

Photo Import Dialog Reference

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Table of Contents

Photo Import Dialog Call	3
scePhotoImportDialogParamInit	4
scePhotoImportDialogInit	5
ScePhotoImportDialogParam	7
ScePhotoImportDialogItemData	9
ScePhotoImportDialogFileData	10
ScePhotoImportDialogFileDataSub	11
Retrieval of Operation Status	13
scePhotoImportDialogGetStatus	14
Retrieval of Photo Import Dialog Call Result	15
scePhotoImportDialogGetResult	16
ScePhotoImportDialogResult	18
Abortion of Photo Import Dialog	19
scePhotoImportDialogAbort	20
End Photo Import Dialog	22
scePhotoImportDialogTerm	23
Constants	25
Character string size	26
Maximum Number of Selections	27
Return Codes	28

Photo Import Dialog Call

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scePhotoImportDialogParamInit

Macro for call parameter initialization

Definition

```
#include <photoimport_dialog.h>
static inline
void scePhotoImportDialogParamInit(ScePhotoImportDialogParam *param)
{
    sceClibMemset( param, 0x0, sizeof(ScePhotoImportDialogParam) );
    _sceCommonDialogSetMagicNumber( &param->commonParam );
    param->sdkVersion = SCE_PSP2_SDK_VERSION;
}
```

Arguments

param Call parameter

Return Values

None

Description

This is a macro function for initializing the Photo Import 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 at the same time.

Examples

```
ScePhotoImportDialogParam param;
ScePhotoImportDialogItemData itemData[SCE_PHOTOIMPORT_DIALOG_MAX_ITEM_NUM];

scePhotoImportDialogParamInit( &param );
param.mode = SCE_PHOTOIMPORT_DIALOG_MODE_DEFAULT;
param.visibleCategory = SCE_PHOTOIMPORT_DIALOG_CATEGORY_DEFAULT;
param.itemCount = SCE_PHOTOIMPORT_DIALOG_MAX_ITEM_NUM;
param.itemData = itemData;
if ( scePhotoImportDialogInit( &param ) < 0 ) {
    // error
}
```

See Also

ScePhotoImportDialogParam

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scePhotoImportDialogInit

Call various functions of Photo Import Dialog

Definition

```
#include <photoimport_dialog.h>
SceInt32 scePhotoImportDialogInit(
    const ScePhotoImportDialogParam *param
)
```

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	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	The Common Dialog function is already being called (details below)
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the <i>param</i> argument
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Invalid value was specified for the <i>param</i> argument
SCE_COMMON_DIALOG_ERROR_INVALID_INFOBAR_PARAM	0x80020433	Invalid value was specified for <i>infobarParam</i> which is a member of the <i>param</i> argument
SCE_COMMON_DIALOG_ERROR_INVALID_BG_COLOR	0x80020434	Invalid value was specified for <i>bgColor</i> which is a member of the <i>param</i> argument
SCE_COMMON_DIALOG_ERROR_INVALID_DIMMER_COLOR	0x80020435	Invalid value was specified for <i>dimmerColor</i> which is a member of the <i>param</i> argument
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function calls the Photo Import Dialog function.

This function can be called only when other Common Dialog functions are not called (including the function of Photo Import Dialog proper). 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 `scePhotoImportDialogGetStatus()` section.

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In *param*, specify the call parameter structure for which the call mode, selection target category, file information buffer, etc., were set.

Be sure to set values for *param* after performing initialization with the `scePhotoImportDialogParamInit()` macro.

The *param* instance need not be allocated after this function is called, but some of the pointer reference parameters must be held until calling of the Photo Import Dialog function is ended by calling `scePhotoImportDialogTerm()`.

This function is multithread safe.

