near Utility Reference

PlayStation®Vita Programmer Tool Runtime Library Release 3.50

Document serial number: 000004892117

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Common Datatypes

SceNearGiftInfo

Character string information of gifts to be distributed

Definition

```
#include <near_util.h>
typedef struct SceNearGiftInfo {
        SceUInt32 giftNameLength;
        char giftName[SCE_NEAR_GIFT_NAME_MAX_LENGTH];
        char padding1[1];
        SceUInt32 giftDescriptionLength;
        char giftDescription[SCE_NEAR_GIFT_DESCRIPTION_MAX_LENGTH];
        char padding2[2];
} SceNearGiftInfo;
```

Members

giftNameLength	Byte count of the character string indicating the gift name stored in *giftName*. Does not include Null character.
giftName	Character string indicating gift name. Displayed on the first line of each item on the "near" application's “Discoveries” screen. Described in UTF-8 and Null character termination are required.
padding1	Unused
giftDescriptionLength	Byte count of the character string describing the gift stored in *giftDescription*. Does not include Null character.
giftDescription	Character string describing the gift. Displayed on the second line of each item on the "near" application's “Discoveries” screen. Described in UTF-8 and Null character termination are required.
padding2	Unused

Description

This is character string information of the gifts to be distributed.

On the "Discoveries" screen of the "near" application, up to 45 characters of the character string set in *giftName* and 90 characters of the character string set in *giftDescription* are displayed.

Specify a character string of 1 byte or more in *giftName* and *giftDescription*.

See Also

sceNearSetGift(), sceNearGetDiscoveredGiftInfo()

SceNearGiftInfo2

Character string information of gifts to be distributed (supporting multiple languages)

Definition

```
#include <near_util.h>
typedef struct SceNearGiftInfo2 {
        SceUInt32 lang;
        SceUInt32 giftNameLength;
        char giftName[SCE_NEAR_GIFT_NAME_MAX_LENGTH];
        char padding1[1];
        SceUInt32 giftDescriptionLength;
        char giftDescription[SCE_NEAR_GIFT_DESCRIPTION_MAX_LENGTH];
        char padding[2];
} SceNearGiftInfo2;
```

Members

lang	A language code representing the language of the character string stored in *giftName* and *giftDescriptionLength*
giftNameLength	Byte count of the character string indicating the gift name stored in *giftName*. Does not include Null character.
giftName	Character string indicating gift name. Displayed on the first line of each item on the "near" application's "Discoveries" screen. Described in UTF-8 and Null character termination are required.
padding1	Unused
giftDescriptionLength	Byte count of the character string describing the gift stored in *giftDescription*. Does not include Null character.
giftDescription	Character string describing the gift. Displayed on the second line of each item on the "near" application's "Discoveries" screen. Described in UTF-8 and Null character termination are required.
padding	Unused

Description

This is character string information of the gifts to be distributed.

On the "Discoveries" screen of the "near" application, up to 45 characters of the character string set in *giftName* and 90 characters of the character string set in *giftDescription* are displayed.

Specify a character string of 1 byte or more in *giftName* and *giftDescription*.

In *lang*, store the language code of the character strings stored in *giftName* and *giftDescription*. For the language codes, refer to the "Application Utility Reference" document.

See Also

sceNearSetGift2()

Initialization and Termination Functions

SceNearInitParam

"near" utility initialization parameters

Definition

```
#include <near_util.h>
typedef struct SceNearInitParam {
        ScePVoid workMemory;
        SceUInt32 workMemorySize;
} SceNearInitParam;
```

Members

workMemory	Starting address of work memory
workMemorySize	Size of work memory

Description

Parameters for initializing the "near" utility library.

Specify the work memory used by the library in *workMemory*.

In the work memory, specify a memory space with a byte count equal to or greater than SCE_NEAR_UTIL_DEFAULT_WORKMEMORY_SIZE.

See Also

sceNearInitialize()

sceNearInitialize

Initialize the library

Definition

```
#include <near_util.h>
SceInt32 sceNearInitialize(
        const SceNpCommunicationId *pCommId,
        const SceNearInitParam *pParam,
        SceUInt32 version
);
```

Arguments

pCommId [in]:
`SceNpCommunicationId` for exchanging gifts

pParam [in]:
Parameters necessary for initialization

version [in]:
Version of the data exchanged via `SceNpCommunicationId`

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_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_INVALID_COMMUNICATION_ID	0x80104902	Invalid value of SceNpCommunicationId
SCE_NEAR_ERROR_ALREADY_INITIALIZED	0x80104903	Already initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_NETWORK_TIME_NOT_INITIALIZED	0x80104921	Network time not initialized

Description

This function initializes "near" utility library.

Specifies the `SceNpCommunicationId` for the transfer of gifts among titles.

When this function is called, resources such as work memory will be allocated inside the library.

Also, an external process will be started up and all information relating to gifts/nearby user will be obtained on the work memory.

The numerical value specified in *version* is intended to verify the compatibility of data exchanged via the same `SceNpCommunicationId`. In the "near" utility, it is not possible to read data registered with a version larger than the numerical value specified in this argument.

Initialization cannot be performed twice.

After calling `sceNearFinalize()`, it is, however, possible to perform initialization again. At this time, it is possible to perform initialization with another `SceNpCommunicationId` specified.

If the network time (UTC) in PlayStation®Vita has not been initialized, `SCE_NEAR_ERROR_NETWORK_TIME_NOT_INITIALIZED` is returned. For handling methods, refer to the "Handling for When Errors Occur" section in the "near Utility Overview" document.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearFinalize()`

sceNearFinalize

Terminate the library

Definition

```
#include <near_util.h>
SceInt32 sceNearFinalize(
        const SceNpCommunicationId *pCommId
);
```

Arguments

pCommId [in]:
SceNpCommunicationId for exchanging gifts

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_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_INVALID_COMMUNICATION_ID	0x80104902	SceNpCommunicationId value is invalid or is not the value specified at initialization
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized

Description

This function terminates the "near" utility library.

Resources allocated when sceNearInitialize() is called will be freed.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearInitialize()

Setting Gift to be Distributed

SceNearGiftId

ID of gift to be distributed

Definition

```
#include <near_util.h>
typedef SceUInt32 SceNearGiftId;
```

Description

This is the ID identifying gifts distributed on the "near" server.

This ID is unique for each `SceNpCommunicationId`.

