Clipboard Library Overview

PlayStation®Vita Programmer Tool Runtime Library Release 3.50

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1 Library Overview

Purpose and Characteristics

The Clipboard library provides APIs for accessing the clipboard of the system software. You can use this to retrieve strings from and store strings to the text clipboard. When used together with libime, the text input system of the application can be made to support the clipboard.

Used Resources

The system resources used by the Clipboard library are listed below.

Resource	Description
Footprint	Approx. 8 KiB when PRX is loaded
Processor time	Time required for copying a string

Embedding into a Program

Include clipboard.h in the source program. Various header files will be automatically included as well.

Load the PRX module in the program, as follows.

```
if ( sceSysmoduleLoadModule(SCE_SYSMODULE_CLIPBOARD) != SCE_OK ) {
    // Error handling
}
```

Upon building the program, link libSceClipboard_stub.a.

Sample Program

The following program is provided as sample program that uses the Clipboard library. Refer to it as needed.

sample_code/input_output_devices/api_libime/basic/

This sample enables inline input that supports copy and paste using the Clipboard library and libime.

Reference Materials

For the specifications of APIs provided by the Clipboard library, refer to the following document.

- Clipboard Library Reference

For the specifications of libime, refer to the following documents.

- IME Overview
- libime Reference

2 Using the Library

Basic Usage Procedure

The basic procedure to access the clipboard is described below. The processing flow is outlined below.

(1) Initializing the library
(2) Retrieving text
(3) Storing text
(4) Terminating the library

(1) Initializing the library

The Clipboard library can be used simply by loading PRX with `sceSysmoduleLoadModule(SCE_SYSMODULE_CLIPBOARD)`.

(2) Retrieving text

After the user pastes text to the clipboard, call `sceClipboardGetText()` to retrieve the string saved to the clipboard.

(3) Storing text

After the user copies text from the clipboard, call `sceClipboardSetText()` to store the string to the clipboard.

(4) Terminating the library

The Clipboard library can be terminated simply by unloading PRX with `sceSysmoduleUnloadModule(SCE_SYSMODULE_CLIPBOARD)`.

Main APIs Provided by the Clipboard Library

API	Description
`sceClipboardGetText()`	Retrieves text from the clipboard
`sceClipboardSetText()`	Stores text to the clipboard

3 Detailed Specifications

Character Code

The Clipboard library only supports UCS-2 code strings. If changes need to be made to the character encoding scheme, use the CES library. For details of the CES library, refer to the following documents.

- CES Library Overview
- CES Library Reference

Restrictions on the Handling of Retrieved Text

The Clipboard stores character strings that can be expressed in UCS-2 code. The application must be able to handle character strings obtained from the clipboard, even if they include characters that the application cannot handle. Specifically, this must be processed according to the TRC (Technical Requirements Checklist).

Restrictions on Text Storage

Technically speaking, an application can call `sceClipboardSetText()` at the desired timing and store the desired character strings to the clipboard. However, there are operation rules regarding the timing and strings. Refer to the TRC for details