Examples

```
ScePhotoImportDialogParam param;
ScePhotoImportDialogItemData itemData[SCE_PHOTOIMPORT_DIALOG_MAX_ITEM_NUM];

scePhotoImportDialogParamInit( &param );
param.mode = SCE_PHOTOIMPORT_DIALOG_MODE_DEFAULT;
param.visibleCategory = SCE_PHOTOIMPORT_DIALOG_CATEGORY_DEFAULT;
param.itemCount = SCE_PHOTOIMPORT_DIALOG_MAX_ITEM_NUM;
param.itemData = itemData;
if ( scePhotoImportDialogInit( &param ) < 0 ) {
    // error
}
```

See Also

`ScePhotoImportDialogParam`, `scePhotoImportDialogParamInit()`,
`scePhotoImportDialogGetStatus()`

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ScePhotoImportDialogParam

Structure for calling Photo Import Dialog

Definition

```
#include <photoimport_dialog.h>
typedef struct ScePhotoImportDialogParam {
    SceUInt32 sdkVersion;
    SceCommonDialogParam commonParam;
    ScePhotoImportDialogMode mode;
    SceUInt32 visibleCategory;
    SceUInt32 itemCount;
    ScePhotoImportDialogItemData *itemData;
    SceChar8 reserved[32];
} ScePhotoImportDialogParam;
```

Members

<i>sdkVersion</i>	SDK version
<i>commonParam</i>	Common parameters for Common Dialogs
<i>mode</i>	Operation mode (details below)
<i>visibleCategory</i>	Import category of file (details below)
<i>itemCount</i>	Maximum file import count
<i>itemData</i>	Pointer for storing information of import result file
<i>reserved</i>	Reserved area (fill with all 0s)

Description

This is a structure passed to `scePhotoImportDialogInit()` to display Photo Import Dialog. Use `scePhotoImportDialogParamInit()` to initialize it.

Specify the SDK version in *sdkVersion*. An appropriate value is input when the structure is initialized with `scePhotoImportDialogParamInit()`.

Specify the common parameters for Common Dialogs in *commonParam*.

Specify the info bar information in *commonParam.infoBarParam*. Info bar will not be displayed if NULL is specified.

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

Specify dimmer color information in ARGB format (0 - 255) in *commonParam.dimmerColor*. Only (r,g,b,a)=(0,0,0,0) (transparent) or (r,g,b,a)=(0,0,0,255) (non-transparent black) can be used.

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

Specify the calling mode in *mode*. One of the following values is input.

Macro	Value	Description
<code>SCE_PHOTOIMPORT_DIALOG_MODE_DEFAULT</code>	0	File selection

In *visibleCategory*, specify the category of the file to be imported. Specify any of the following values using an OR operation.

Macro	Value	Description
SCE_PHOTOIMPORT_DIALOG_CATEGORY_DEFAULT	0x00000007U	Default
SCE_PHOTOIMPORT_DIALOG_CATEGORY_ALBUM_ALL	0x00000001U	"All" category
SCE_PHOTOIMPORT_DIALOG_CATEGORY_ALBUM_CAMERA	0x00000002U	"Camera" category
SCE_PHOTOIMPORT_DIALOG_CATEGORY_ALBUM_SCREENSHOT	0x00000004U	"Screenshot" category

In *itemCount*, specify the maximum number of files to be imported. The maximum number on the system is SCE_PHOTOIMPORT_DIALOG_MAX_ITEM_NUM.

In *itemData*, pass the array of the structure that indicates the information of the imported file. For details, refer to the *ScePhotoImportDialogItemData* section. The number of arrays corresponding to *itemCount* must be prepared.

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

See Also

`scePhotoImportDialogParamInit()`, `ScePhotoImportDialogItemData`

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ScePhotoImportDialogItemData

Structure of file information of import result

Definition

```
#include <photoimport_dialog.h>
typedef struct ScePhotoImportDialogItemData {
    ScePhotoImportDialogFileData fileData;
    ScePhotoImportDialogFileDataSub dataSub;
    SceChar8 reserved[32];
} ScePhotoImportDialogItemData;
```

Members

fileData Metadata information of imported file (details below)
dataSub Supplementary information of imported file (details below)
reserved Reserved area (fill with all 0s)

Description

This is the structure of the file information of the imported file. Fill it with all 0s during initialization.

Prepare an area corresponding to the maximum number of files to be imported and set it in *itemData* of *ScePhotoImportDialogParam*.

The metadata information of the imported file is stored in *fileData*. For details about metadata information, refer to the *ScePhotoImportDialogFileData* section.

