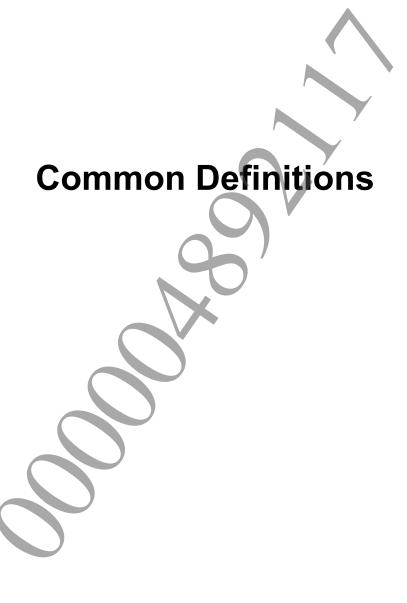


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SceNpMessageId

Message ID

Definition

Members

uid Message ID

term Terminator (specify NULL)
padding Padding for adjusting alignment

Description

This structure represents a message ID.

It is used when obtaining a message body and data attached to a message.

 ${\tt SCE_NP_MESSAGE_MAX_MESSAGE_ID_SIZE} \ is a constant \ representing \ the \ maximum \ size \ of \ a \ message \ ID$

See Also

SceNpMessageEntry, sceNpMessageGetMessage(), sceNpMessageGetAttachedData(),
sceNpMessageSetAttachedDataUsedFlag()



SceNpMessageType

Message type

Definition

#include <np/np_message.h>
typedef SceInt32 SceNpMessageType;

Description

This type represents a message type.

Message type represents the following types of messages:

Value	(Number)	Description
SCE_NP_MESSAGE_TYPE_INVALID	0x00	This constant represents an
		invalid message type.
SCE_NP_MESSAGE_TYPE_APP_DATA_ATTACHMENT	0x01	This constant represents a
		message with custom data
		attachments.
SCE_NP_MESSAGE_TYPE_INVITATION_ATTACHMENT	0x02	This constant represents a
	. /	message with invitation data
		attachments.
SCE_NP_MESSAGE_TYPE_STORE_LINK_ATTACHMENT	0x03	This constant represents a
		message with store link
		attachments

See Also

sceNpMessageInit(),SceNpMessageParam



SceNpMessageEntry

Message data entry information

Definition

Members

messageId MessageID

dateTime Date and time the message was sent

(local time of PlayStation®Vita on receiving side)

from NP ID of the message sender

preview Beginning section of the message body

expiration_date Message expiration date

messageFlag Message flag reserved Reserved area

Description

This structure represents information about a message data entry.

It is used when obtaining a list of messages.

SCE_NP_MESSAGE_MAX_PREVIEW_SIZE is a constant representing the maximum size of the beginning section of the message body.

Message flag represents the following message statuses.

If a message is unread and no deletion processing has been performed, all bits will be 0 and the value of the message flag will be 0x00.

Value	(Number)	Description	
SCE_NP_MESSAGE_FLAG_SEEN	0x02	This constant represents the message flag bits that	
		have been read.	
SCE_NP_MESSAGE_FLAG_DELETED	0x08	This constant represents the message flag bits the	
		are to be deleted.	
SCE_NP_MESSAGE_FLAG_USED	0x80	This constant represents message flag bits	
		indicating used attached data.	

See Also

SceNpMessageId, sceNpMessageGetMessageEntries()

SceNpMessageFilter

Message filter

Definition

#include <np/np_message.h>
typedef SceInt32 SceNpMessageFilter;

Description

This type represents a message filter.

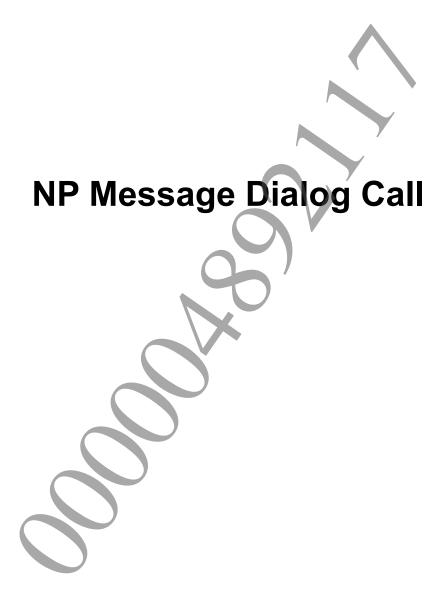
By specifying the message filter, it is possible to display the messages corresponding to the specified filter conditions as a list, or to target them for obtaining processing. Specify the values in the following table by ORing.

Value	(Number)	Description		
SCE_NP_MESSAGE_FILTER_	0x0000 Among the messages that are sent to this application, or			
NONE		those that are unused and within the expiration date are		
		included in this list. Normally this is the mode that is used.		
SCE_NP_MESSAGE_FILTER_	0x0001	In addition to SCE_NP_MESSAGE_FILTER_NONE, the		
INCLUDE_USED		messages that have been set as used with the		
		sceNpMessageSetAttachedDataUsedFlag() function		
		are included in the list.		
SCE_NP_MESSAGE_FILTER_	0x0002	In addition to SCE_NP_MESSAGE_FILTER_NONE, the		
INCLUDE_EXPIRED		messages whose expiration date has expired are also		
		included in the list.		

See Also

SceNpMessageParam





sceNpMessageDialogParamInit

Macro for call parameter initialization

Definition

```
#include <np_message_dialog.h>
static inline
void sceNpMessageDialogParamInit(SceNpMessageDialogParam *param)
{
        sceClibMemset( param, 0x0, sizeof(SceNpMessageDialogParam) );
        _sceCommonDialogSetMagicNumber( &param->commonParam );
        param->sdkVersion = SCE_PSP2_SDK_VERSION;
        param->mode = SCE_NP_MESSAGE_DIALOG_MODE_INVALID;
}
```

Arguments

param Call parameter to be initialized

Return Values

None

Description

This is a macro function for initializing the NP Message Dialog call parameter.

Before performing the various call parameter settings, be sure to use this macro to execute structure initialization. The appropriate SDK version is set.

Examples

See Also

SceNpMessageDialogMessageDialogMessageDialogMessageDetailParam, SceNpMessageDialogMessageDetailParam

sceNpMessageDialogInit

Call NP Message Dialog

Definition

Arguments

param Call parameter

Return Values

Returns SCE_OK(0) as the value of the function for success. Returns one of the following error codes (negative value) for errors.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	The Common Dialog feature is
		already being called (details
		below)
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the
		param argument
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	The content of the param
	/	argument is invalid
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function calls NP Message Dialog.

This function can be called only when other Common Dialogs (including NP Message Dialog proper) are not called. If this function is called at times other than the above,

```
SCE COMMON DIALOG ERROR BUSY is returned.
```

When calling this function is successful, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_RUNNING. For details on the operation statuses, refer to the sceNpMessageDialogGetStatus() section.

In *param*, specify the call parameter structure for which the operation mode and operation type were set. Be sure to initialize the structure with sceNpMessageDialogParamInit() beforehand.

After being returned from this function, the <code>param</code> instance can be released. However, some parameters, including the instances specified by the <code>sendParam</code> member, must be held until NP Message Dialog feature is terminated by calling <code>sceNpMessageDialogTerm()</code>.

This function is multithread safe.

