Shutter Sound Library Reference

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Outputting Shutter Sound

sceShutterSoundPlay

Output the shutter sound

Definition

```
#include <shutter_sound.h>
SceInt32 sceShutterSoundPlay (
        SceUInt32 soundType
)
```

Arguments

soundType   Sound type

To *soundType*, specify the type of audio to be output. The following values are available.

Macro	Value	Description
SCE_SHUTTER_SOUND_TYPE_SAVE_IMAGE	0	Audio for still image shooting
SCE_SHUTTER_SOUND_TYPE_SAVE_VIDEO_START	1	Starting audio for motion image shooting
SCE_SHUTTER_SOUND_TYPE_SAVE_VIDEO_END	2	Ending audio for motion image shooting

Return Values

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

Returns one of error codes (negative value) for errors. For details on the error codes, refer to the "Return Codes" section.
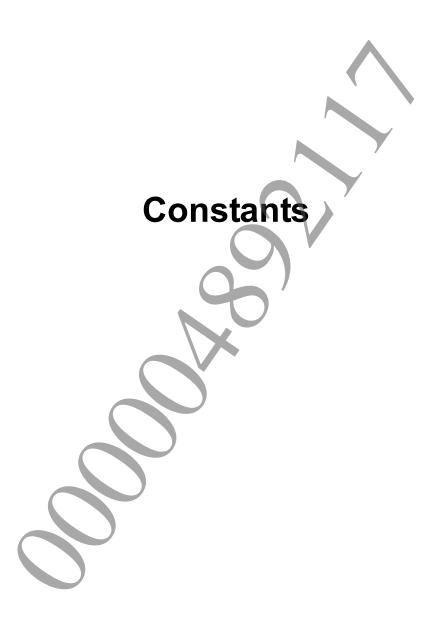
Description

This is a function for outputting a shutter sound. The shutter sound is output from the internal speaker at a fixed volume. This function only performs the preparations for outputting the audio internally and returns the processing to the caller, so, normally, the required time to execute this function is short. Depending on the system's load state, however, the processing time may be longer than usual.

This function is multithread safe.

Examples

```
SceInt32 ret = sceShutterSoundPlay(SCE_SHUTTER_SOUND_TYPE_SAVE_IMAGE);
```

Constants

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Return Codes

List of error codes returned by the shutter sound library

Definition

Value	Hexadecimal	Description
SCE_SHUTTER_SOUND_ERROR_INVALID_ARGUMENT	0x80105201	Invalid parameter
SCE_SHUTTER_SOUND_ERROR_INTERNAL	0x80105202	Internal error
SCE_SHUTTER_SOUND_ERROR_FATAL	0x80105203	Fatal error