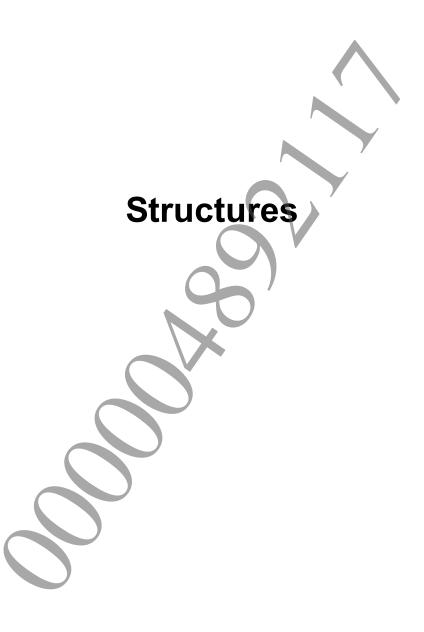


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# SceDbgFontConfig

Initialization structure for the library

#### **Definition**

#### **Members**

fontSize Font size mode to be displayed

## **Description**

This structure is the argument used in sceDbgFontInit() to initialize libdbgfont.

To fontSize, specify the font size mode to be used for drawing.

#### See Also

sceDbgFontInit(), Font Size Modes



# SceDbgFontFrameBufInfo

## Frame buffer configuration structure

#### **Definition**

#### **Members**

frameBufAddrFrame buffer addressframeBufPitchFrame buffer pitchframeBufPixelformatFrame buffer pixel formatframeBufWidthFrame buffer widthframeBufHeightFrame buffer height

### **Description**

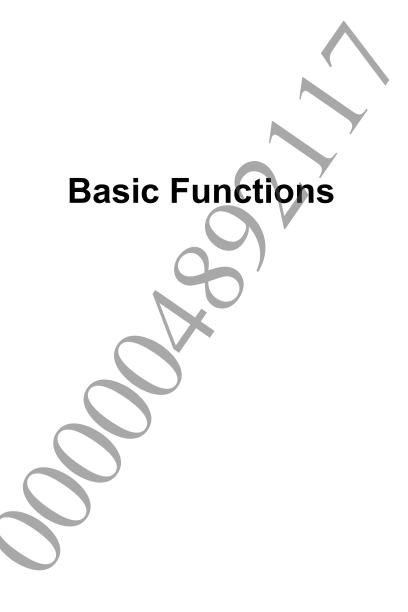
This structure is the argument used to flush fonts in sceDbgFontFlush().

In libdbgfont, the upper left corner of the screen is defined as (0, 0), while the lower right corner values are defined in <code>frameBufWidth</code> and <code>frameBufHeight</code>. The pixel format of the frame buffer to be drawn is specified with <code>frameBufPixelformat</code>.

#### See Also

sceDbgFontPrint(), Pixel Formats





## sceDbgFontInit

### Initialize the library

#### **Definition**

## **Calling Conditions**

Can be called from a thread.

Not multithread safe.

#### **Arguments**

config Library initialization parameter (see SceDbgFontConfig structure for details)

#### **Return Values**

Returns SCE OK(0) for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

#### **Description**

This function initializes libdbgfont. In libdbgfont, this function must be called before any other function. To <code>config</code>, specify a pointer to the <code>SceDbgFontConfig</code> structure, which contains the font size mode (described later).

#### Example

```
SceDbgFontConfig config;
memset(&config, 0, sizeof(SceDbgFontConfig));
config.fontSize = SCE_DBGFONT_FONTSIZE_DEFAULT;     /* Font size mode */
sceDbgFontInit(&config);

/* Code using libdbgfont */
sceDbgFontExit();
```

#### **Notes**

Carry out the termination process using sceDbgFontExit() when libdbgfont is no longer required.

#### See Also

SceDbgFontConfig, sceDbgFontExit(), Font Size Modes

# sceDbgFontExit

## Terminate the library

#### **Definition**

#include <libdbgfont.h> SceInt32 sceDbgFontExit(void)

## **Calling Conditions**

Can be called from a thread.

Not multithread safe.

## **Arguments**

None

#### **Return Values**

Returns  $SCE_OK(0)$  for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

#### **Description**

This function terminates libdbgfont.