Examples

```
// Example of use displaying NP Message Dialog in the message transmission mode
// Initialization of transmission parameter SceNpMessageDialogMessageSendParam
// structure
static SceNpMessageDialogMessageSendParam s sendParam;
sceClibMemset( &s sendParam, 0x0,
                     sizeof(SceNpMessageDialogMessageSendParam) );
// Initialization of call parameter SceNpMessageDialogParam structure
SceNpMessageDialogParam
                            param;
sceNpMessageDialogParamInit(&param);
// Call parameter setting
                      = SCE NP MESSAGE DIALOG MODE MESSAGE SEND;
param.mode
                      = SCE NP MESSAGE DIALOG TYPE APP DATA ATTACHMENT;
param.type
                      = &s sendParam;
param.sendParam
// Setting of pointer to the array that includes SceNpId to be used as the
recipient
// and the number of SceNpId stored to the transmission parameter
                     s npids[SCE NP MESSAGE DIALOG MAX RECIPIENTS];
static SceNpId
s sendParam.npIds
                     = s npIds;
s sendParam.npIdsCount= count;
                                    // Number of recipients stored in s npIds[]
// If no recipient is specified, set NULL for
                                               .npIds and 0 for .npIdsCount
// Setting of message body to be transmitted
s sendParam.body
                    = "Test Message";
// Setting of data to be attached to message to be transmitted
static const SceChar8 s data
                                     "abcdedg";
                     = (void*)s data;
s sendParam.data
s sendParam.dataSize = sizeof(s_data);
// Setting of index icon of message
s sendParam.indexIconPath
                               "app0:index_icon.jpg";
// Setting of expiration date of message
s sendParam.expireMinutes
                             = 30;
                                   // 30 minutes
// Display NP Message Dialog
ret = sceNpMessageDialogInit(&param) ;
if (ret < 0)
           Error handling
```

See Also

SceNpMessageDialogParam, sceNpMessageDialogParamInit(),
sceNpMessageDialogGetStatus(), SceNpMessageDialogMessageSendParam,
SceNpMessageDialogMessageListParam, SceNpMessageDialogMessageDetailParam

SceNpMessageDialogParam

NP Message Dialog call parameter

Definition

Members

sdkVersion SDK version

common Param Common parameters for Common Dialogs

mode Operation mode (details below)

sendParamMessage transmission dialog parameterlistParamReceived message list dialog parameterdetailParamReceived message details dialog parametergetParamMessage data obtainment dialog parameter

reserved Reserved area (fill with all 0s)

Description

This is a structure passed to sceNpMessageDialogInit() to display NP Message Dialog. First, use sceNpMessageDialogParamInit() to initialize it and set a value to each member.

Specify the SDK version in *sdkVersion*. Since an appropriate value is input when the structure is initialized with sceNpMessageDialogParamInit(), do not change the value.

Specify the common parameters for Common Dialogs in common Param.

Specify the info bar information in <code>commonParam.infobarParam</code>. Always specify NULL since the info bar is always displayed in NP Message Dialog.

Specify background color information in ARGB format (0 - 255) in <code>commonParam.bgColor</code>. For use in the game, only 0 (transparent) or 255 (non-transparent) can be specified in <code>commonParam.bgColor.a</code>.

For details on the common parameters for Common Dialogs, refer to the "Common Dialog Reference" document.

Specify the operation mode in mode. One of the following values must be specified.

Value	(Number)	Description
SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_ SEND	1	Message transmission mode
SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_ LIST	2	Received message list display mode
SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_DETAIL	3	Received message details display mode
SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_ GET	4	Message data obtaining mode

Specify the message type in type. One of the following values is specified.

Value	(Number)	Description
SCE_NP_MESSAGE_DIALOG_TYPE_	1	Message with custom data attachments
APP_DATA_ATTACHMENT		
SCE_NP_MESSAGE_DIALOG_TYPE_	2	Message with invitation data attachments
INVITATION_ATTACHMENT		
SCE NP MESSAGE DIALOG TYPE	3	Message with store link attachments
STORE LINK ATTACHMENT		

Specify dialog option in options. The following value is specified.

When not specifying dialog option, specify 0.

SCE_NP_MESSAGE_DIALOG_OPTION_FORBID_EDIT_MESSAGE and SCE_NP_MESSAGE_DIALOG_OPTION_PERMIT_EDIT_PREDEFINED_MESSAGE cannot be specified at the same time. Specify one or the other.

Value	(Number)	Description
SCE_NP_MESSAGE_DIALOG_OPTION_	0x00000001	Sends message without pressing the Send
ASSUME_SEND		button in the message transmission dialog
SCE_NP_MESSAGE_DIALOG_OPTION_	0x00000002	Disables changing text by users in the
FORBID_EDIT_MESSAGE		message transmission dialog
SCE_NP_MESSAGE_DIALOG_OPTION_	0x00000003	Sets attached data to used in the message
SET_USED_FLAG		data obtainment dialog
SCE_NP_MESSAGE_DIALOG_OPTION_	0x00000004	Allows the content of the message specified
PERMIT_EDIT_PREDEFINED_MESSAGE		for sendParam.body with the message
		transmission dialog to be edited by users

Any arbitrary data on the application side can be specified in *userData*. This value is stored in the SceNpMessageDialogResult structure, which can be obtained with sceNpMessageDialogGetResult().

Either of sendParam, listParam, detailParam, or getParam must be set according to mode.

If SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_SEND was specified in mode, specify the structure that stores the message transmission dialog parameter in <code>sendParam</code>. For details, refer to the <code>SceNpMessageDialogMessageSendParam</code> section. If another operation mode was specified, NULL must be specified in <code>sendParam</code>.

If SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_LIST was specified in mode, specify the structure that stores the message list dialog parameter in <code>listParam</code>. For details, refer to the <code>SceNpMessageDialogMessageListParam</code> section. If another operation mode was specified, NULL must be specified in <code>listParam</code>.

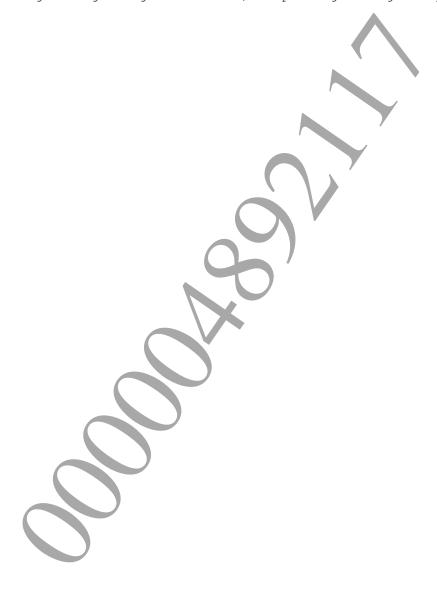
If SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_DETAIL was specified in mode, pass the structure that stores the message details dialog parameter in detailParam. For details, refer to the SceNpMessageDialogMessageDetailParam section. If another operation mode was specified, NULL must be specified in detailParam.

If SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_GET was specified in mode, pass the structure that stores the message data obtainment dialog parameter in getParam. For details, refer to the SceNpMessageDialogMessageGetParam section. If another operation mode was specified, NULL must be specified in getParam.

reserved is a reserved area for future functionality expansion. It must be filled with all 0s.

