusTypeSessionBeginCallback.....5-113
MediusTypeSessionEndCallback 5-114
MediusTypeSetAutoChatHistoryCallback.....5-115
MediusTypeSetGameListFilterCallback 5-116
MediusTypeSetLobbyWorldFilterCallback 5-117
MediusTypeSetLocalizationParamsCallback 5-118
MediusTypeSetMessageAsReadCallback 5-119
MediusTypeSetStoredAccountInfoCallback 5-120
MediusTypeSystemMessageCallback.....5-121
MediusTypeTextFilterCallback.....5-122
MediusTypeTokenCallback.....5-123
MediusTypeTransferClanLeadershipCallback.....5-124
MediusTypeUniverseNewsCallback 5-125
MediusTypeUniverseVariableInfoCallback 5-126
MediusTypeUpdateClanLadderStatsWide_DeltaCallback...5-127
MediusTypeUpdateClanStatsCallback 5-128
MediusTypeUpdateLadderStatsCallback 5-129
MediusTypeVersionServerCallback 5-130
MediusUniverseAvailability 2-59
MediusUniverseInformationType 2-60
MediusUniverseNewsResponse.....4-250
MediusUniverseSvoURLResponse.....4-251
MediusUniverseVariableInformationResponse 4-252
MediusUpdate 6-85
MediusUpdateBare.....6-86
MediusUpdateClanLadderStatsWide_Delta.....7-32
MediusUpdateClanLadderStatsWide_DeltaRequest.....4-254
MediusUpdateClanStats 7-33
MediusUpdateClanStatsRequest 4-255
MediusUpdateClanStatsResponse.....4-256
MediusUpdateClientState 6-94
MediusUpdateLadderStatsWide 6-64
MediusUpdateLadderStatsWideRequest 4-257
MediusUpdateMetaData 4-95
MediusUpdateToken.....2-57
MediusUpdateUniverseInformation 6-107
MediusUpdateUserState.....4-258
MediusUserAction.....2-62
MediusVersionClient 6-104
MediusVersionServer 6-105
MediusVersionServerRequest 4-259
MediusVersionServerResponse.....4-260
MediusVoteActionType 2-63
MediusVoteToBanPlayer.....9-7
MediusVoteToBanPlayerRequest.....4-261
MediusWMError.....2-11
MediusWorldAttributesType.....2-64
MediusWorldCreatedSizeReduced 2-12
MediusWorldGenericFieldLevel0.....2-65
MediusWorldGenericFieldLevel1 2-65
MediusWorldGenericFieldLevel12 2-65
MediusWorldGenericFieldLevel123.....2-65
MediusWorldGenericFieldLevel1234 2-65
MediusWorldGenericFieldLevel2 2-65
MediusWorldGenericFieldLevel23 2-65
MediusWorldGenericFieldLevel234 2-65
MediusWorldGenericFieldLevel3 2-65
MediusWorldGenericFieldLevel34 2-65
MediusWorldGenericFieldLevel4 2-65
MediusWorldGenericFieldLevelType 2-65
MediusWorldID...4-9, 4-27, 4-31, 4-34, 4-36, 4-52, 4-56, 4-65, 4-101, 4-103, 4-104, 4-107, 4-109, 4-110, 4-148, 4-150, 4-177, 4-178, 4-190, 4-192, 4-200, 4-209, 4-261, 4-262
MediusWorldIsFull 2-12
MediusWorldReport.....4-262
MediusWorldSecurityLevelType 2-66
MediusWorldStatus 2-67
Message ..4-29, 4-30, 4-38, 4-113, 4-114, 4-119, 4-155, 4-210, 4-219, 4-221, 4-223, 4-229
MessageID ..4-3, 4-4, 4-5, 4-6, 4-7, 4-8, 4-9, 4-10, 4-11, 4-12, 4-13, 4-14, 4-15, 4-16, 4-17, 4-18, 4-19, 4-20, 4-21, 4-22, 4-23, 4-24, 4-25, 4-26, 4-27, 4-28, 4-29, 4-30, 4-31, 4-32, 4-33, 4-34, 4-35, 4-36, 4-37, 4-38, 4-39, 4-40, 4-41, 4-42, 4-43, 4-44, 4-47, 4-48, 4-51, 4-52, 4-53, 4-54, 4-55, 4-56, 4-57, 4-58, 4-61, 4-62, 4-64, 4-71, 4-72, 4-74, 4-75, 4-76, 4-77, 4-78, 4-79, 4-80, 4-81, 4-82, 4-83, 4-84, 4-85, 4-86, 4-87, 4-88, 4-89, 4-91, 4-92, 4-93, 4-94, 4-95, 4-96, 4-97, 4-98, 4-99, 4-100, 4-101, 4-102, 4-103, 4-104, 4-105, 4-106, 4-107, 4-108, 4-109, 4-110, 4-111, 4-114, 4-115, 4-116, 4-117, 4-118, 4-119, 4-120, 4-121, 4-122, 4-123, 4-124, 4-125, 4-126, 4-127, 4-128, 4-129, 4-130, 4-131, 4-132, 4-133, 4-134, 4-135, 4-136, 4-137, 4-138, 4-139, 4-140, 4-141, 4-142, 4-143, 4-144, 4-145, 4-146, 4-147, 4-148, 4-149, 4-150, 4-151, 4-152, 4-153, 4-154, 4-155, 4-156, 4-157, 4-158, 4-159, 4-160, 4-161, 4-162, 4-163, 4-168, 4-169, 4-170, 4-171, 4-172, 4-173, 4-174, 4-175, 4-176, 4-177, 4-178, 4-185, 4-186, 4-187, 4-188, 4-189, 4-190, 4-191, 4-192, 4-193, 4-194, 4-195, 4-196, 4-197, 4-198, 4-199, 4-200, 4-201, 4-202, 4-203, 4-204, 4-205, 4-206, 4-207, 4-210, 4-211, 4-213, 4-214, 4-215, 4-216, 4-217, 4-218, 4-219, 4-220, 4-221, 4-222, 4-223, 4-224, 4-225, 4-226, 4-227, 4-228, 4-229, 4-230, 4-231, 4-232, 4-233, 4-234, 4-235, 4-236, 4-237, 4-238, 4-239, 4-240, 4-241, 4-244, 4-245, 4-246, 4-247, 4-248, 4-249, 4-250, 4-251, 4-252, 4-254, 4-255, 4-256, 4-257, 4-259, 4-260
MESSAGEID_MAXLEN..... 1-109
MessageIDToTag 4-241
MessageType.....4-29, 4-30, 4-113, 4-114, 4-241
MiddleName.....4-7, 4-14