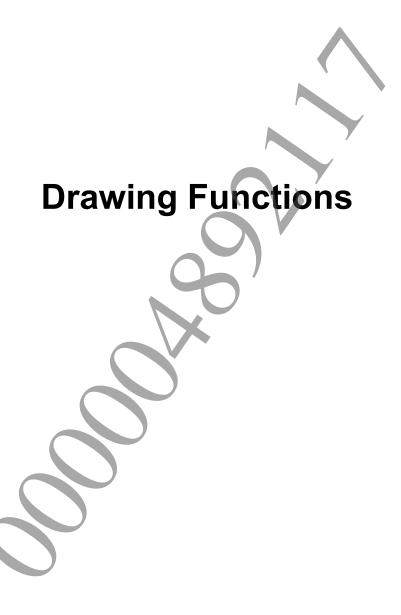
## **Example**

Refer to the example for sceDbgFontInit

#### See Also

sceDbgFontInit()





## sceDbgFontPrint

## Write to debug font buffer

#### **Definition**

## **Calling Conditions**

Can be called from a thread.

Multithread safe.

#### **Arguments**

```
x, y Drawing position (screen coordinates for starting point)
color Color values for font to be drawn
string String to be drawn
```

#### **Return Values**

Returns the number of output characters for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

#### **Description**

This function writes strings to the font buffer within libdbgfont.

Screen coordinates specified with x, y are used as the starting point (the upper left corner of the string) to draw the string specified with string, using the color value specified with color. In color, specify the value based on the pixel format specified in frameBufPixelformat of the SceDbgFontFrameBufInfo structure.

The font size mode specified in sceDbgFontInit() determines the size of the characters to be drawn.

Call sceDbgFontFlush() to display the string written to the font buffer.

#### **Example**

```
char buf[32];
snprintf(buf, sizeof(buf), "(x,y)=(%d,%d)\n",x,y); /* String generation */
sceDbgFontPrint(0,0,0xfffffffff,buf); /*Writes string to buffer */

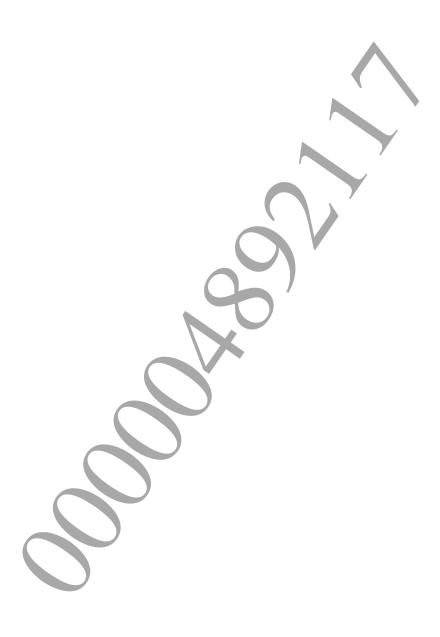
SceDbgFontFrameBufInfo info;
info.frameBufAddr = addr;
info.frameBufPitch = 1024;
info.frameBufPixelformat = SCE_DBGFONT_PIXELFORMAT_A8B8G8R8;
info.frameBufWidth = 960;
info.frameBufHeight = 544;

sceDbgFontFlush(&info); /* Draws string*/
```

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## See Also

sceDbgFontFlush()



## sceDbgFontFlush

## Drawing debug fonts

#### **Definition**

## **Calling Conditions**

Can be called from a thread.

Multithread safe.

#### **Arguments**

info Frame buffer parameter (see SceDbgFontFrameBufInfo structure for details)

#### **Return Values**

Returns SCE OK(0) for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

#### **Description**

This function displays onscreen the string written to the font buffer in sceDbgFontPrint().