See Also

sceNpMessageDialogInit(), sceNpMessageDialogParamInit(),
SceNpMessageDialogMessageSendParam, SceNpMessageDialogMessageListParam,
SceNpMessageDialogMessageDetailParam, SceNpMessageDialogMessageGetParam



SceNpMessageDialogMessageSendParam

Message transmission dialog parameter

Definition

Members

npIdsNP ID of recipientnpIdsCountNumber of NP IDs specified for the recipientbodyMessage body (NULL terminated, UTF-8)

data Pointer to extended data dataSize Size of extended data set in data

indexIconPath Path of index icon

expireMinutes Expiration date of custom data and invitation data (in minutes)

reserved 2 Reserved area (fill with all 0s)

userSelectableNpIdsCount Maximum number of recipients that can be specified by users

reserved Reserved area (fill with all 0s)

Description

This is the structure of the parameter for displaying message transmission dialog.

It is used when calling NP Message Dialog in the SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_SEND mode. First, initialize the structure filled with all 0s and then set values to the required members.

In npIds, specify the NP ID of the recipient user. To specify multiple recipients, specify the start address of the SceNpId array. To not specify a recipient, specify NULL. The specified NP ID must be held until NP Message Dialog is terminated by calling SceNpMessageDialogTerm().

In npIds, the NP ID of the original message sender can be specified, but messages with store link attachments cannot be sent if the NP ID of only the message sender is specified as the recipient of the message. Messages can be sent when the NP ID of another user besides the message sender is input in npIds. This limitation does not apply for messages with invitation data attachments and messages with custom data attachments.

In npIdsCount, specify the number of recipients specified in npIds. If no recipient was specified, specify 0. The maximum number that can be set in npIdsCount is defined with SCE_NP_MESSAGE_MAX_RECIPIENTS.

In body, specify the message body. The character code must be UTF-8, and the character string termination must be NULL. The maximum size is SCE_NP_MESSAGE_MAX_BODY_SIZE, which includes the NULL termination. The specified character string must be held until NP Message Dialog is terminated by calling sceNpMessageDialogTerm().

In *data*, specify the pointer to the extended data (if transmitting a message with custom data attachments, the custom data to be attached, if transmitting a message with invitation data attachments, the invitation data to be attached, and if transmitting a message with store link attachments, the store link data to be attached). Always specify extended data. If NULL is specified, "Could not send the message" will be displayed in the error dialog and the transmission will fail. The specified extended data must be held until NP Message Dialog is terminated by calling sceNpMessageDialogTerm(). The following link information can be included in store link data.

Link Operation	Link Format	Parameter	Parameter Contents
Start Title Store application with a product ID specification	psts:browse?product =PRODUCT_ID	PRODUCT_ID	Product ID of a product distributed by the PlayStation®Store (Title Store)
Start Title Store application with a category ID specification	psts:browse?category =CATEGORY_ID	CATEGORY_ID	PlayStation®Store (Title Store) category ID

In <code>dataSize</code>, specify the size of the extended data specified in <code>data</code>. The maximum size is <code>SCE_NP_MESSAGE_MAX_ATTACHMENT_SIZE</code>. Specification of extended data is always required; do not specify 0.

In <code>indexIconPath</code>, specify the path of the index icon file. To not specify an index icon, specify NULL. The index icon must be a PNG/JPEG file and the end of the pathname must be ".jpg" or ".png". The maximum size of the index icon file is <code>SCE_NP_MESSAGE_MAX_INDEX_ICON_SIZE</code>. The specified path name and file must be held until NP Message Dialog is terminated by calling <code>sceNpMessageDialogTerm()</code>. It cannot be specified for a message with store link attachments.

In *expireMinutes*, specify the expiration date of the custom data or invitation data to be attached in minutes. To not specify an expiration date for custom data, specify 0. In the case of invitation data, an expiration date is required; be sure to specify a value other than 0.

In userSelectableNpIdsCount, specify the maximum number of recipients that can be specified by users. If 0 or a value larger than SCE_NP_MESSAGE_MAX_RECIPIENTS is specified, the maximum number will be SCE_NP_MESSAGE_MAX_RECIPIENTS.

reserved and reserved areas for future functionality expansion. They must be filled with all 0s.

See Also

sceNpMessageDialogInit(), SceNpMessageDialogParam

SceNpMessageDialogMessageListParam

Received message list dialog parameter

Definition

Members

reserved Reserved area (fill with all 0s)

Description

This is the structure of the parameter for displaying the message list dialog. It is used when calling NP Message Dialog in the SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_LIST mode. First, initialize the structure filled with all 0s and then set values to the required members.

reserved is a reserved area for future functionality expansion. It must be filled with all 0s.

See Also

sceNpMessageDialogInit(),SceNpMessageDialogParam



SceNpMessageDialogMessageDetailParam

Received message details dialog parameter

Definition

Members

messageId Message ID of a message for detailed display reserved Reserved area (fill with all 0s)

Description

This is the structure of the parameter for displaying the message details dialog. It is used when calling NP Message Dialog in the SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_DETAIL mode. First, initialize the structure filled with all 0s and then set values to the required members.

Specify the message ID of the message for detailed display in message Id.

reserved is a reserved area for future functionality expansion. It must be filled with all 0s.

See Also

sceNpMessageDialogInit(),SceNpMessageDialogParam



SceNpMessageDialogMessageGetParam

Message data obtainment dialog parameter

Definition

Members

messageIdMessage ID of a message to be obtainedmessageBodyPointer where to obtain MessageBodymessageBodySizeMemory size allocated to the pointer where to obtain MessageBodyattachedDataPointer where to obtain AttachedDataattachedDataSizeMemory size allocated to the pointer where to obtain AttachedDatareservedReserved area (fill with all 0s)

Description

This is the structure of the parameter for displaying the message data obtainment dialog. It is used when calling NP Message Dialog in the SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_GET mode. First, initialize the structure filled with all 0s and then set values to the required members.

Specify the message ID indicating the message to be obtained in message Id.

Specify the pointer storing the MessageBody of the message to be obtained in <code>messageBody</code>. The specified area must be held until NP Message Dialog is terminated by calling

sceNpMessageDialogTerm().

In <code>messageBodySize</code>, specify the size of the area allocated to the pointer storing the MessageBody of the message to be obtained.

In attachedData, specify the pointer storing the AttachedData of the message to be obtained.

The specified area must be held until NP Message Dialog is terminated by calling scenpMessageDialogTerm().

In attachedDataSize, specify the size of the area allocated to the pointer storing the AttachedData of the message to be obtained.

reserved is a reserved area for future functionality expansion. It must be filled with all 0s.

See Also

sceNpMessageDialogInit(),SceNpMessageDialogParam



sceNpMessageDialogGetStatus

Get operation status of NP Message Dialog

Definition

#include <np_message_dialog.h>
SceCommonDialogStatus sceNpMessageDialogGetStatus()

Arguments

None

Return Values

Returns one of the following operation statuses as the value of the function.

Value	(Number)	Description
SCE_COMMON_DIALOG_STATUS_NONE	0x0	NP Message Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	NP Message Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	NP Message Dialog operation has finished

Description

This function gets the operation status of NP Message Dialog.

The default value of the operation status is SCE COMMON DIALOG STATUS NONE.

When calling sceNpMessageDialogInit() is successful, the operation status immediately changes to SCE COMMON DIALOG STATUS RUNNING.

When NP Message Dialog is closed through user action or scenpMessageDialogAbort(), the operation status changes to SCE COMMON DIALOG STATUS FINISHED within a moment.