MIDDLENAME_MAXLEN 1-110
MinPlayers 4-55, 4-105, 4-107, 4-262
Modem 2-26
MyAddToBuddyListFwdConfirmationRequestCallback4-179, 4-181
MyAddToBuddyListFwdConfirmationRequestCallbackUserData 4-179, 4-181
MyBinaryFwdMessageCallback 4-179, 4-181
MyBinaryFwdMessageCallbackUserData 4-179, 4-181
MyConnectCallback.....4-49
MyDisconnectCallback 4-63
MyErrorMessageCallback 4-179, 4-181
MyErrorMessageCallbackUserData..... 4-179, 4-181
MyGenericChatFwdMessageCallback..... 4-179, 4-181
MyGenericChatFwdMessageCallbackUserData 4-179, 4-181
MyReassignGameMediusWorldIDCallback 4-179, 4-181
MyReassignGameMediusWorldIDCallbackUserData ...4-179, 4-181

N

Name..... 4-100, 4-102
NewerThanTimestamp.....4-88
NewLeaderAccountID.....4-248
NewLeaderAccountName.....4-248
NewMediusWorldID 4-212
NewMessage.....4-202
NewPassword 4-13
News 4-250
NEWS_MAXLEN.....1-111
NewStatsScore.....4-198
NOT_EQUALS 2-25
NotGenerate 2-41
NotYetAccepted 2-23
NumberAccesses 4-70
numFields 4-59
numSpecFields.....1-112