The upper 8 bits of `SceNearGiftId` have the following meanings:

0x80000000	HIGH: this gift can also be discovered by users who do not have the title using the gift's `SceNpCommunicationId` LOW: this gift cannot be discovered without the title using the gift's `SceNpCommunicationId`
0x40000000	HIGH: the gift of this kind can be discovered any number of times, provided that the gift is distributed by a different user LOW: if one gift of this kind has been discovered, no more discoveries of gifts of the same kind will be possible
0x20000000	HIGH: gifts of this kind contain data input by the user. They can be sent and received when the user's account is not subjected to chat restrictions. LOW: gifts of this kind do not contain data input by the user. They can be sent and received regardless of whether the user's account is subjected to chat restrictions.
0x1F000000	Reserved bits Set these bits to LOW(0).

See Also

`sceNearSetGift(),sceNearSetGift2()`

SceNearGiftCondition

Receipt conditions for gifts to be distributed

Definition

```
#include <near_util.h>
typedef struct SceNearGiftCondition {
        SceUInt16 radius;
        SceUInt16 duration;
        char reserved1[16];
        SceDateTime toTime;
        SceNearPlayerAttrs receiverAttrs;
        SceUInt8 probability;
        char padding[3];
} SceNearGiftCondition;
```

Members

radius	Distance [m] in which the gift can be discovered
duration	Validity period [hour] from the discovery of gift data during which the game program can use the gift data
reserved1	Reserved area (fill all with 0x00)
toTime	End time/date for gift distribution
receiverAttrs	Attributes of users who can discover the gift
probability	Probability [%] of gift discovery
padding	Unused

Description

This is the structure that describes the conditions for gift discovery/receiving. The "near" application/"near" Dialog utility on the receiving side references this structure when discovering/receiving gifts.

Each condition will be determined with AND.

If 0 is specified as the value of *radius*, processing will assume that the maximum value has been specified on the "near" server side. The maximum value is decided on the server side. If a value exceeding the value set by the server is specified in *radius*, it will be limited on the server side.

If the value of *duration* is 0, the validity period will be determined on the "near" system side. If a value exceeding the validity period set by the system is specified in *duration*, it will be limited on the system side.

Set *toTime* with UTC. If all of the *toTime* values are 0, the distribution end time/date will be determined by the system. If a value exceeding the maximum period for holding the gift data set by the system is specified in *toTime*, it will be limited on the system side.

The maximum value of *probability* is 100 [%]. If this value is 0, processing will assume that the prescribed maximum value (100 [%]) has been specified.

For more information on conditions for receiving gifts, refer to the "near System Overview" document.

See Also

sceNearSetGift(),sceNearSetGift2(),SceNearPlayerAttrs

SceNearPlayerAttrs

Attributes of users who can discover gifts

Definition

```
#include <near_util.h>
typedef struct SceNearPlayerAttrs {
        SceUInt32 playerRelation;
} SceNearPlayerAttrs;

#define SCE_NEAR_PLAYER_RELATION_FRIEND       (1)
#define SCE_NEAR_PLAYER_RELATION_PLAYER       (2)
```

Members

playerRelation Condition flag of the relation with the user to whom the gift is to be distributed (friend/general user)

Description

This structure is passed as the attributes of users who can discover a gift when a gift to be distributed is set with `sceNearSetGift()` or `sceNearSetGift2()`.

Specify by adding the values of `SCE_NEAR_PLAYER_RELATION_FRIEND` and `SCE_NEAR_PLAYER_RELATION_PLAYER` with an OR.

If 0 is specified for this value (if, that is, no flag is raised), the system side will assume that all flags have been raised.

See Also

`sceNearSetGift()`, `sceNearSetGift2()`, `SceNearGiftCondition`

SceNearGiftStatus

States of gift that have been set

Definition

```
#include <near_util.h>
typedef SceUInt32 SceNearGiftStatus;

#define SCE_NEAR_GIFT_STATUS_NOT_REGISTERED       (0)
#define SCE_NEAR_GIFT_STATUS_REGISTERED           (1)
#define SCE_NEAR_GIFT_STATUS_POSTED               (2)
```

Enumeration Values

Value	(Number)	Description
SCE_NEAR_GIFT_STATUS_NOT_REGISTERED	0	Gift is not registered
SCE_NEAR_GIFT_STATUS_REGISTERED	1	Gift is registered, but is not sent to the "near" server
SCE_NEAR_GIFT_STATUS_POSTED	2	Gift has been sent to the "near" server

Description

These indicate the state of the gift to be distributed that have been set.

See Also

sceNearGetGiftStatus()

sceNearSetGift

Set gift to be distributed

Definition

```
#include <near_util.h>
SceInt32 sceNearSetGift (
        SceNearGiftId giftId,
        const SceNearGiftInfo *pGiftInfo,
        SceUInt32 giftImageSize,
        const void *pGiftImage,
        SceUInt32 giftDataSize,
        const void *pGiftData,
        SceUInt32 units,
        const SceNearGiftCondition *pGiftCondition
);
```

Arguments

giftId	[in]: Uniquely defined gift ID for each SceNpCommunicationId
pGiftInfo	[in]: Gift character string information
giftImageSize	[in]: Gift image data size
pGiftImage	[in]: Gift image data
giftDataSize	[in]: Gift data size
pGiftData	[in]: Gift data
units	[in]: Number of gifts to be distributed
pGiftCondition	[in]: Gift receipt conditions

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_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified) or 0 was specified to *giftImageSize* or *giftDataSize*
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_INVALID_GIFT_INFO	0x80104906	Value specified in SceNearGiftInfo is invalid (character string size is too large or 0 was specified)
SCE_NEAR_ERROR_IMAGE_SIZE_OVER	0x80104907	Value of *giftImageSize* is too large
SCE_NEAR_ERROR_DATA_SIZE_OVER	0x80104908	Value of *giftDataSize* is too large

Value	(Number)	Description
SCE_NEAR_ERROR_GIFT_COUNT	0x80104909	Gift distribution count exceeds the specifiable value
SCE_NEAR_ERROR_INVALID_CONDITION	0x8010490a	Value specified in *pGiftCondition* is invalid (an out-of -range value has been set)
SCE_NEAR_ERROR_NETWORK_TIME_NOT_INITIALIZED	0x80104921	Network time not initialized
SCE_NEAR_ERROR_INVALID_IMAGE	0x80104923	Image data is out of specification
SCE_NEAR_ERROR_INVALID_GIFT_ID	0x80104925	Reserved bits have not been cleared

Description

This function sets the gifts to be distributed and gift receipt conditions

Gifts that have already been set will be deleted and overwritten.

Gift image data are 128 x 128 256-color CLUT in PNG format, with a maximum size of 8 KiB (SCE_NEAR_GIFT_IMAGE_MAX_SIZE).

An error will return if it is attempted to set an image data that is out of specification.