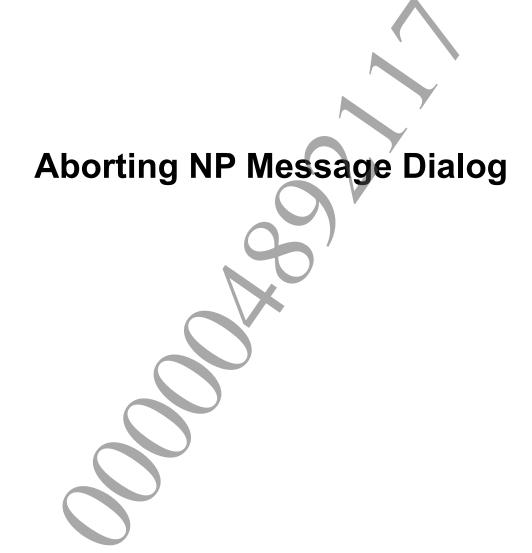
sceNpMessageDialogGetResult() and sceNpMessageDialogTerm() can be called only while the operation status is SCE COMMON DIALOG STATUS FINISHED.

When sceNpMessageDialogTerm() is called, the operation status immediately changes to SCE COMMON DIALOG STATUS NONE.

This function is multithread safe.

See Also

sceNpMessageDialogInit(), sceNpMessageDialogAbort(),
sceNpMessageDialogGetResult(), sceNpMessageDialogTerm()



sceNpMessageDialogAbort

Abort call of NP Message Dialog

Definition

#include <np_message_dialog.h>
SceInt32 sceNpMessageDialogAbort()

Arguments

None

Return Values

Returns $SCE_OK(0)$ as the value of the function for success.

Returns one of the following error codes (negative value) for errors.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceNpMessageDialogInit() is not
		called

Description

This function aborts calling of NP Message Dialog. Call this function to promptly abort Message Dialog display, for example when an urgent interrupt must be processed.

It can be called at any time between when sceNpMessageDialogInit() is called and sceNpMessageDialogTerm() is called. If it is called at times other than the above, SCE COMMON DIALOG ERROR NOT IN USE is returned.

When calling is successful, processing is started to terminate the dialog being displayed, and the operation status will change to SCE_COMMON_DIALOG_STATUS_FINISHED after the completion of the termination processing.

For details on the operation statuses, refer to the sceNpMessageDialogGetStatus() section.

When NP Message Dialog is closed with this function, calling sceNpMessageDialogGetResult() returns the following.

 ${\tt SceNpMessageDialogResult}. {\tt result} \ : {\tt SCE COMMON DIALOG RESULT ABORTED}$

This function is multithread safe.

Examples

See Also

sceNpMessageDialogGetResult()



sceNpMessageDialogGetResult

Get call result of NP Message Dialog

Definition

Arguments

result Stores the call result

Return Values

Returns SCE_OK(0) as the value of the function for success. Returns one of the following error codes (negative value) for errors.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified in the
	() \	argument result
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the
		appropriate operation status
		(details below)

Description

This function obtains the call result of NP Message Dialog.

This function can be called only while the operation status of NP Message Dialog is SCE_COMMON_DIALOG_STATUS_FINISHED. If it is called at times other than the above, SCE_COMMON_DIALOG_ERROR_NOT_FINISHED is returned. For details on the operation statuses, refer to the sceNpMessageDialogGetStatus() section.

The call result of Message Dialog is stored in the SceNpMessageDialogResult structure indicated by result. For details on the call results, refer to the SceNpMessageDialogResult section.

Be sure to initialize the SceNpMessageDialogResult structure indicated by result before passing it to this function.

This function is multithread safe.

See Also

SceNpMessageDialogResult, sceNpMessageDialogGetStatus()

SceNpMessageDialogResult

Structure for obtaining NP Message Dialog call result

Definition

Members

mode mode specified at the time of dialog call type specified at the time of dialog call type userData specified at the time of dialog call userData messageEntry Information of the message selected by the user (when userAction is SCE NP MESSAGE DIALOG USER ACTION OPEN ATTACHED DATA or SCE NP MESSAGE DIALOG USER ACTION MESSAGE GET OK, details below) User action that causes Dialog end (details below) userAction Call result (details below) result sendNpIdCount Number of recipients to which actual message transmission was performed as the result of transmission processing (only when SCE NP MESSAGE DIALOG USER ACTION MESSAGE SEND OK is stored in userAction, details below) sendNpIds Pointer to the SceNpId array for storing the recipients to which message transmission was actually performed as the result of transmission processing (only when SCE NP MESSAGE DIALOG USER ACTION MESSAGE SEND OK is stored in userAction, details below) Size of the MessageBody actually obtained as a result of message obtainment messageBodySize

Description

attachedData\$ize

reserved

This structure receives the NP Message Dialog call result. Fill it with all 0s for initialization and pass it to sceNpMessageDialogGetResult().

Reserved area (fill with all 0s)

Size of the AttachedData actually obtained as a result of message obtainment

The value of SceNpMessageDialogParam. mode specified at the call of sceNpMessageDialogInit() is stored in mode. It can be used to determine which operation mode's calling result it is.

The value of SceNpMessageDialogParam. type specified at the call of sceNpMessageDialogInit() is stored in type. It can be used to determine which message type's calling result it is.

The value of SceNpMessageDialogParam. userData specified at the call of sceNpMessageDialogInit() is stored in userData.

When the userAction value is SCE_NP_MESSAGE_DIALOG_USER_ACTION_OPEN_ATTACHED_DATA or SCE_NP_MESSAGE_DIALOG_USER_ACTION_MESSAGE_GET_OK, the following message information is stored in messageEntry.

messageEntry.messageId MessageID

messageEntry.dateTime Date and time the message was sent

(local time of PlayStation®Vita on receiving side)

messageEntry.from Message sender (NPID)

messageEntry.preview Message body

messageEntry.reserved Reserved area

One of the following values is stored in userAction.

Value	(Number)	Description
SCE NP MESSAGE DIALOG USER ACTION	0x0	Message transmission was successful
MESSAGE_SEND_OK		
SCE_NP_MESSAGE_DIALOG_USER_ACTION_	0x1	Message transmission failed
MESSAGE_SEND_NG		
SCE_NP_MESSAGE_DIALOG_USER_ACTION_	0x2	Attached data was executed
OPEN_ATTACHED_DATA		
SCE_NP_MESSAGE_DIALOG_USER_ACTION_	0x3	Canceled operation
CANCEL		_
SCE_NP_MESSAGE_DIALOG_USER_ACTION_	0x4	Message obtainment successful
MESSAGE_GET_OK		
SCE_NP_MESSAGE_DIALOG_USER_ACTION_	0x5	Message obtainment failed
MESSAGE GET NG		

The call result of NP Message Dialog is stored in *result*. In the case of success, one of the following positive values is stored.

Value	(Number)	Description
SCE_COMMON_DIALOG_RESULT_OK	0x0	User performed OK operation.
SCE_COMMON_DIALOG_RESULT_USER_CANCELED	0x1	User performed cancel operation.
SCE_COMMON_DIALOG_RESULT_ABORTED	0x2	Aborted with
		<pre>sceNpMessageDialogAbort()</pre>

When the transmission processing is successful

(SCE_NP_MESSAGE_DIALOG_USER_ACTION_MESSAGE_SEND_OK is stored in userAction), setting the pointer to the array for which SceNpId has been allocated for the number of SCE_NP_MESSAGE_MAX_RECIPIENTS for sendNpIds at the call of sceNpMessageDialogGetResult(), the NP IDs of the users that were actually used as recipients are stored in sendNpId.