O

objectSize.....4-59
offset 4-60
OldMediusWorldID.....4-212
OldPassword.....4-13
OnlineState 4-125, 4-135, 4-149, 4-195
OriginatorAccountID 4-20, 4-21, 4-29, 4-113
OriginatorAccountName 4-20, 4-113
OwnedByID 4-88
OwnerID 4-69
OwnerPermissionRWX.....4-69

P

PageID.....4-33, 4-35, 4-106, 4-108
PageSize 4-33, 4-35, 4-37, 4-39, 4-88, 4-106, 4-108, 4-118, 4-132, 4-138, 4-140, 4-154, 4-156, 4-194
pApplicationKeyPair.....4-181
Password 4-8, 4-11
PASSWORD_MAXLEN..... 1-113
pfRemoteClientConnectCallback..... 4-49
pfRemoteClientDisconnectCallback..... 4-49
pfSystemMessageCallback 4-181
PlayerAccountID.....2-48, 4-16, 4-186, 4-217, 4-225
PlayerAccountName.....2-48
PlayerActiveInClan.....2-23
PlayerCount..... 4-34, 4-36, 4-105, 4-107, 4-109, 4-262
PLAYERNAME_MAXLEN..... 1-114
PlayerRemovedFromClan 2-23
PlayerSessionKey 4-188, 4-189
PlayerSkillLevel.....4-55, 4-105, 4-107, 4-262
PlayerStatus 4-127, 4-145, 4-201, 4-207
pLocalKeyPair 4-181
Policy 4-160, 4-161
POLICY_MAXLEN 1-115
popRowData 10-5
Port 4-252
PostalCode 4-7, 4-14
POSTALCODE_MAXLEN.....1-116
printArgList.....10-6
printMetaType 8
printSubscription 10-7
printType 9
Privacy 2-50
Province 4-7, 4-14
PROVINCE_MAXLEN 1-117
pSystemMessageCallbackData 4-181
pubKey.....4-192
pucData 4-73
pucDataStart 4-97

R

refresh 10-8
REPORT_WORLD_ID 1-118
Response 4-221
ResponseMsg 4-133, 4-141
ResponseStatus 4-38, 4-133
ResponseTime 4-133, 4-141
retryTimeout 4-67
RulesSet.....4-55, 4-105, 4-107, 4-262

S

SCEA 2-51
SCEA_THIRDPARTY 2-51
SCEE 2-51
SCEE_THIRDPARTY 2-51
SCEI.....2-51
SCEI_THIRDPARTY.....2-51
SCETerritory.....4-183
SearchType.....4-100
SecurityLevel 4-34, 4-107, 4-178
ServerChecksum.....4-69