The maximum size of gift data is 100 KiB (SCE_NEAR_GIFT_DATA_MAX_SIZE). However, the first 256 bytes (SCE_NEAR_GIFT_DATA_PARAM_MAX_SIZE) will constitute the area reserved for a part of ""near" gift event parameters". For details, refer to the "near Utility Overview" document.

The maximum value of *units* is 2147483647 (SCE_NEAR_GIFT_MAX_COUNT). If you do not wish to limit the distribution gift count, specify 0xFFFFFFFF in *units*.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

SceNearGiftId, SceNearGiftInfo, SceNearGiftCondition, sceNearGetGift(), sceNearDeleteGift()

sceNearSetGift2

Set gift to be distributed (supporting character strings in multiple languages)

Definition

```
#include <near_util.h>
SceInt32 sceNearSetGift2 (
        SceNearGiftId giftId,
        SceUInt32 giftInfoNum,
        const SceNearGiftInfo2 *pGiftInfoArray,
        SceUInt32 giftImageSize,
        const void *pGiftImage,
        SceUInt32 giftDataSize,
        const void *pGiftData,
        SceUInt32 units,
        const SceNearGiftCondition *pGiftCondition
);
```

Arguments

giftId	[in]: Uniquely defined gift ID for each SceNpCommunicationId
giftInfoNum	[in]: Size of array of gift character string information
pGiftInfoArray	[in]: Array of gift character string information
giftImageSize	[in]: Gift image data size
pGiftImage	[in]: Gift image data
giftDataSize	[in]: Gift data size
pGiftData	[in]: Gift data
units	[in]: Number of gifts to be distributed
pGiftCondition	[in]: Gift receipt conditions

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_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument. NULL was specified or 0 was specified to *giftImageSize*, *giftDataSize* or *giftInfoNum* or 0 or a value exceeding SCE_NEAR_GIFT_LANG_MAX_NUM was specified in *giftInfoNum*
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_GIFT_INFO2	0x80104926	Value specified in SceNearGiftInfo2 is invalid (character string size is too large or 0 was specified)
SCE_NEAR_ERROR_IMAGE_SIZE_OVER	0x80104907	Value of *giftImageSize* is too large
SCE_NEAR_ERROR_DATA_SIZE_OVER	0x80104908	Value of *giftDataSize* is too large
SCE_NEAR_ERROR_GIFT_COUNT	0x80104909	Gift distribution count exceeds the specifiable value
SCE_NEAR_ERROR_INVALID_CONDITION	0x8010490a	Value specified in *pGiftCondition* is invalid (an out-of-range value has been set)
SCE_NEAR_ERROR_NETWORK_TIME_NOT_INITIALIZED	0x80104921	Network time not initialized
SCE_NEAR_ERROR_INVALID_IMAGE	0x80104923	Image data is out of specification
SCE_NEAR_ERROR_INVALID_GIFT_ID	0x80104925	Reserved bits have not been cleared
SCE_APPUTIL_ERROR_NOT_INITIALIZED	0x80100601	Application utility library has not been initialized

Description

This function sets the gifts to be distributed and gift receipt conditions.

Gifts that have already been set will be deleted and overwritten.

Gift image data are 128 x 128 256-color CLUT in PNG format, with a maximum size of 8 KiB (SCE_NEAR_GIFT_IMAGE_MAX_SIZE).

An error will return if it is attempted to set an image data that is out of specification.

The maximum size of gift data is 100 KiB (SCE_NEAR_GIFT_DATA_MAX_SIZE). However, the first 256 bytes (SCE_NEAR_GIFT_DATA_PARAM_MAX_SIZE) will constitute the area reserved for a part of ""near" gift event parameters". For details, refer to the "near Utility Overview" document.

Refer to the "near System Overview" document on which language is selected and transmitted to the user on the receiving side when setting character strings in multiple languages.

The maximum value of *units* is 2147483647 (SCE_NEAR_GIFT_MAX_COUNT). If you do not wish to limit the distribution gift count, specify 0xFFFFFFFF in *units*.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

SceNearGiftId, SceNearGiftInfo2, SceNearGiftCondition, sceNearGetGift(), sceNearDeleteGift()

sceNearGetGift

Obtain information of gift that was last set

Definition

```
#include <near_util.h>
SceInt32 sceNearGetGift (
        SceNearGiftId *pGiftId,
        SceNearGiftInfo *pGiftInfo,
        SceUInt32 *pGiftImageSize,
        void *pGiftImage,
        SceUInt32 *pGiftDataSize,
        void *pGiftData,
        SceUInt32 *pUnits,
        SceNearGiftCondition *pGiftCondition
);
```

Arguments

pGiftId	[out]: Set gift ID
pGiftInfo	[out]: Character string information of the set gift
pGiftImageSize	[inout]: The input value is the size of *pGiftImage* where the image data of the set gift is to be saved. The output value is the size of the data that is actually saved to *pGiftImage*. If 0 is specified as the input value, data acquisition is not performed and the size of the data is set to *pGiftImageSize* and returned.
pGiftImage	[out]: Image data of the set gift
pGiftDataSize	[inout]: The input value is the size of *pGiftData* where the data of the set gift is to be saved. The output value is the size of the data that is actually saved to *pGiftData*. If 0 is specified as the input value, data acquisition is not performed and the size of the data is set to *pGiftDataSize* and returned.
pGiftData	[out]: Data of the set gift
pUnits	[out]: If the gift distribution count has not been set to unlimited, this is the remaining distribution count, which is decremented on the "near" server
pGiftCondition	[out]: Conditions for receiving the set gift

Return Values

Upon normal termination, returns 0 if there is no gift information that was set last, and returns 1 if gift information was obtained.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_IMAGE_RETRIEVE_FAILED	0x80104913	Saving of image data to buffer specified with *pGiftImageSize* failed
SCE_NEAR_ERROR_DATA_RETRIEVE_FAILED	0x80104914	Saving of data to buffer specified with *pGiftDataSize* failed

Description

This function obtains the information of the gift to be distributed that was last set.

Specify NULL in the arguments for the information you do not wish to obtain.

Note that, however, *pGiftId* must be obtained without exception.
SCE_NEAR_ERROR_INVALID_ARGUMENT will be returned if NULL is specified.

When setting character strings in multiple languages to a gift by using sceNearSetGift2(), the character string in the language that is meant to be displayed on the receiving side based on system language settings is stored in *pGiftInfo*. Refer to the "near System Overview" document on which language is selected when setting character strings in multiple languages.

When a value other than 0 is specified as an input value of *pGiftImageSize*, NULL cannot be specified in *pGiftImage*.

When a value other than 0 is specified as an input value of *pGiftDataSize*, NULL cannot be specified in *pGiftData*.

pUnits is the value obtained when the "near" application last communicated with the "near" server. It is not the latest distribution count of gifts remaining on the server.