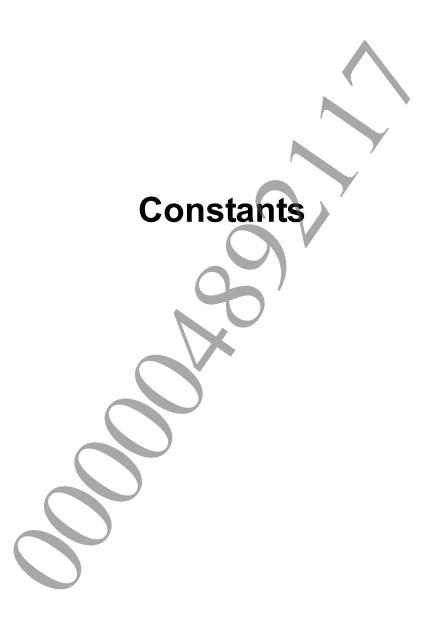
To info, specify the pointer in the SceDbgFontFrameBufInfo structure to specify information about the targeted frame buffer to be drawn.

#### Example

Refer to the example for sceDbgFontPrint().

#### See Also

SceDbgFontFrameBufInfo, sceDbgFontPrint(), Pixel Formats



## **Font Size Modes**

Font size modes available in libdbgfont

#### **Definition**

Value	Decimal	Description
SCE_DBGFONT_FONTSIZE_DEFAULT	0	Default font size (8x8)
SCE_DBGFONT_FONTSIZE_LARGE	1	Large font size (16x16)

### **Description**

This constant specifies the font size mode for fonts to be drawn in libdbgfont.

Specify one of the above values to the fontSize member in the SceDbgFontConfig structure, which will be passed to sceDbgFontInit(). Each character will be drawn in 8x8 dots if SCE DBGFONT FONTSIZE DEFAULT is specified, or in 16x16 dots if SCE DBGFONT FONTSIZE LARGE is specified.



# **Maximum Number of Displayable Fonts**

Maximum number of fonts that can be displayed with libdbgfont

## **Definition**

Value	Decimal	Description
SCE_DBGFONT_FONTCOUNT_MAX	4096	Maximum number of fonts

## **Description**

This constant indicates the maximum number of fonts that can be displayed with libdbgfont.



## **Pixel Formats**

Pixel formats available in libdbgfont

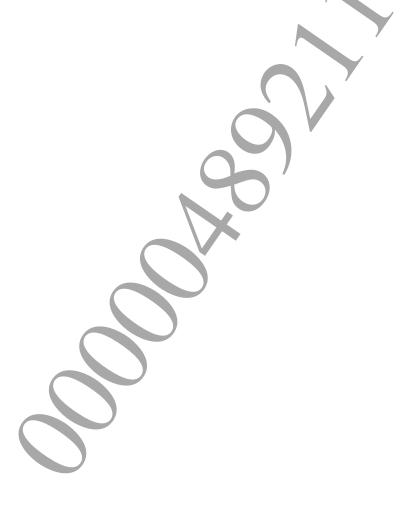
## Definition

Value	Hexadecimal	Description
SCE_DBGFONT_PIXELFORMAT_A8B8G8R8	0x00000000U	A8B8G8R8 Pixel format

## **Description**

This constant specifies the pixel format used to draw fonts in libdbgfont.

Specify the above value in the frameBufPixelformat member in the SceDbgFontFrameBufInfo structure, which will be passed to sceDbgFontFlush().



# **Return Codes**

List of libdbgfont return codes

## Definition

Value	Hexadecimal	Description
SCE_OK	0	Normal termination
SCE_DBGFONT_ERROR_NOT_INIT	0x80570000	Library not initialized
SCE_DBGFONT_ERROR_EXISTS	0x80570001	Library initialization attempted
		twice
SCE_DBGFONT_ERROR_INVALID_FONTSIZE	0x80570002	Invalid font size
SCE_DBGFONT_ERROR_INVALID_PIXELFORMAT	0x80570003	Invalid pixel format
SCE_DBGFONT_ERROR_INVALID_ADDRESS	0x80570004	Invalid frame buffer address
SCE_DBGFONT_ERROR_FONT_OVER	0x80570005	Number of displayable fonts over
		limit
SCE_DBGFONT_ERROR_INVALID_POINTER	0x80570006	Invalid parameter address
SCE_DBGFONT_ERROR_INVALID_VALUE	0x80570007	Invalid parameter value

## **Description**

libdbgfont functions return  $SCE\_OK(0)$  for normal termination, and one of the above return codes (a negative value) for errors.