SERVERIP_MAXLEN....1-119
ServerOperationID 4-69
SERVERPORT_MAXLEN 1-120
SERVERVERSION_MAXLEN....1-121
SessionBeginRequest....4-68
SessionDisplayName 4-26
SessionDisplayStats 4-26
SessionKey 4-3, 4-4, 4-6, 4-8, 4-10, 4-11, 4-13, 4-14, 4-15, 4-16, 4-18, 4-21, 4-22, 4-24, 4-26, 4-27, 4-30, 4-31, 4-35, 4-37, 4-47, 4-51, 4-53, 4-55, 4-57, 4-61, 4-64, 4-65, 4-100, 4-102, 4-104, 4-108, 4-110, 4-114, 4-115, 4-117, 4-118, 4-120, 4-126, 4-128, 4-130, 4-132, 4-136, 4-138, 4-140, 4-142, 4-144, 4-150, 4-152, 4-154, 4-156, 4-158, 4-160, 4-168, 4-170, 4-174, 4-177, 4-186, 4-190, 4-192, 4-198, 4-200, 4-202, 4-204, 4-206, 4-209, 4-213, 4-215, 4-217, 4-219, 4-221, 4-223, 4-225, 4-227, 4-229, 4-232, 4-233, 4-240, 4-241, 4-245, 4-248, 4-255, 4-258, 4-259
SESSIONKEY_MAXLEN 1-122
setInterestCB....10-9
setLevel 10-10
SortOrder 4-39, 4-41, 4-134, 4-194, 4-196
SpectatorPassword 4-55
Start 4-37, 4-118, 4-132, 4-138, 4-140, 4-154, 4-156
StartingEntryNumber 4-88
StartPosition 4-39, 4-194
State.... 4-7, 4-14
STATE_MAXLEN 1-123
Stats.... 4-15, 4-111, 4-129, 4-131, 4-135, 4-147, 4-157, 4-201, 4-207, 4-209, 4-254, 4-255, 4-257
Status 4-119, 4-129, 4-131, 4-139, 4-140, 4-141, 4-157, 4-252
StatusCode ..4-5, 4-7, 4-9, 4-12, 4-17, 4-19, 4-21, 4-23, 4-25, 4-28, 4-32, 4-34, 4-36, 4-38, 4-40, 4-42, 4-44, 4-48, 4-52, 4-54, 4-56, 4-58, 4-62, 4-72, 4-75, 4-77, 4-79, 4-81, 4-83, 4-85, 4-87, 4-89, 4-92, 4-94, 4-96, 4-98, 4-99, 4-101, 4-103, 4-105, 4-107, 4-109, 4-111, 4-116, 4-119, 4-121, 4-123, 4-125, 4-127, 4-129, 4-131, 4-133, 4-135, 4-137, 4-139, 4-141, 4-143, 4-145, 4-147, 4-149, 4-151, 4-153, 4-155, 4-157, 4-159, 4-161, 4-163, 4-169, 4-171, 4-173, 4-175, 4-178, 4-187, 4-189, 4-191, 4-193, 4-195, 4-197, 4-199, 4-201, 4-203, 4-205, 4-207, 4-211, 4-214, 4-216, 4-218, 4-220, 4-222, 4-224, 4-226, 4-228, 4-230, 4-232, 4-234, 4-237, 4-239, 4-244, 4-246, 4-249, 4-250, 4-252, 4-256
StreamableFlag....4-70
StreamingDataRate....4-70
StreamMediaParams 4-49
subscribe....10-11
SvoURL....4-252

T

TargetAccountID.... 4-18, 4-19, 4-30
TargetAccountName....4-19
TargetBinaryMsg 2-8
TargetID 4-114
Text....4-245, 4-246
TextFilterType 4-245
ThisClanIsChallenger 4-138
TimeStamp.... 4-113
TITLENAME_MAXLEN 1-124
Token.... 4-247
TokenAction 4-247
TokenCategory.... 4-247
TokenToReplace 4-247
Total....4-169, 4-171
TotalInGame.... 4-175
TotalInSystem.... 4-175
TotalRankings.... 4-42, 4-135, 4-173, 4-197
typeEnum.... 4-60
TypeMediusAccountDelete.... 2-14
TypeMediusAccountGetID.... 2-14
TypeMediusAccountGetProfile.... 2-14
TypeMediusAccountLogin 2-14
TypeMediusAccountLogout.... 2-14
TypeMediusAccountRegistration 2-14
TypeMediusAccountUpdatePassword.... 2-14
TypeMediusAccountUpdateProfile.... 2-14
TypeMediusAccountUpdateStats 2-14
TypeMediusAddPlayerToClan.... 2-15
TypeMediusAddToBuddyList.... 2-14
TypeMediusAddToIgnoreList 2-14
TypeMediusAnonymousLogin.... 2-16
TypeMediusBanPlayer 2-16
TypeMediusBuddyAddConfirmation 2-14
TypeMediusBuddyGetPermission.... 2-14
TypeMediusChatToggle.... 2-16
TypeMediusCheckMyClanInvitations.... 2-15
TypeMediusClanLadderList 2-16
TypeMediusClanLadderPosition 2-16
TypeMediusClearGameListFilter 2-14
TypeMediusClearStoredAccountInfo.... 2-14
TypeMediusClose.... 2-14
TypeMediusConfirmClanTeamChallenge 2-16
TypeMediusConnect 2-14
TypeMediusCreateChannel.... 2-14
TypeMediusCreateClan 2-15
TypeMediusCreateGame.... 2-14
TypeMediusCreateGameOnSelf.... 2-14
TypeMediusCreateMessageID 2-14
TypeMediusDeleteClanMessage.... 2-15
TypeMediusDisbandClan.... 2-15
TypeMediusDisconnect 2-14
TypeMediusDList.... 2-14
TypeMediusDnasSignature.... 2-17
TypeMediusExtraCallCode 2-17
TypeMediusFileCancelOperation 2-16
TypeMediusFileClose.... 2-16
TypeMediusFileCreate 2-16
TypeMediusFileDelete.... 2-16