If the distribution count of gifts was set to unlimited, *pUnits* returns 0xFFFFFFFF.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearSetGift(), sceNearSetGift2(), SceNearGiftId, SceNearGiftInfo, SceNearGiftCondition

sceNearGetGiftStatus

Obtain gift state that was last set

Definition

```
#include <near_util.h>
SceInt32 sceNearGetGiftStatus (
        SceNearGiftId giftId,
        SceNearGiftStatus *pGiftStatus
);
```

Arguments

giftId	[in]: Set gift ID
pGiftStatus	[out]: Set gift state

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_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized

Description

This function obtains the state of the gift to be distributed that was last set.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

SceNearGiftId, SceNearGiftStatus

sceNearDeleteGift

Delete gift that was last set

Definition

```
#include <near_util.h>
SceInt32 sceNearDeleteGift (
        SceNearGiftId giftId
);
```

Arguments

giftId [in]:
Gift ID that is uniquely defined for each SceNpCommunicationId

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_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_DELETION_FAILED	0x80104918	Gift specified with *giftId* does not exist

Description

This function deletes the gift to be distributed that was last set.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearSetGift(),sceNearSetGift2(),SceNearGiftId

Obtainment/Deletion of Discovered Gifts

SceNearGiftDiscoveringId

ID of discovered gift

Definition

```
#include <near_util.h>
typedef SceUInt32 SceNearGiftDiscoveringId;
```

Description

ID for identifying discovered gifts.

See Also

sceNearGetDiscoveredGifts(),sceNearDeleteDiscoveredGift(),
sceNearIgnoreDiscoveredGift(),sceNearGetDiscoveredGiftSender(),
sceNearGetDiscoveredGiftInfo(),sceNearGetDiscoveredGiftStatus(),
sceNearOpenDiscoveredGiftImage(),sceNearReadDiscoveredGiftImage(),
sceNearCloseDiscoveredGiftImage(),sceNearOpenReceivedGiftData(),
sceNearReadReceivedGiftData(),sceNearCloseReceivedGiftData(),
sceNearConvertDiscoveredGiftParam()

SceNearDiscoveredGiftStatus

Data type representing status of discovered gifts

Definition

```
#include <near_util.h>
typedef SceUInt32 SceNearDiscoveredGiftStatus;

#define SCE_NEAR_GIFT_STATUS_DISCOVERED       (0)
#define SCE_NEAR_GIFT_STATUS_RECEIVED         (1),
#define SCE_NEAR_GIFT_STATUS_EXPIRED          (2)
```

Enumeration Values

Value	(Number)	Description
SCE_NEAR_GIFT_STATUS_DISCOVERED	0	Gift has already been discovered but has not been received yet
SCE_NEAR_GIFT_STATUS_RECEIVED	1	Gift has already been received and is ready to use
SCE_NEAR_GIFT_STATUS_EXPIRED	2	Gift has already been discovered or received, but its validity period has expired

Description

These represent the status of discovered gifts.

See Also

sceNearGetDiscoveredGiftStatus()

sceNearGetDiscoveredGifts

Obtain list of discovered gifts

Definition

```
#include <near_util.h>
SceInt32 sceNearGetDiscoveredGifts (
        SceUInt32 *pArraySize,
        SceNearGiftDiscoveringId **ppGiftDiscoveringIdArray
);
```

Arguments

pArraySize	[inout]: Number of elements that can be obtained with the input value *ppGiftDiscoveringIdArray*. The output value is the actual number of elements stored in *ppGiftDiscoveringIdArray*. If 0 is specified as the input value, the number of discovered gifts will be returned as return value.
ppGiftDiscoveringIdArray	[out]: Address of the array of discovered gift's SceNearGiftDiscoveringId

Return Values

Returns the number of gifts that can be returned as 0 or a positive value for normal termination.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized

Description

This function obtains a list of discovered gifts.

Use this function also when simply verifying the number of discovered gifts.

The maximum number of discovered gifts that can be obtained is SCE_NEAR_GIFT_DISCOVERED_GIFT_MAX_NUM.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

SceNearGiftDiscoveringId

sceNearDeleteDiscoveredGift

Delete discovered gifts

Definition

```
#include <near_util.h>
SceInt32 sceNearDeleteDiscoveredGift(
        SceNearGiftDiscoveringId giftDiscoveringId
);
```

Arguments

giftDiscoveringId [in]:
ID of the discovered gift obtained with `sceNearGetDiscoveredGifts()`

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_DELETION_FAILED	0x80104918	Gift specified with *giftDiscoveringId* does not exist

Description

This function deletes discovered gifts from the "near" memory area.

Even if the user has set the gift to "Saved (Locked) Status" on the "near" application's "Discoveries" screen, the function will not check this and will delete the gift anyway.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts(),SceNearGiftDiscoveringId`

sceNearIgnoreDiscoveredGift

Set discovered gift to the "Ignored" state

Definition

```
#include <near_util.h>
SceInt32 sceNearIgnoreDiscoveredGift(
        SceNearGiftDiscoveringId giftDiscoveringId
);
```

Argument

giftDiscoveringId [in]:
ID of the discovered gift obtained with `sceNearGetDiscoveredGifts()`

Return values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_DELETION_FAILED	0x80104918	Gift specified with *giftDiscoveringId* does not exist

Description

This function sets discovered gifts to the "Ignored" state

Even if the user has set the gift to "Saved (Locked) Status" on the "near" application's "Discoveries" screen, the function will not check this and will set it to the "Ignored" state. The state of gifts that have been set to the "Ignored" state will be managed by the "near" application. For details, refer to the "near System Overview" document.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts(),SceNearGiftDiscoveringId`

sceNearGetDiscoveredGiftSender

Obtain sender of discovered gifts

Definition

```
#include <near_util.h>
SceInt32 sceNearGetDiscoveredGiftSender (
        SceNearGiftDiscoveringId giftDiscoveringId,
        SceNpId *pNpId
);
```

Arguments

giftDiscoveringId	[in]: ID of the discovered gift obtained with `sceNearGetDiscoveredGifts()`
pNpId	[out]: `SceNpId` of the discovered gift's sender

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_RETRIEVE_FAILED	0x80104912	Gift specified with *giftDiscoveringId* does not exist

Description

This function obtains the `SceNpId` of the sender of discovered gifts.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts(),SceNearGiftDiscoveringId`

sceNearGetDiscoveredGiftInfo

Obtain character string information of gifts discovered

Definition

```
#include <near_util.h>
SceInt32 sceNearGetDiscoveredGiftInfo (
        SceNearGiftDiscoveringId giftDiscoveringId,
        SceNearGiftInfo *pGiftInfo
);
```