The number of recipients for which transmission processing was performed is stored in <code>sendNpIdCount</code>.

If the NP IDs of the recipients for which transmission processing was performed are not required, specify NULL in sendNpIds and call sceNpMessageDialogGetResult().

If SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_GET is specified in mode, the size of the MessageBody of the message that was actually obtained will be stored in messageBodySize.

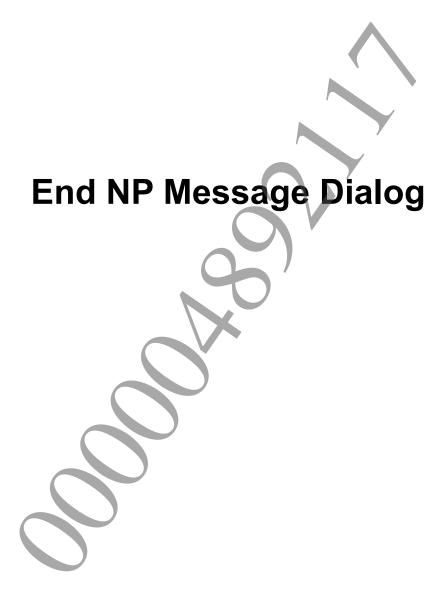
If SCE_NP_MESSAGE_DIALOG_MODE_MESSAGE_GET is specified in mode, the size of the AttachedData of the message that was actually obtained will be stored in attachedDataSize.

reserved is a reserved area for future function expansion. Currently, this area is filled with all 0s.

See Also

sceNpMessageDialogInit(),sceNpMessageDialogAbort(), sceNpMessageDialogGetResult()





sceNpMessageDialogTerm

End NP Message Dialog

Definition

```
#include <np_message_dialog.h>
SceInt32 sceNpMessageDialogTerm()
```

Arguments

None

Return Values

Returns SCE_OK(0) as the value of the function for success.

Returns one of the following error codes (negative value) for errors.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the
		appropriate operation status
		(details below)
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceNpMessageDialogInit() is
		not called

Description

This function ends calling of NP Message Dialog. NP Message Dialog must be ended with this function after it has been called with scenpMessageDialogInit().

This function can be called only while the operation status of NP Message Dialog is SCE_COMMON_DIALOG_STATUS_FINISHED. If it is called during times other than the above, SCE_COMMON_DIALOG_ERROR_NOT_FINISHED is returned.

SCE_COMMON_DIALOG_ERROR_NOT_IN_USE will be returned if the NP Message Dialog feature is not called.

If calling this function is successful, the operation status changes immediately to SCE COMMON DIALOG STATUS NONE.

For details on the operation statuses, refer to the sceNpMessageDialogGetStatus() section.

This function is multithread safe.

Examples

```
SceNpCommonDialogStatus stat;
while(1) {
    stat = sceNpMessageDialogGetStatus();
    if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
        sceNpMessageDialogTerm();
        break;
    }
}
```

See Also

sceNpMessageDialogInit(),sceNpMessageDialogGetStatus()

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sceNpMessageParamInit

Macro for call parameter initialization

Definition

```
#include <np/np_message.h>
static inline
void sceNpMessageParamInit(SceNpMessageParam *param)
{
        sceClibMemset( param, 0x0, sizeof(SceNpMessageParam) );
        param->sdkVersion = SCE_PSP2_SDK_VERSION;
        param->messageType = SCE_NP_MESSAGE_TYPE_INVALID;
}
```

Arguments

param Call parameter to be initialized

Return Values

None

Description

This is a macro function for initializing the NP Message call parameter.

Examples

```
// Initialize the parameter structure with sceNpMessageParamInit()
SceNpMessageParam param;
sceNpMessageParamInit(&param);
```

See Also

SceNpMessageParam

sceNpMessageInitWithParam

Initialize NP Message library with parameters

Definition

Calling Conditions

Not multithread safe.

Arguments

param Call parameter

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_ALREADY_INITIALIZED	0x80551e01	Already initialized
		sceNpMessageInit() may
		have already been executed.
		Check the calling order.
SCE_NP_MESSAGE_ERROR_INVALID_ARGUMENT	0x80551e03	Invalid argument
		An argument required to
		execute the function may not
		have been specified. Check
		the argument value.
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_INVALID_NPCOMMID	0x80551e08	The
		NP_COMMUNICATION_ID
		is invalid (param.sfo).
		NP_COMMUNICATION_ID
		in the param.sfo may not have
		been specified correctly.
		Check param.sfo.
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in
SCE_NP_MESSAGE_ERROR_INTERNAL_CACHE	0x80551e0d	Cache operation error
		(internal error within library)

For other error codes returned by the NP Message library, refer to each applicable reference document.

Description

This function initializes the NP Message library with parameters.

Examples

See Also

SceNpMessageParam, sceNpMessageTerm()

SceNpMessageParam

NP message library call parameter

Definition

Members

sdkVersionSDK versionmessageTypeMessage typefilterFilter

reserved Reserved area (fill with all 0s)

Description

This is a structure passed to sceNpMessageInitWithParam() to initialize NP Message library. First, use sceNpMessageParamInit() to initialize it and set a value to each member.

Specify the SDK version in sdkVersion. Since an appropriate value is input when the structure is initialized with sceNpMessageParamInit(), do not change the value.

Specify the type of message for processing in *messageType*. One of the following values must be specified.

Value	(Number)	Description
SCE_NP_MESSAGE_TYPE_APP_DATA ATTACHMENT	1	Custom data attached message type
SCE_NP_MESSAGE_TYPE_INVITATION_ATTACHMENT	_ 2	Invitation data attached message type
SCE_NP_MESSAGE_TYPE_STORE_LINK_ATTACHMENT	_ 3	Store link attached message type

In filter, specify the attributes of the messages included in the reception list results when performing message list acquisition. Multiple specifications by ORing the values in the following table are possible.

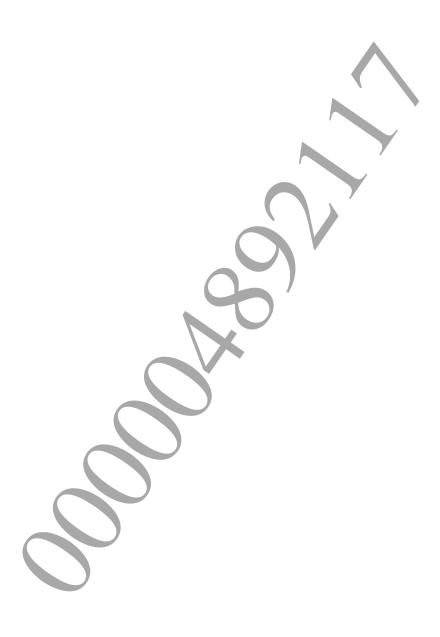
Value	(Number)	Description
SCE_NP_MESSAGE_FILTER_	0x0000	Among the messages that are sent to this application,
NONE		only those that are unused and within the expiration
		date are included in this list. Normally this is the mode
	that is used.	
SCE_NP_MESSAGE_FILTER_	0x0001	In addition to SCE_NP_MESSAGE_FILTER_NONE, the
INCLUDE_USED		messages that have been set as used with the
		sceNpMessageSetAttachedDataUsedFlag()
		function are included in the list.
SCE_NP_MESSAGE_FILTER_	0x0002	In addition to SCE NP MESSAGE FILTER NONE, the
INCLUDE_EXPIRED		messages whose expiration date has expired are also
		included in the list.

reserved is a reserved area for future functionality expansion. It must be filled with all 0s.