TypeMediusFileDownload 2-16
TypeMediusFileDownloadStream 2-16
TypeMediusFileGetAttributes 2-16
TypeMediusFileGetMetaData 2-16
TypeMediusFileListFiles 2-16
TypeMediusFileSearchByMetaData 2-16
TypeMediusFileUpdateAttributes 2-16
TypeMediusFileUpdateMetaData 2-16
TypeMediusFileUpload 2-16
TypeMediusFindPlayer 2-14
TypeMediusFindWorldByName 2-14
TypeMediusGenericChatSetFilter 2-17
TypeMediusGetAllAnnouncements 2-14
TypeMediusGetAllClanMessages 2-16
TypeMediusGetAnnouncements 2-14
TypeMediusGetBuddyInvitations 2-17
TypeMediusGetBuddyList 2-14
TypeMediusGetBuddyList_ExtraInfo 2-16
TypeMediusGetBuildTimeStamp 2-14
TypeMediusGetChannelInfo 2-14
TypeMediusGetChannels 2-14
TypeMediusGetChannels_ExtraInfo 2-17
TypeMediusGetClanByID 2-15
TypeMediusGetClanByName 2-15
TypeMediusGetClanInvitationsSent 2-15
TypeMediusGetClanMemberList 2-16
TypeMediusGetClanMemberList_ExtraInfo 2-17
TypeMediusGetClanTeamChallengeHistory 2-16
TypeMediusGetClanTeamChallenges 2-16
TypeMediusGetGameInfo 2-14
TypeMediusGetGameListFilter 2-14
TypeMediusGetGamePlayers 2-14
TypeMediusGetGames 2-14
TypeMediusGetGames_ExtraInfo 2-17
TypeMediusGetIgnoreList 2-14
TypeMediusGetLadderStats 2-17
TypeMediusGetLadderStatsWide 2-17
TypeMediusGetLadderStatsWide_wIDArray 2-17
TypeMediusGetLobbyPlayerNames 2-17
TypeMediusGetLobbyPlayerNames_ExtraInfo 2-17
TypeMediusGetLobbyPlayers 2-14
TypeMediusGetLocations 2-16
TypeMediusGetMyClanMessages 2-15
TypeMediusGetMyClans 2-16
TypeMediusGetMyIP 2-16
TypeMediusGetMySessionKey 2-14
TypeMediusGetPlayerInfo 2-14
TypeMediusGetPolicy 2-15
TypeMediusGetServerTime 2-17
TypeMediusGetStoredAccountInfo 2-15
TypeMediusGetStoredAccountList 2-15
TypeMediusGetTotalChannels 2-16
TypeMediusGetTotalGames 2-16
TypeMediusGetTotalRankings 2-17
TypeMediusGetTotalUsers 2-16
TypeMediusGetWorldSecurityLevel 2-16
TypeMediusInitialize 2-15
TypeMediusInitializeBare 2-15
TypeMediusInitializeStorage 2-15
TypeMediusInvitePlayerToClan 2-15
TypeMediusInvitePlayerToClan_ByName 2-17
TypeMediusJoinChannel 2-15
TypeMediusJoinGame 2-15
TypeMediusLadderList 2-16
TypeMediusLadderList_ExtraInfo 2-17
TypeMediusLadderPosition 2-16
TypeMediusLadderPosition_ExtraInfo 2-17
TypeMediusLadderPositionFast 2-16
TypeMediusMachineSignature 2-16
TypeMediusModifyClanMessage 2-15
TypeMediusPickLocation 2-16
TypeMediusPostDebugInfo 2-17
TypeMediusReassignCallbackAddToBuddyListFwdConfirmationRequestCallback 2-15
TypeMediusReassignCallbackErrorMessageCallback 2-15
TypeMediusReassignCallbackGenericChatFwdMessageCallback 2-15
TypeMediusReassignGameMediusWorldID 2-15
TypeMediusRemoveFromBuddyList 2-15
TypeMediusRemoveFromIgnoreList 2-15
TypeMediusRemovePlayerFromClan 2-15
TypeMediusRequestClanTeamChallenge 2-16
TypeMediusRespondToClanInvitation 2-15
TypeMediusRespondToClanTeamChallenge 2-16
TypeMediusRevokeClanInvitation 2-15
TypeMediusRevokeClanTeamChallenge 2-16
TypeMediusSendBinaryMessage 2-17
TypeMediusSendChatMessage 2-15
TypeMediusSendClanMessage 2-15
TypeMediusSendEndGameReport 2-15
TypeMediusSendGenericChatMessage 2-17
TypeMediusSendPlayerReport 2-15
TypeMediusSendWorldReport 2-15
TypeMediusSessionBegin 2-15
TypeMediusSessionEnd 2-15
TypeMediusSetAutoChatHistory 2-17
TypeMediusSetGameListFilter 2-15
TypeMediusSetLobbyWorldFilter 2-17
TypeMediusSetLocalizationParams 2-16
TypeMediusSetMessageAsRead 2-16
TypeMediusSetStoredAccountInfo 2-15
TypeMediusSetStoredPlayerInfo 2-15
TypeMediusSetStoredUserInfo 2-15
TypeMediusTextFilter 2-16
TypeMediusToken 2-17
TypeMediusTransferClanLeadership 2-15
TypeMediusUniverseInformationRequest 2-16
TypeMediusUpdate 2-15
TypeMediusUpdateClanLadderStatsWide_Delta 2-17
TypeMediusUpdateClanStats 2-16