Arguments

giftDiscoveringId	[in]: ID of the discovered gift obtained with `sceNearGetDiscoveredGifts()`
pGiftInfo	[out]: Structure storing character string information of the discovered gift

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
`SCE_NEAR_ERROR_INVALID_ARGUMENT`	0x80104901	Invalid argument (NULL was specified)
`SCE_NEAR_ERROR_NOT_INITIALIZED`	0x80104905	Not initialized
`SCE_NEAR_ERROR_NOT_RETRIEVED`	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
`SCE_NEAR_ERROR_RETRIEVE_FAILED`	0x80104912	Gift specified with *giftDiscoveringId* does not exist

Description

This function obtains character string information of discovered gifts.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`, `SceNearGiftDiscoveringId`, `SceNearGiftInfo`

sceNearGetDiscoveredGiftStatus

Obtain storage status of discovered gifts

Definition

```
#include <near_util.h>
SceInt32 sceNearGetDiscoveredGiftStatus (
        SceNearGiftDiscoveringId giftDiscoveringId,
        SceNearDiscoveredGiftStatus *pGiftStatus
);
```

Arguments

giftDiscoveringId	[in]: ID of the discovered gift obtained with `sceNearGetDiscoveredGifts()`
pGiftStatus	[out]: Storage status of discovered gifts

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
`SCE_NEAR_ERROR_INVALID_ARGUMENT`	0x80104901	Invalid argument (NULL was specified)
`SCE_NEAR_ERROR_NOT_INITIALIZED`	0x80104905	Not initialized
`SCE_NEAR_ERROR_NOT_RETRIEVED`	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
`SCE_NEAR_ERROR_RETRIEVE_FAILED`	0x80104912	Gift specified with *giftDiscoveringId* does not exist

Description

This function obtains storage status of discovered gifts.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`, `SceNearGiftDiscoveringId`, `SceNearDiscoveredGiftStatus`

sceNearOpenDiscoveredGiftImage

Open image files of discovered gifts

Definition

```
#include <near_util.h>
SceInt32 sceNearOpenDiscoveredGiftImage (
        SceNearGiftDiscoveringId giftDiscoveringId
);
```

Arguments

giftDiscoveringId [in]:
ID of the discovered gift obtained with `sceNearGetDiscoveredGifts()`

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_RETRIEVE_FAILED	0x80104912	Gift specified with *giftDiscoveringId* does not exist
SCE_NEAR_ERROR_FILE_OPEN_NUM	0x80104916	Too many open files simultaneously

Description

This function opens image files of discovered gifts.

The maximum number of gift image files that can be opened simultaneously is 3 (the number of open gift data is counted separately).

`SCE_NEAR_ERROR_RETRIEVE_FAILED` will be returned when the specified gift is deleted after the initialization of the library, in addition to the case where the value of *giftDiscoveringId* is not appropriate. This error will be returned when a gift is deleted with `sceNearDeleteDiscoveredGift()`, a gift is set to the "Ignored" state with `sceNearIgnoreDiscoveredGift()`, or a gift is deleted by "near" application in the background.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`, `sceNearReadDiscoveredGiftImage()`, `sceNearCloseDiscoveredGiftImage()`, `SceNearGiftDiscoveringId`, `sceNearDeleteDiscoveredGift()`, `sceNearIgnoreDiscoveredGift()`

sceNearReadDiscoveredGiftImage

Read image files of discovered gifts

Definition

```
#include <near_util.h>
SceInt32 sceNearReadDiscoveredGiftImage (
        SceNearGiftDiscoveringId giftDiscoveringId,
        void *pBuf,
        SceSize length,
        SceOff offset
);
```

Arguments

giftDiscoveringId	[in]: ID of the discovered gift specified with `sceNearOpenDiscoveredGiftImage()`
pBuf	[out]: Buffer address to be read
length	[in]: Byte count to be read When 0 is specified for this value, the total byte count of the file will return.
offset	[in]: Read start offset

Return Values

Returns the number of bytes actually read or the total byte count as positive values for normal termination

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_FILE_NOT_OPENED	0x8010491b	File not opened
SCE_NEAR_ERROR_FILE_BAD_OFFSET	0x8010491d	Specified offset value is invalid

Description

This function reads data from files opened with `sceNearOpenDiscoveredGiftImage()`.

Allocate sufficient size for the read buffer on the caller side.

If 0 is specified in *length*, the file's total byte count will be checked and returned as a return value.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`, `sceNearOpenDiscoveredGiftImage()`, `sceNearCloseDiscoveredGiftImage()`, `SceNearGiftDiscoveringId`

sceNearCloseDiscoveredGiftImage

Close image files of discovered gifts

Definition

```
#include <near_util.h>
SceInt32 sceNearCloseDiscoveredGiftImage (
        SceNearGiftDiscoveringId giftDiscoveringId
);
```

Arguments

giftDiscoveringId [in]:
ID of the discovered gift specified with `sceNearOpenDiscoveredGiftImage()`

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_FILE_NOT_OPENED	0x8010491b	File not opened

Description

This function closes image files of discovered gifts.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`,`sceNearOpenDiscoveredGiftImage()`,
`sceNearReadDiscoveredGiftImage()`,`SceNearGiftDiscoveringId`

sceNearOpenReceivedGiftData

Open data files of gifts received

Definition

```
#include <near_util.h>
SceInt32 sceNearOpenReceivedGiftData (
        SceNearGiftDiscoveringId giftDiscoveringId
);
```

Arguments

giftDiscoveringId [in]:
ID of the discovered gift obtained with `sceNearGetDiscoveredGifts()`

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_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_RETRIEVE_FAILED	0x80104912	Gift specified with *giftDiscoveringId* does not exist
SCE_NEAR_ERROR_FILE_OPEN_NUM	0x80104916	Too many open files simultaneously
SCE_NEAR_ERROR_NOT_RECEIVED	0x80104919	Gift data not received yet
SCE_NEAR_ERROR_EXPIRED	0x8010491a	Gift validity period expired

Description

This function opens gift data files.

The maximum number of data files that can be opened simultaneously is 3 (the number of open gift images is counted separately).