The supplementary information of the imported file is stored in *dataSub*. For details about supplementary information, refer to the *ScePhotoImportDialogFileDataSub* section.

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

See Also

scePhotoImportDialogInit(), *ScePhotoImportDialogParam*,
ScePhotoImportDialogFileData, *ScePhotoImportDialogFileDataSub*

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ScePhotoImportDialogFileData

Structure of metadata of imported file

Definition

```
#include <photoimport_dialog.h>
typedef struct ScePhotoImportDialogFileData {
    SceChar8 fileName[SCE_PHOTOIMPORT_DIALOG_MAX_FS_PATH];
    SceChar8 photoTitle[SCE_PHOTOIMPORT_DIALOG_MAX_PHOTO_TITLE_SIZE];
    SceChar8 reserved[32];
} ScePhotoImportDialogFileData;
```

Members

<i>fileName</i>	Imported file name (NULL termination)
<i>photoTitle</i>	Title of photo displayed in the system software (NULL termination)
<i>reserved</i>	Reserved area (fill with all 0s)

Description

This is the structure of the metadata of the imported file.

The file name of the imported file is stored in *fileName*. The character string is NULL terminated. The maximum size is `SCE_PHOTOIMPORT_DIALOG_MAX_FS_PATH` (including NULL termination).

The title character string of the imported file is stored in *photoTitle* with UTF-8. NULL is set for the character string termination. The maximum size is `SCE_PHOTOIMPORT_DIALOG_MAX_PHOTO_TITLE_SIZE` (including NULL termination).

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

See Also

```
scePhotoImportDialogInit(), ScePhotoImportDialogParam,
ScePhotoImportDialogItemData, ScePhotoImportDialogFileDataSub,
SCE_PHOTOIMPORT_DIALOG_MAX_FS_PATH,
SCE_PHOTOIMPORT_DIALOG_MAX_PHOTO_TITLE_SIZE
```

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ScePhotoImportDialogFileDataSub

Structure of supplementary information of imported file

Definition

```
#include <photoimport_dialog.h>
typedef struct ScePhotoImportDialogFileDataSub {
    SceUInt32 width;
    SceUInt32 height;
    ScePhotoImportDialogFormatType format;
    ScePhotoImportDialogOrientation orientation;
    SceChar8 reserved[32];
} ScePhotoImportDialogFileDataSub;
```

Members

width Width of image
height Height of image
format Format of image (details below)
orientation Orientation information of image (details below)
reserved Reserved area (fill with all 0s)

Description

This is the structure of the supplementary information of the imported file.

The width of the image is stored in *width*.

The height of the image is stored in *height*.

One of the following values is input in *format*.

Macro	Value	Description
SCE_PHOTOIMPORT_DIALOG_FORMAT_TYPE_UNKNOWN	0	Unknown format
SCE_PHOTOIMPORT_DIALOG_FORMAT_TYPE_JPEG	1	JPEG
SCE_PHOTOIMPORT_DIALOG_FORMAT_TYPE_PNG	2	PNG
SCE_PHOTOIMPORT_DIALOG_FORMAT_TYPE_GIF	3	GIF
SCE_PHOTOIMPORT_DIALOG_FORMAT_TYPE_BMP	4	BMP
SCE_PHOTOIMPORT_DIALOG_FORMAT_TYPE_TIFF	5	TIFF
SCE_PHOTOIMPORT_DIALOG_FORMAT_TYPE_MPO	6	MPO

One of the following values is input in *orientation*.

Macro	Value	Description
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_UNKNOWN	0	No rotation
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_TOP_LEFT	1	The 0th row is at the visual top of the image, and the 0th column is the visual left-hand side (No rotation)
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_TOP_RIGHT	2	The 0th row is at the visual top of the image, and the 0th column is the visual right-hand side (Mirror image)