TypeMediusUpdateClientState....2-15
TypeMediusUpdateLadderStats....2-17
TypeMediusUpdateLadderStatsWide....2-17
TypeMediusUpdateUniverseInformation....2-15
TypeMediusVersionServer....2-16
TypeMediusVoteToBanPlayer....2-17

U

uiDataSize....4-97
uiSize....4-73
UNIVERSE_BSP_MAXLEN....1-125
UNIVERSE_BSP_NAME_MAXLEN....1-126
UNIVERSE_EXTENDED_INFO_MAXLEN....1-127
UNIVERSE_SVO_URL_MAXLEN....1-128
UniverseAvailable....2-59
UniverseBilling....4-252
UniverseDescription....4-252
UNIVERSEDESCRIPTION_MAXLEN....1-129
UNIVERSEDNS_MAXLEN....1-130
UniverseID....4-252
UniverseName....4-252
UNIVERSENAME_MAXLEN....1-131
UniverseUnavailable....2-59
unsubscribe....10-12
URL....4-251
Usage....2-50
UserAction....4-258
UserCount....4-252
USERNAME_MAXLEN....1-132

V

Value....4-90
VersionServer....4-260
VERSIONSTRING_MAXLEN....1-133
VoteAction....4-261

W

WelcomeMessage....4-16
Whisper....2-19
WinningPlayer....4-65
WinningTeam....4-65
WINNINGTEAM_MAXLEN....1-134
Wireless....2-26
WORLD_SECURITY_CLOSED....2-66
WORLD_SECURITY_EXTRA....2-66
WORLD_SECURITY_NONE....2-66
WORLD_SECURITY_PLAYER_PASSWORD....2-66
WORLD_SECURITY_SPECTATOR_PASSWORD....2-66
WorldActive....2-67
WorldClosed....2-67
WorldInactive....2-67
WorldName....4-103
WORLDNAME_MAXLEN....1-135
WORLDPASSWORD_MAXLEN....1-136
WorldPendingConnectToGame....2-67
WorldPendingCreation....2-67
WorldStaging....2-67
WORLDSTATS_MAXLEN....1-137
WorldStatus....4-103, 4-105, 4-107, 4-109, 4-262
WorldType....4-102

This page intentionally left blank.