`SCE_NEAR_ERROR_RETRIEVE_FAILED` will be returned when the specified gift is deleted after the initialization of the library, in addition to the case where the value of *giftDiscoveringId* is not appropriate. This error will be returned when a gift is deleted with `sceNearDeleteDiscoveredGift()`, a gift is set to the "Ignored" state with `sceNearIgnoreDiscoveredGift()`, or a gift is deleted by "near" application in the background.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`, `sceNearReadReceivedGiftData()`, `sceNearCloseReceivedGiftData()`, `SceNearGiftDiscoveringId`, `sceNearDeleteDiscoveredGift()`, `sceNearIgnoreDiscoveredGift()`

sceNearReadReceivedGiftData

Read data files of gifts received

Definition

```
#include <near_util.h>
SceInt32 sceNearReadReceivedGiftData (
        SceNearGiftDiscoveringId giftDiscoveringId,
        void *pBuf,
        SceSize length,
        SceOff offset
);
```

Arguments

giftDiscoveringId	[in]: ID of the discovered gift specified with `sceNearOpenReceivedGiftData()`
pBuf	[out]: Buffer address to be read
length	[in]: Byte count to be read When 0 is specified for this value, the file's total byte count will be returned
offset	[in]: Read start offset

Return Values

Returns the number of bytes actually read or the total byte count as positive values for normal termination.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_FILE_NOT_OPENED	0x8010491b	File not opened
SCE_NEAR_ERROR_FILE_BAD_OFFSET	0x8010491d	Specified offset value is invalid

Description

This function reads data from files opened with `sceNearOpenReceivedGiftData()`.

Allocate sufficient size for the read buffer on the caller side.

If 0 is specified in the *length* argument, the file's total byte count will be checked and returned as a return value.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`, `sceNearOpenReceivedGiftData()`, `sceNearCloseReceivedGiftData()`, `SceNearGiftDiscoveringId`

sceNearCloseReceivedGiftData

Close data files of gifts received

Definition

```
#include <near_util.h>
SceInt32 sceNearCloseReceivedGiftData (
        SceNearGiftDiscoveringId giftDiscoveringId
);
```

Arguments

giftDiscoveringId	[in]: ID of the discovered gift specified with `sceNearOpenReceivedGiftData()`

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_FILE_NOT_OPENED	0x8010491b	File not opened

Description

This function closes data files of received gifts.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearGetDiscoveredGifts()`,`sceNearOpenReceivedGiftData()`,
`sceNearReadReceivedGiftData()`,`SceNearGiftDiscoveringId`

Start-up of "near" Application

SceNearAppAction

Datatype that indicates the action of the "near" application

Definition

```
#include <near_util.h>
typedef SceUInt32 SceNearAppAction;

#define SCE_NEAR_APP_ACTION_UNKNOWN      (0)
#define SCE_NEAR_APP_ACTION_UPDATE       (1)
#define SCE_NEAR_APP_ACTION_TAKE_GIFT     (2)
```

Enumeration Values

Value	(Number)	Description
SCE_NEAR_APP_ACTION_UNKNOWN	0	Unknown action
SCE_NEAR_APP_ACTION_UPDATE	1	Updates the gift information by communicating with the "near" server
SCE_NEAR_APP_ACTION_TAKE_GIFT	2	Receives the gift data from the "near" server

Description

These indicate the action of the "near" application.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearFinalizeAndLaunchNearApp()

sceNearFinalizeAndLaunchNearApp

Start up "near" application and prompt user to communicate with "near" server

Definition

```
#include <near_util.h>
SceInt32 sceNearFinalizeAndLaunchNearApp (
        SceNearAppAction nextAction,
        SceUInt32 argSize,
        void *args
);
```

Arguments

nextAction	[in]: Specifies the action to be prompted to the user after he/she starts the "near" application
argSize	[in]: Size of data saved in *args*
args	[in]: Pointer to variable where arguments were saved

Return Values

Returns SCE_OK(0) for success.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Value of *nextAction* is invalid, or combination of *nextAction* and *argSize* is invalid
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_RETRIEVE_FAILED	0x80104912	Gift specified with *args* does not exist

Description

This function terminates the library, starts up the "near" application and prompts the user to perform communication with the "near" server.

If SCE_NEAR_APP_ACTION_UPDATE was specified in *nextAction*, specify argSize = 0.

If SCE_NEAR_APP_ACTION_TAKE_GIFT was specified in *nextAction*, specify any of the discovered gifts as the argument. Using argSize = sizeof(SceNearGiftDiscoveringId), specify in *args* the pointer to the variable where SceNearGiftDiscoveringId was stored.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

This function is scheduled to be deleted in future SDK version updates, so it should not be used. Use sceNearLaunchNearAppForUpdate()/sceNearLaunchNearAppForDownload() in place of this function.

See Also

`sceNearInitialize(),sceNearGetDiscoveredGifts(),SceNearGiftDiscoveringId`

sceNearLaunchNearAppForUpdate

Prompt information update by launching the "near" application

Definition

```
#include <near_util.h>
SceInt32 sceNearLaunchNearAppForUpdate (
        void
);
```

Arguments

None

Return Values

Returns `SCE_OK(0)` for success.

Returns the following error code (negative value) for errors.

Value	(Number)	Description
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed

Description

This function prompts the user to update the information by launching the "near" application and communicating with the "near" server.

This function can be called prior to library initialization with `sceNearInitialize()`.

If the information has been updated with the "near" application following initialization of the library, the information held in the memory on the library side is outdated, so either obtain the latest information using `sceNearRefresh()`, or discard the existing information with `sceNearFinalize()`.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearInitialize()`,`sceNearRefresh()`,`sceNearFinalize()`

sceNearLaunchNearAppForDownload

Prompt receipt of discovered gifts by launching the "near" application

Definition

```
#include <near_util.h>
SceInt32 sceNearLaunchNearAppForDownload (
        SceNearGiftDiscoveringId giftDiscoveringId
);
```

Arguments

giftDiscoveringId [in]:
ID of discovered gift

Return Values

Returns `SCE_OK(0)` for success.

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

Value	(Number)	Description
`SCE_NEAR_ERROR_NOT_INITIALIZED`	0x80104905	Not initialized
`SCE_NEAR_ERROR_NO_MEMORY`	0x80104904	Work area allocation failed
`SCE_NEAR_ERROR_NOT_RETRIEVED`	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
`SCE_NEAR_ERROR_RETRIEVE_FAILED`	0x80104912	Gift specified with *giftDiscoveringId* does not exist

Description

This function prompts the user to receive discovered gifts by launching the "near" application.

Specify any of the discovered gifts with *giftDiscoveringId*.

If gift receipt has been performed with the "near" application following library initialization, the information held in the memory on the library side is outdated, so either obtain the latest information using `sceNearRefresh()`, or discard the existing information with `sceNearFinalize()`.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearInitialize()`,`sceNearRefresh()`,`sceNearFinalize()`

Obtainment of Nearby Users

sceNearGetNeighbors

Get list of nearby users

Definition

```
#include <near_util.h>
SceInt32 sceNearGetNeighbors (
        SceUInt32 *pArraySize,
        SceNpId **ppNpIdArray
);
```

Arguments

pArraySize	[inout]: The input value is the number of elements that can be received with *ppNpIdArray* The output value is the number of elements that was actually saved in *ppNpIdArray* If 0 is specified as the input value, the number of nearby users that can be obtained is returned as the return value.
ppNpIdArray	[out]: Address of array of `SceNpId` of nearby user

Return Values

Returns the number of nearby users that can be returned as 0 or a positive value upon normal completion.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized

Description

This function obtains the list of nearby users.