Macro	Value	Description
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_BOTTOM_RIGHT	3	The 0th row is at the visual bottom of the image, and the 0th column is the visual right-hand side (image rotated 180 degrees)
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_BOTTOM_LEFT	4	The 0th row is at the visual bottom of the image, and the 0th column is the visual left-hand side (image flipped 180 degrees)
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_LEFT_TOP	5	The 0th row is the visual left-hand side of the image, and the 0th column is the visual top (image flipped right 90 degrees)
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_RIGHT_TOP	6	The 0th row is the visual right-hand side of the image, and the 0th column is the visual top (image rotated left 90 degrees)
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_RIGHT_BOTTOM	7	The 0th row is the visual right-hand side of the image, and the 0th column is the visual bottom (image flipped left 90 degrees).
SCE_PHOTOIMPORT_DIALOG_ORIENTATION_LEFT_BOTTOM	8	The 0th row is the visual left-hand side of the image, and the 0th column is the visual bottom (image rotated right 90 degrees)

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

See Also

scePhotoImportDialogInit(), ScePhotoImportDialogParam,
ScePhotoImportDialogItemData, ScePhotoImportDialogFileData

Retrieval of Operation Status

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scePhotoImportDialogGetStatus

Get operation status of Photo Import Dialog

Definition

```
#include <photoimport_dialog.h>
SceCommonDialogStatus scePhotoImportDialogGetStatus ()
```

Arguments

None

Return Values

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

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_STATUS_NONE	0x0	Photo Import Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	Photo Import Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	Photo Import Dialog operation has finished

Description

This function gets the operation status of Photo Import Dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

When calling scePhotoImportDialogInit () is successful, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_RUNNING.

The operation status of Photo Import Dialog will not change to SCE_COMMON_DIALOG_STATUS_FINISHED before either the user ends (or cancels) import file selection or scePhotoImportDialogAbort () is called.

scePhotoImportDialogTerm () can be called only while the operation status is SCE_COMMON_DIALOG_STATUS_FINISHED.

When scePhotoImportDialogTerm () is called, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_NONE.

This function is multithread safe.

Examples

```
SceCommonDialogStatus stat = scePhotoImportDialogGetStatus ();
```

See Also

```
scePhotoImportDialogInit (), scePhotoImportDialogAbort (),
scePhotoImportDialogGetResult (), scePhotoImportDialogTerm ()
```

Retrieval of Photo Import Dialog Call Result

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scePhotoImportDialogGetResult

Get call result of Photo Import Dialog

Definition

```
#include <photoimport_dialog.h>
SceInt32 scePhotoImportDialogGetResult(
    ScePhotoImportDialogResult *result
)
```

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	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified in the argument <i>result</i>
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Parameter error
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the appropriate operation status (details below)
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function retrieves the call result of Photo Import Dialog.

This function can be called only while the operation status of Photo Import 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 scePhotoImportDialogGetStatus() section.

The call result of Photo Import Dialog is stored in *result*. For details on the call results, refer to the ScePhotoImportDialogResult.

This function is multithread safe.

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Examples

```
SceCommonDialogStatus stat;

while(1) {
    stat = scePhotoImportDialogGetStatus();
    if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
        ScePhotoImportDialogResult result;
        sceClibMemset( &result, 0, sizeof(result) );
        if( 0 > scePhotoImportDialogGetResult( &result ) ) {
            // error
        }
        scePhotoImportDialogTerm();
        break;
    }
}
```

See Also

ScePhotoImportDialogResult, scePhotoImportDialogGetStatus()

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ScePhotoImportDialogResult

Structure for retrieving Photo Import Dialog call result

Definition

```
#include <photoimport_dialog.h>
typedef struct ScePhotoImportDialogResult {
    SceInt32 result;
    SceUInt32 importedItemNum;
    SceUInt8 reserved[32];
} ScePhotoImportDialogResult;
```

Members

<i>result</i>	Stores the call result (details below)
<i>importedItemNum</i>	Number of files selected by the user
<i>reserved</i>	Reserved area (fill with all 0s)

Description

This structure receives the Photo Import Dialog call result. It is passed to `scePhotoImportDialogGetResult()`. Fill it with all 0s during initialization.

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

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_RESULT_OK	0x0	User selected files.
SCE_COMMON_DIALOG_RESULT_USER_CANCELED	0x1	User performed cancel operation.
SCE_COMMON_DIALOG_RESULT_ABORTED	0x2	Abortion through <code>scePhotoImportDialogAbort()</code>

The number of files selected by the user is stored in *importedItemNum*. The information of the selected files is stored in `ScePhotoImportDialogParam.itemData`.