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See Also

sceNpMessageInitWithParam(),sceNpMessageParamInit()



sceNpMessageInit

Initialize the NP Message library

Definition

Calling Conditions

Not multithread safe.

Arguments

messageType Message type

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_ALREADY_ INITIALIZED	0x80551e01	Already initialized sceNpMessageInit() may have already been executed. Check the calling order.
SCE_NP_MESSAGE_ERROR_INVALID_ ARGUMENT	0x80551e03	Invalid argument An argument required to execute the function may not have been specified. Check the argument value.
SCE_NP_MESSAGE_ERROR_OUT_OF MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_ CONNECT_TO_SERVER	0x80551e06	Failed to connect to the server
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_INVALID_ NPCOMMID	0x80551e08	The NP_COMMUNICATION_ID is invalid (param.sfo). NP_COMMUNICATION_ID in the param.sfo may not have been specified correctly. Check param.sfo.
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in
SCE_NP_MESSAGE_ERROR_INTERNAL_ CACHE	0x80551e0d	Cache operation error (internal error within library)

For other error codes returned by the NP Message library, refer to each applicable reference document.

Description

This function initializes the NP Message library.

See Also

sceNpMessageTerm()





sceNpMessageSyncMessage

Synchronize messages

Definition

Calling Conditions

Not multithread safe.

Arguments

None

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_	0x80551e02	The NP Message library is not initialized
INITIALIZED		sceNpMessageInit() must be executed
		before the execution of this function.
SCE_NP_MESSAGE_ERROR_INVALID_	0x80551e03	Invalid argument
ARGUMENT		An argument required to execute the
		function may not have been specified.
		Check the argument value.
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF	0x80551e05	Not enough memory
MEMORY		
SCE_NP_MESSAGE_ERROR_COULD_NOT_	0x80551e06	Failed to connect to the server
CONNECT_TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_SESSION_	0x80551e09	The session has become invalid
INVALID		
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_INTERNAL_	0x80551e0b	IMAP communication processing error
IMAP		(internal error within library)
		This error does not occur with SDK3.000
		or later.
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in
SCE_NP_MESSAGE_ERROR_INTERNAL_	0x80551e0d	Cache operation error
CACHE		(internal error within library)
SCE_NP_MESSAGE_ERROR_INTERNAL_	0x80551e0e	MIME processing error
MIME		(internal error within library)
T(1	r 1·1	(, 1 1: 11 (1 1

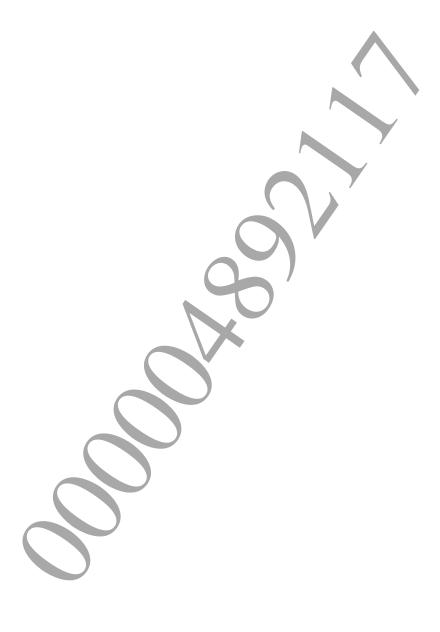
For other error codes returned by the NP Message library, refer to each applicable reference document.

Description

This function performs synchronization with the message server of PSNSM. If messages that have not been received yet arrive to the message server of PSNSM, they can be received on the PlayStation®Vita.

See Also

sceNpMessageAbort()



sceNpMessageGetMessageEntryCount

Get number of messages

Definition

Calling Conditions

Not multithread safe.

Arguments

totalCount newCount Variable for storing the number of messages Variable for storing the number of unread messages

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

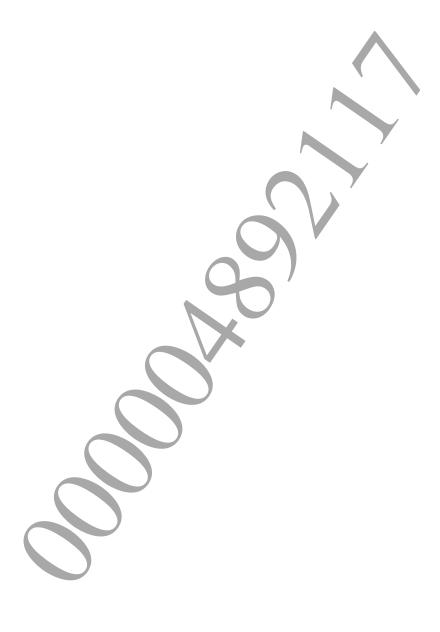
Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_	0x80551e02	The NP Message library is not initialized
NOT_INITIALIZED	\ \	sceNpMessageInit() must be executed before the
		execution of this function.
SCE NP MESSAGE ERROR	0x80551e03	Invalid argument
INVALID ARGUMENT		An argument required to execute the function may not
_		have been specified. Check the argument value.
SCE NP MESSAGE ERROR	0x80551e04	Processing was aborted
ABORTED	0000001004	Trocessing was aborted
SCE NP MESSAGE ERROR	0x80551e05	Not anough mamary
OUT OF MEMORY	0x60551e05	Not enough memory
SCE NP MESSAGE ERROR	0x80551e06	Failed to connect to the server
COULD NOT CONNECT	0x80331606	raned to connect to the server
TO SERVER		
SCE NP MESSAGE ERROR	0x80551e07	To town all any on a within library
INTERNAL	0x60551e07	Internal error within library
SCE NP MESSAGE ERROR	0.00551-00	The session has become invalid
SESSION INVALID	0x80551e09	The session has become invalid
	0.00551-0-	Detalessan
SCE_NP_MESSAGE_FATAL_ DB ERROR	0x80551e0a	Database anomaly
	0. 00551 - 01-	TMAD
SCE_NP_MESSAGE_ERROR_	0x80551e0b	IMAP communication processing error
INTERNAL_IMAP		(internal error within library)
		This error does not occur with SDK3.000 or later.
SCE_NP_MESSAGE_ERROR_	0x80551e0c	Not signed in
NOT_SIGNIN		
SCE_NP_MESSAGE_ERROR_	0x80551e0d	Cache operation error
INTERNAL_CACHE		(internal error within library)
SCE NP MESSAGE ERROR	0x80551e0e	MIME processing error
INTERNAL MIME		(internal error within library)
	<u> </u>	(11001101 01101 11101111 11111)

Description

This function obtains the total number of messages and the number of unread messages.

See Also

sceNpMessageAbort()



sceNpMessageGetMessageEntries

Get list of messages

Definition

Calling Conditions

Not multithread safe.