It is used also to simply find out the number of nearby users that can be obtained.

The maximum number of nearby users that can be obtained is SCE_NEAR_GIFT_NEIGHBORS_MAX_NUM.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearInitialize()

sceNearGetRecentNeighbors

Obtain a list of nearby users discovered at or after the specified time

Definition

```
#include <near_util.h>
SceInt32 sceNearGetRecentNeighbors (
        const SceRtcTick *pTime,
        SceUInt32 *pArraySize,
        SceNpId **ppNpIdArray
);
```

Arguments

pTime	[in]: Time to be used for narrowing the result
pArraySize	[inout]: The input value is the number of elements that can be obtained with *ppNpIdArray*. The output value is the actual number of elements stored in *ppNpIdArray*. If 0 is specified as the input value, the number of obtainable nearby users will be returned as return value.
ppNpIdArray	[out]: Address of array of SceNpId of nearby user

Return Values

Returns the number of nearby users that can be returned as 0 or a positive value upon normal completion.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized

Description

This function obtains a list of nearby users discovered at or after the specified time.

The list returned from this function includes nearby users who have been discovered twice or more.

By specifying the time obtained with sceNearGetLastNeighborFoundDateTime(), it is possible to obtain nearby users only discovered through the most recent update processing of the "near" application.

This function can also be used only to get the number of obtainable nearby users.

The maximum number of nearby users that can be obtained is SCE_NEAR_GIFT_NEIGHBORS_MAX_NUM.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearInitialize(),sceNearGetLastNeighborFoundDateTime()

sceNearGetNewNeighbors

Obtain a list of nearby users newly discovered at or after the specified time

Definition

```
#include <near_util.h>
SceInt32 sceNearGetNewNeighbors (
        const SceRtcTick *pTime,
        SceUInt32 *pArraySize,
        SceNpId **ppNpIdArray
);
```

Arguments

pTime	[in]: Time to be used for narrowing the result
pArraySize	[inout]: The input value is the number of elements that can be obtained with *ppNpIdArray*. The output value is the actual number of elements stored in *ppNpIdArray*. If 0 is specified as the input value, the number of obtainable nearby users will be returned as return value.
ppNpIdArray	[out]: Address of array of SceNpId of nearby user

Return Values

Returns the number of nearby users that can be returned as 0 or a positive value upon normal completion.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized

Description

This function obtains a list of nearby users newly discovered at or after the specified time.

The list returned from this function excludes nearby users who have been discovered twice or more.

By specifying the time obtained with sceNearGetLastNeighborFoundDateTime(), it is possible to obtain nearby users only discovered through the most recent update processing of the "near" application.

This function can also be used only to get the number of obtainable nearby users.

The maximum number of nearby users that can be obtained is SCE_NEAR_GIFT_NEIGHBORS_MAX_NUM.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearInitialize(),sceNearGetLastNeighborFoundDateTime()

sceNearGetLastNeighborFoundDateTime

Obtain the time at which the "near" application has last discovered a nearby user

Definition

```
#include <near_util.h>
SceInt32 sceNearGetLastNeighborFoundDateTime (
        SceRtcTick *pLastFoundTime
);
```

Arguments

pLastFoundTime [out]:
Time at which the "near" application has last discovered a nearby user

Return Values

Returns SCE_OK(0) upon normal termination.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_TIME_RETRIEVE_FAILED	0x80104924	Time data obtainment failed

Description

This function obtains the time at which the "near" application has last discovered a nearby user.

There is a possibility that no nearby user has discovered as a result of update processing of the "near" application. In that case, the time returned by this function will not be updated.

SCE_NEAR_ERROR_TIME_RETRIEVE_FAILED will return if obtainment of the time fails such as when the "near" application is not used or update processing has never been performed.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

sceNearInitialize(),sceNearGetNewNeighbors(),sceNearGetRecentNeighbors()

Conversion of "near" Gift Event Parameters

sceNearConvertDiscoveredGiftParam

Convert the "near" gift event parameters and extract the required values

Definition

```
#include <near_util.h>
SceInt32 sceNearConvertDiscoveredGiftParam (
        SceAppUtilNearGiftParam *pGiftParam,
        SceNearGiftDiscoveringId *pGiftDiscoveringId
);
```

Arguments

pGiftParam	[in]: SceAppUtilNearGiftParam structure obtained by parsing "near" gift event parameters
pGiftDiscoveringId	[out]: ID of discovered gift obtained with sceNearGetDiscoveredGifts()

Return Values

Returns SCE_OK(0) as the value of the function upon normal termination.

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

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_RETRIEVE_FAILED	0x80104912	Gift corresponding to *pGiftParam* does not exist in the list of gifts obtained with sceNearGetDiscoveredGifts()
SCE_NEAR_ERROR_INVALID_VERSION	0x80104920	The version specified with the "near" gift event parameter is larger than the version given at the time of "near" utility initialization

Description

This function converts the "near" gift event parameters and extracts the required values.

As the information of the discovered gifts specified in the “Discoveries” screen of the "near" application has been saved to the "near" gift event parameters, this function is used to check SceNearGiftDiscoveringId from there.

The list of SceNearGiftDiscoveringId must be obtained with sceNearGetDiscoveredGifts().

For details on the "near" gift event parameters, refer to the "near Utility Overview" document.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearInitialize(),SceNearGiftDiscoveringId`

Obtainment of Usage Status of "near" Application

SceNearMyStatus

Usage status of "near" application

Definition

```
#include <near_util.h>
typedef struct SceNearMyStatus {
        SceInt64 discoveredItemNum;
        SceInt64 discoveredTitleNum;
        SceInt64 encounterNum;
        SceDouble64 travelDistance;
} SceNearMyStatus;
```

Members

discoveredItemNum	Cumulative number of discovered items
discoveredTitleNum	Cumulative number of discovered titles
encounterNum	Cumulative number of encounters
travelDistance	Cumulative travel distance [m]

Description

This datatype indicates the usage status of the "near" application of the owner.

See Also

sceNearGetMyStatus()

sceNearGetMyStatus

Obtain usage status of "near" application

Definition

```
#include <near_util.h>
SceInt32 sceNearGetMyStatus (
        SceNearMyStatus *myStatus
);
```

Arguments

myStatus [out]:
Usage status of "near" application

Return Values

Returns `SCE_OK(0)` as the value of the function upon normal termination.
Returns one of the following error codes (negative value) for errors.