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

See Also

`scePhotoImportDialogInit()`, `scePhotoImportDialogAbort()`,
`scePhotoImportDialogGetResult()`, `ScePhotoImportDialogParam`

Abortion of Photo Import Dialog

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scePhotoImportDialogAbort

Abort call of Photo Import Dialog

Definition

```
#include <photoimport_dialog.h>
SceInt32 scePhotoImportDialogAbort()
```

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	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	scePhotoImportDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function aborts calling of Photo Import Dialog.

It can be called at any time between when scePhotoImportDialogInit() is called and scePhotoImportDialogTerm() 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, Photo Import Dialog will begin to abort processing.

When processing is completely aborted, the operation status will change to SCE_COMMON_DIALOG_STATUS_FINISHED.

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

When Photo Import Dialog is closed with this function, calling scePhotoImportDialogGetResult() returns the following.

```
ScePhotoImportDialogResult.result : SCE_COMMON_DIALOG_RESULT_ABORTED
```

scePhotoImportDialogAbort() is used to promptly abort the Photo Import Dialog display, for example when an urgent interrupt must be processed.

This function is multithread safe.

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Examples

```
SceCommonDialogStatus stat;

while(1) {
    stat = scePhotoImportDialogGetStatus();
    if( stat == SCE_COMMON_DIALOG_STATUS_RUNNING ) {
        if( need_abort ) {
            scePhotoImportDialogAbort();
            break;
        }
    }
    else if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
        scePhotoImportDialogTerm();
        break;
    }
}
```

See Also

```
scePhotoImportDialogGetStatus(), scePhotoImportDialogGetResult()
```

End Photo Import Dialog

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scePhotoImportDialogTerm

End call of Photo Import Dialog

Definition

```
#include <photoimport_dialog.h>
SceInt32 scePhotoImportDialogTerm()
```

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	Hexadecimal	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	scePhotoImportDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function ends calling of Photo Import Dialog. Calling must be ended with this function after Photo Import Dialog has been called with scePhotoImportDialogInit().

This function can be called only while the operation status of Photo Import 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 Photo Import Dialog function 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 scePhotoImportDialogGetStatus() section.

This function is multithread safe.

Examples

```
SceCommonDialogStatus stat;

while(1) {
    stat = scePhotoImportDialogGetStatus();
    if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
        scePhotoImportDialogTerm();
        break;
    }
}
```

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See Also

`scePhotoImportDialogInit()`, `scePhotoImportDialogGetStatus()`

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Constants

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Character string size

Maximum size of character strings of Photo Import Dialog

Definition

Macro	Value	Description
SCE_PHOTOIMPORT_DIALOG_MAX_FS_PATH	1024	Size of character string of file name of imported file (including device name)
SCE_PHOTOIMPORT_DIALOG_MAX_PHOTO_TITLE_LENGTH	64	Maximum number of characters of title of imported file (not data size)
SCE_PHOTOIMPORT_DIALOG_MAX_PHOTO_TITLE_SIZE	256	Size of character string of title of imported file

Description

The file name and title name of imported files can be obtained in Photo Import Dialog. The maximum size of the character string that can be specified is fixed for each item, so specify the character string within the above values. The values above are all the size including NULL termination.

Specify all the character strings with UTF-8.

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Maximum Number of Selections

Maximum number of items that can be selected for import

Definition

Macro	Value	Description
SCE_PHOTOIMPORT_DIALOG_MAX_ITEM_NUM	1	Maximum number of items that can be specified in <i>ScePhotoImportDialogParam.itemCount</i>

Description

This is the maximum number of items that can be selected in Photo Import Dialog.

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Return Codes

List of return codes returned by Photo Import Dialog

Definition

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Calling another common dialog function
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified as the function's argument
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Parameter error
SCE_COMMON_DIALOG_ERROR_NOT_RUNNING	0x80020404	Called during a period other than SCE_COMMON_DIALOG_STATUS_RUNNING
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during a period other than SCE_COMMON_DIALOG_STATUS_FINISHED
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	scePhotoImportDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error