Arguments

offset Offset

limit (1 to 50 can be specified)

entries List of messages

storedCount Actual number of messages obtained

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_INITIALIZED	0x80551e02	The NP Message library is not
		initialized
		sceNpMessageInit() must be
		executed before the execution of
		this function.
SCE_NP_MESSAGE_ERROR_INVALID_ARGUMENT	0x80551e03	Invalid argument
		An argument required to execute
		the function may not have been
		specified. Check the argument
		value.
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_SESSION_INVALID	0x80551e09	The session has become invalid
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_INTERNAL_IMAP	0x80551e0b	IMAP communication
		processing error
		(internal error within library)
		This error does not occur with
		SDK3.000 or later.
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_INTERNAL_CACHE	0x80551e0d	Cache operation error
		(internal error within library)
SCE_NP_MESSAGE_ERROR_INTERNAL_MIME	0x80551e0e	MIME processing error
		(internal error within library)

Description

This function obtains entry information for messages up to the maximum specified in <code>limit</code>, in order from the newest message received starting from the message specified in <code>offset</code>. Obtained results are stored in <code>entries</code>. In order to store the number of entries specified in <code>limit</code>, it is necessary to set the pointer to the array of the <code>SceNpMessageEntry</code> structure in advance before calling this function.

The number of entries that was actually obtained successfully is stored in storedCount.

See Also

 ${\tt SceNpMessageEntry, sceNpMessageAbort ()}$

sceNpMessageGetMessageEntry

Get message entry

Definition

Calling Conditions

Not multithread safe.

Arguments

messageId Message ID
entry Entry actually obtained

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

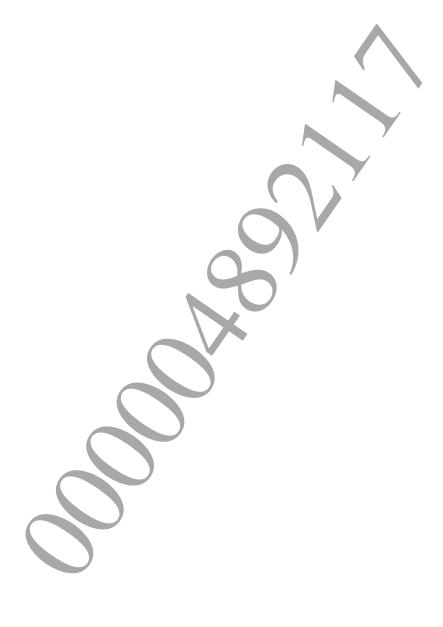
Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_INITIALIZED	0x80551e02	The NP Message library is not
		initialized
		sceNpMessageInit() must
		be executed before the
		execution of this function.
SCE_NP_MESSAGE_ERROR_INVALID_ARGUMENT	0x80551e03	Invalid argument
		An argument required to
		execute the function may not
		have been specified. Check the
		argument value.
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_SESSION_INVALID	0x80551e09	The session has become invalid
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_INTERNAL_IMAP	0x80551e0b	IMAP communication
		processing error
		(internal error within library)
		This error does not occur with
		SDK3.000 or later.
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in
SCE_NP_MESSAGE_ERROR_INTERNAL_CACHE	0x80551e0d	Cache operation error
		(internal error within library)
SCE_NP_MESSAGE_ERROR_INTERNAL_MIME	0x80551e0e	MIME processing error
		(internal error within library)

Description

This function obtains the message entry specified with <code>messageId</code>. The entry that was actually obtained is stored in <code>entry</code>.

See Also

SceNpMessageId, SceNpMessageEntry, sceNpMessageAbort()



sceNpMessageGetMessage

Get message body

Definition

Calling Conditions

Not multithread safe.

Arguments

messageId MessageID

bufferBuffer to store message bodybufferSizeSize of buffer to store message body

storedSize Size actually obtained

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_INITIALIZED	0x80551e02	The NP Message library is not
		initialized
		sceNpMessageInit() must be
		executed before the execution of
		this function.
SCE_NP_MESSAGE_ERROR_INVALID_ARGUMENT	0x80551e03	Invalid argument
		An argument required to execute
		the function may not have been
		specified. Check the argument
	0.00554.04	value.
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_SESSION_INVALID	0x80551e09	The session has become invalid
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_INTERNAL_IMAP	0x80551e0b	IMAP communication
		processing error
		(internal error within library)
		This error does not occur with
		SDK3.000 or later.
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_INTERNAL_CACHE	0x80551e0d	Cache operation error
		(internal error within library)
SCE_NP_MESSAGE_ERROR_INTERNAL_MIME	0x80551e0e	MIME processing error
		(internal error within library)

Description

This function obtains body of a message specified with message Id.

By calling it specifying the pointer to the buffer storing the message's body in the variable <code>buffer</code>, and its size in <code>bufferSize</code>, it is possible to obtain the message's body.

The character code of message characters is UTF-8, while the maximum size is SCE NP MESSAGE MAX BODY SIZE.

The size of the characters that were actually obtained successfully is stored in <code>storedSize</code>.

See Also

SceNpMessageId, sceNpMessageAbort()



sceNpMessageGetAttachedData

Get attached data of message

Definition

Calling Conditions

Not multithread safe.

Arguments

messageId MessageID

buffer Buffer storing attached data
bufferSize Size of buffer storing attached data
storedSize Size actually obtained

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_INITIALIZED	0x80551e02	The NP Message library is not
		initialized
		sceNpMessageInit() must be
		executed before the execution of
		this function.
SCE_NP_MESSAGE_ERROR_INVALID_ARGUMENT	0x80551e03	Invalid argument
		An argument required to execute
		the function may not have been
		specified. Check the argument
		value.
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_SESSION_INVALID	0x80551e09	The session has become invalid
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_INTERNAL_IMAP	0x80551e0b	IMAP communication
		processing error
		(internal error within library)
		This error does not occur with
		SDK3.000 or later.
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_INTERNAL_CACHE	0x80551e0d	Cache operation error
		(internal error within library)
SCE_NP_MESSAGE_ERROR_INTERNAL_MIME	0x80551e0e	MIME processing error
		(internal error within library)

Description

This function obtains data attached to a message specified with messageId.

By calling it specifying the pointer to the buffer storing the attached data in the variable *buffer*, and its size in *bufferSize*, it is possible to obtain the attached data.

The maximum size of the attached data is $SCE_NP_MESSAGE_MAX_ATTACHMENT_SIZE$.

The size of the attached data that was actually obtained successfully is stored in storedSize.

See Also

SceNpMessageId, sceNpMessageAbort()

sceNpMessageSetAttachedDataUsedFlag

Set attached data as used

Definition

Calling Conditions

Not multithread safe.

Arguments

messageId MessageID

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

11		
Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_INITIALIZED	0x80551e02	The NP Message library is not
		initialized
		sceNpMessageInit() must be
		executed before the execution of
		this function.
SCE_NP_MESSAGE_ERROR_INVALID_ARGUMENT	0x80551e03	Invalid argument
		An argument required to execute
		the function may not have been
		specified. Check the argument
		value.
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_SESSION_INVALID	0x80551e09	The session has become invalid
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_INTERNAL_IMAP	0x80551e0b	IMAP communication
		processing error
		(internal error within library)
		This error does not occur with
		SDK3.000 or later.
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in
SCE_NP_MESSAGE_ERROR_INTERNAL_CACHE	0x80551e0d	Cache operation error
		(internal error within library)
SCE_NP_MESSAGE_ERROR_INTERNAL_MIME	0x80551e0e	MIME processing error
		(internal error within library)
	·	

For other error codes returned by the NP Message library, refer to each applicable reference document.