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized

Description

This function obtains the usage status of the "near" application of the owner.

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearInitialize()`, `SceNearMyStatus`

Re-obtainment of Information of "near" Application

sceNearRefresh

Obtain the latest information of the "near" application and save it to the work memory of the library

Definition

```
#include <near_util.h>
SceInt32 sceNearRefresh (
        const SceNpCommunicationId *pCommId
);
```

Arguments

pCommId [in]:
SceNpCommunicationId for exchanging gifts

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_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_INVALID_COMMUNICATION_ID	0x80104902	SceNpCommunicationId value is invalid or is not the value specified at initialization
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_NETWORK_TIME_NOT_INITIALIZED	0x80104921	Network time not initialized

Description

This function discards the information held in the work memory with sceNearInitialize() and re-obtains the latest information of the "near" application.

Because the information obtained with the following functions prior to calling sceNearRefresh() becomes invalid when sceNearRefresh() is called, re-obtain the information by using the respective functions.

sceNearGetGift()
sceNearGetGiftStatus()
sceNearGetDiscoveredGifts()
sceNearGetDiscoveredGiftSender()
sceNearGetDiscoveredGiftInfo()
sceNearGetDiscoveredGiftStatus()
sceNearGetNeighbors()
sceNearGetRecentNeighbors()
sceNearGetNewNeighbors()
sceNearGetLastNeighborFoundDateTime()
sceNearGetMyStatus()

Files that are opened with the following functions are automatically closed.

`sceNearOpenDiscoveredGiftImage()`

`sceNearOpenReceivedGiftData()`

Notes

This function is not multithread safe. The operation is undefined when this function is called simultaneously from multiple threads.

See Also

`sceNearInitialize()`, `sceNearGetGift()`, `sceNearGetGiftStatus()`, `sceNearGetDiscoveredGifts()`, `sceNearGetDiscoveredGiftSender()`, `sceNearGetDiscoveredGiftInfo()`, `sceNearGetDiscoveredGiftStatus()`, `sceNearGetNeighbors()`, `sceNearGetRecentNeighbors()`, `sceNearGetNewNeighbors()`, `sceNearGetLastNeighborFoundDateTime()`, `sceNearGetMyStatus()`, `sceNearOpenDiscoveredGiftImage()`, `sceNearOpenReceivedGiftData()`

Constants

List of Constants

Macro constants

Definition

Value	(Number)	Description
SCE_NEAR_UTIL_DEFAULT_WORKMEMORY_SIZE	262144	Size of the work memory used by the "near" utility
SCE_NEAR_GIFT_NAME_MAX_LENGTH	135	Maximum gift name size
SCE_NEAR_GIFT_DESCRIPTION_MAX_LENGTH	270	Maximum size of gift description
SCE_NEAR_GIFT_IMAGE_MAX_SIZE	8 * 1024	Maximum size of gift image data
SCE_NEAR_GIFT_DATA_MAX_SIZE	100 * 1024	Maximum size of gift data
SCE_NEAR_GIFT_DATA_PARAM_MAX_SIZE	256	Maximum size of data reserved as "near" gift event parameter
SCE_NEAR_GIFT_MAX_COUNT	2147483647	Maximum gift distribution count
SCE_NEAR_GIFT_DISCOVERED_GIFT_MAX_NUM	100	Maximum number of discovered gifts
SCE_NEAR_GIFT_NEIGHBORS_MAX_NUM	100	Maximum number of nearby users
SCE_NEAR_GIFT_LANG_MAX_NUM	20	Maximum number of languages that can be input as a gift's character string information

Return Codes

List of return codes returned by the "near" utility library

Definition

Value	(Number)	Description
SCE_NEAR_ERROR_INVALID_ARGUMENT	0x80104901	Invalid argument (NULL was specified)
SCE_NEAR_ERROR_INVALID_COMMUNICATION_ID	0x80104902	`SceNpCommunicationId` value is invalid
SCE_NEAR_ERROR_ALREADY_INITIALIZED	0x80104903	Already initialized
SCE_NEAR_ERROR_NO_MEMORY	0x80104904	Work area allocation failed
SCE_NEAR_ERROR_NOT_INITIALIZED	0x80104905	Not initialized
SCE_NEAR_ERROR_INVALID_GIFT_INFO	0x80104906	Value specified with `SceNearGiftInfo` is invalid (character string size is too large)
SCE_NEAR_ERROR_IMAGE_SIZE_OVER	0x80104907	*`giftImageSize`* value is too large
SCE_NEAR_ERROR_DATA_SIZE_OVER	0x80104908	*`giftDataSize`* value is too large
SCE_NEAR_ERROR_GIFT_COUNT	0x80104909	Gift distribution count exceeds the specifiable value
SCE_NEAR_ERROR_INVALID_CONDITION	0x8010490a	Value specified with *`giftCondition`* is invalid (an out-of-range value has been set)
SCE_NEAR_ERROR_RETRIEVE_FAILED	0x80104912	Gift information obtainment failed Information obtainment failed because specified gift does not exist
SCE_NEAR_ERROR_IMAGE_RETRIEVE_FAILED	0x80104913	Gift image data could not be obtained
SCE_NEAR_ERROR_DATA_RETRIEVE_FAILED	0x80104914	Gift data could not be obtained
SCE_NEAR_ERROR_FILE_OPEN_NUM	0x80104916	Too many open files simultaneously
SCE_NEAR_ERROR_DELETION_FAILED	0x80104918	Deletion failed because specified gift could not be found
SCE_NEAR_ERROR_NOT_RECEIVED	0x80104919	Gift data not received yet
SCE_NEAR_ERROR_EXPIRED	0x8010491a	Gift validity period expired
SCE_NEAR_ERROR_FILE_NOT_OPENED	0x8010491b	File not opened
SCE_NEAR_ERROR_FILE_BAD_OFFSET	0x8010491d	Specified offset value is invalid
SCE_NEAR_ERROR_NOT_RETRIEVED	0x8010491e	No gift has been discovered, or all discovered gifts are deleted
SCE_NEAR_ERROR_INVALID_VERSION	0x80104920	The version of the data to be read was larger than the version given at the time of utility initialization
SCE_NEAR_ERROR_NETWORK_TIME_NOT_INITIALIZED	0x80104921	Network time not initialized
SCE_NEAR_ERROR_INVALID_IMAGE	0x80104923	Image data is out of specification
SCE_NEAR_ERROR_TIME_RETRIEVE_FAILED	0x80104924	Time data obtainment failed