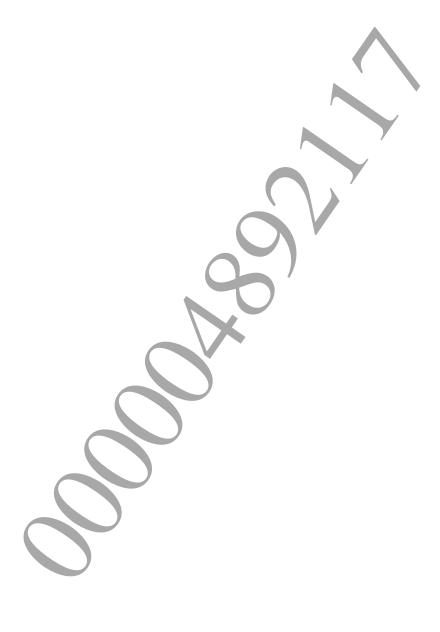
Description

This function sets attached data as used for message specified to message Id.

By setting the attached data to used, it is possible to remove it from the message list displayed by NP Message Dialog. Also, it can be excluded from the results of list obtainment obtained with sceNpMessageGetMessageEntries().

See Also

SceNpMessageId, sceNpMessageAbort()



sceNpMessageAbort

Abort ongoing processing

Definition

Calling Conditions

Not multithread safe.

Arguments

None

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_INITIALIZED	0x80551e02	The NP Message library is not
		initialized
		sceNpMessageInit() must be
\ X		executed before the execution of
		this function.
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_SESSION_INVALID	0x80551e09	The session has become invalid

For other error codes returned by the NP Message library, refer to each applicable reference document.

Description

This function aborts NP Message library's ongoing processing.

If you wish to use the NP Message library again after executing <code>sceNpMessageAbort()</code>, it will be necessary to call the initialization function <code>sceNpMessageInit()</code> or <code>sceNpMessageInitWithParam()</code> once again.

See Also

```
sceNpMessageSyncMessage(),sceNpMessageGetMessageEntryCount(),
sceNpMessageGetMessageEntries(),sceNpMessageGetMessage(),
sceNpMessageGetAttachedData(),sceNpMessageSetAttachedDataUsedFlag()
```



sceNpMessageTerm

Terminate the NP Message library

Definition

Calling Conditions

Not multithread safe.

Arguments

None

Return Values

Returns 0 for normal termination.

Returns a negative value upon error. Main error codes are indicated below; however, program your application so that it does not malfunction when other errors return.

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_NOT_INITIALIZED	0x80551e02	The NP Message library is not
		initialized
		sceNpMessageInit() must be
\ X		executed before the execution of
		this function.
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_CONNECT_	0x80551e06	Failed to connect to the server
TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly

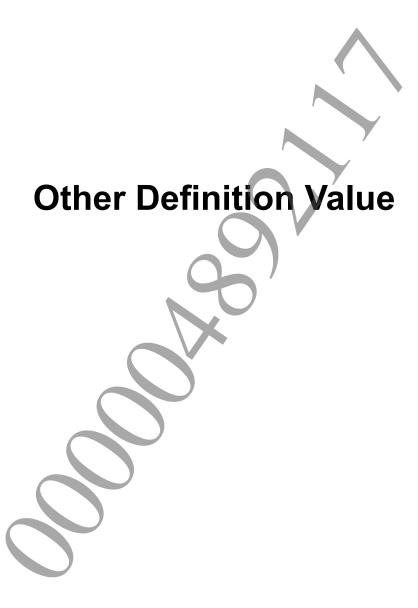
For other error codes returned by the NP Message library, refer to each applicable reference document.

Description

This function terminates the NP Message library.

See Also

sceNpMessageInit()



Maximum Value Definition

Maximum value definition of NP Message Dialog/NP Message library

Definition

Value	(Number)	Description	
SCE_NP_MESSAGE_MAX_	16	Maximum number when specifying multiple recipients.	
RECIPIENTS		Multiple recipients can be specified when transmitting a	
		message in NP Message Dialog. Specify a number of	
		recipients not exceeding the maximum number.	
SCE_NP_MESSAGE_MAX_	512	Maximum size of the message body.	
BODY_SIZE		This is the maximum size of the character string that can be	
		specified as the body of the message to be transmitted with	
		NP Message Dialog.	
		Specify the size of the body, including the NULL termination	
		character, so as not to exceed this maximum size. Also, specify	
		all character strings in UTF-8.	
SCE_NP_MESSAGE_MAX_	1024*	Maximum size of attached data of game boot message.	
ATTACHMENT_SIZE	1024	The maximum size (byte) of the data that can be attached to	
		the message to be transmitted with NP Message Dialog.	
		Specify the data so as not to exceed this maximum size.	
SCE_NP_MESSAGE_MAX_	64*	Maximum size of index icon image file.	
INDEX_ICON_SIZE	1024	An index icon image can be specified when transmitting a	
		message with NP Message Dialog. The maximum size of the	
		index icon image file that can be specified is fixed, so specify	
		an index icon image that does not exceed this maximum size.	

List of Error Codes of the NP Message Dialog

List of error codes returned by the NP Message Dialog

Definition

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	The Common Dialog feature is
		already being called
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the param
		argument
SCE_COMMON_DIALOG_ERROR_INVALID_	0x80020403	The content of the param argument
ARGUMENT		is invalid
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_	0x8002047F	Internal error
FATAL		
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceNpMessageDialogInit() is
	- 1	not called
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified in the
		argument result
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the
		appropriate operation status



List of Error Codes of the NP Message Library

List of error codes returned by the NP Message library

Definition

Value	(Number)	Description
SCE_NP_MESSAGE_ERROR_ALREADY_	0x80551e01	Already initialized
INITIALIZED		, and the second
SCE_NP_MESSAGE_ERROR_NOT_	0x80551e02	Not initialized
INITIALIZED		
SCE_NP_MESSAGE_ERROR_INVALID_	0x80551e03	Invalid argument
ARGUMENT		
SCE_NP_MESSAGE_ERROR_ABORTED	0x80551e04	Processing was aborted
SCE_NP_MESSAGE_ERROR_OUT_OF_MEMORY	0x80551e05	Not enough memory
SCE_NP_MESSAGE_ERROR_COULD_NOT_	0x80551e06	Failed to connect to the server
CONNECT_TO_SERVER		
SCE_NP_MESSAGE_ERROR_INTERNAL	0x80551e07	Internal error within library
SCE_NP_MESSAGE_ERROR_INVALID_	0x80551e08	The NP_COMMUNICATION_ID is
NPCOMMID		invalid (param.sfo)
SCE_NP_MESSAGE_ERROR_SESSION_	0x80551e09	The session has become invalid
INVALID		/
SCE_NP_MESSAGE_FATAL_DB_ERROR	0x80551e0a	Database anomaly
SCE_NP_MESSAGE_ERROR_INTERNAL_IMAP	0x80551e0b	IMAP communication processing error
		(internal error within library)
		This error does not occur with
		SDK3.000 or later.
SCE_NP_MESSAGE_ERROR_NOT_SIGNIN	0x80551e0c	Not signed in
SCE_NP_MESSAGE_ERROR_INTERNAL_CACHE	0x80551e0d	Cache operation error
		(internal error within library)
SCE_NP_MESSAGE_ERROR_INTERNAL_MIME	0x80551e0e	MIME processing error
		(internal error within library)

^{*}In the case that SCE_NP_MESSAGE_ERROR_SESSION_INVALID ($0 \times 80551 = 09$) returns, there is a chance of successful completion if a retry is attempted after a duration of certain time.