NP Friend List2 Dialog Overview

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1 Library Overview

Purpose and Features

The NP Friend List2 Dialog library displays a friends list of maximum 2000 players and obtains the NP ID of a player selected by the user.

The NP Friend List2 Dialog library is one feature of the Common Dialog library and encapsulates GUI display and the handling of user operation.

Main Features

The following are the main features provided by the NP Friend List2 Dialog library.

- Features to display a maximum of 2000 friends and to obtain the NP ID of a player selected by the user

Embedding into a Program

Include np_friendlist2_dialog.h in the source program.

The PRX module need not be loaded.

Upon building the program, link libSceCommonDialog_stub.a.

Sample Program

A sample program that uses the NP Friend List2 Dialog library is provided as follows.

sample_code/system/api_np_friendlist2_dialog/

This sample calls the NP Friend List2 dialog and displays the profile of the player selected by the user in the NP Profile dialog.

Reference Material

For common limitations, specifications, etc., of the Common Dialog library, refer to the following document.

- Common Dialog Overview

2 **Using the Library**

Conditions for Use

To use the NP Friend List2 Dialog library, the service state of the NP library must be set to the signed-in state in advance using the Network Check dialog. Also note that a network connection environment is necessary.

To display the online state of a friend, the Network Check dialog must be started in the PSN℠ online mode and the service state of the NP library must be set to the online state.

For details, refer to the "Network Overview" document.

Moreover, when calling the NP Friend List2 dialog, the available spaces in the memory pools of libssl and libhttp must at least be the required sizes. These actually required sizes are indicated by the following macros of sdk/target/include/np_friendlist2_dialog.h.

- SCE_NP_FRIENDLIST2_DIALOG_LEAST_SSL_POOL_SIZE
  Size required for the memory pool of libssl

- SCE_NP_FRIENDLIST2_DIALOG_LEAST_HTTP_POOL_SIZE
  Size required for the memory pool of libhttp

There are cases when the available memory pool spaces of libssl and libhttp differ before and after the NP Friend List2 dialog operation; this is not a problem.

Libraries to be Loaded and Initialized Beforehand

To use the NP Friend List2 Dialog library, the PRX module must be loaded in advance by calling the following APIs.

- sceSysmoduleLoadModule(SCE_SYSMODULE_HTTPS)
- sceSysmoduleLoadModule(SCE_SYSMODULE_NP_UTILITY)

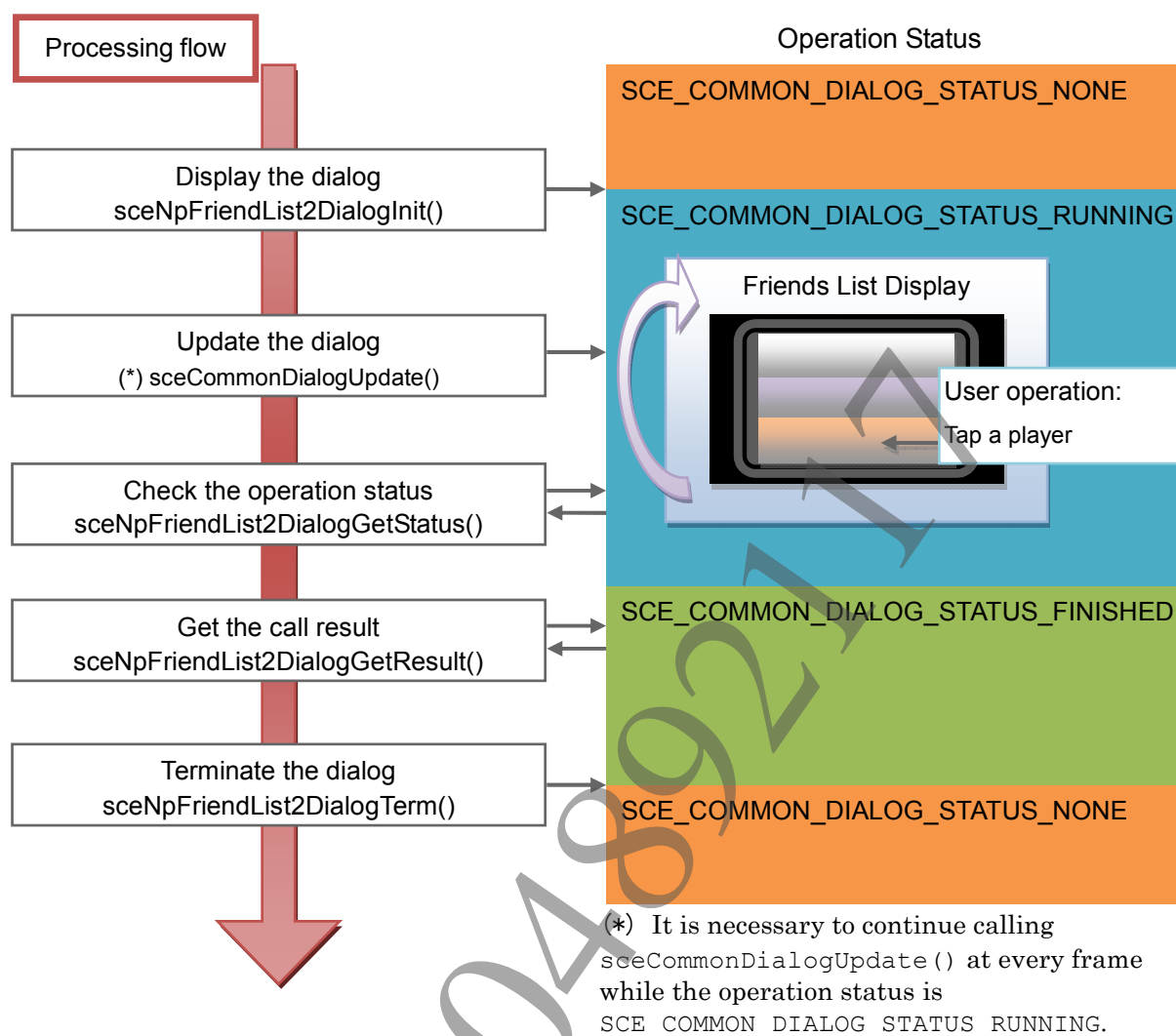Moreover, the following initializing APIs of libssl, libhttp, and the NP library must be called in advance.

- sceSslInit()
- sceHttpInit()
- sceNpInit()

Basic Usage Procedure

The basic procedure to call the NP Friend List2 dialog is described below. The processing flow is outlined as follows.

(1) Set parameters to the variables of the SceNpFriendList2DialogParam type
(2) Display the dialog
(3) Monitor the dialog state
(4) Obtain the call result
(5) Terminate the dialog

Figure 1   Basic Processing Procedure

(∗) It is necessary to continue calling `sceCommonDialogUpdate()` at every frame while the operation status is `SCE_COMMON_DIALOG_STATUS_RUNNING`.

(1) Set parameters

Prepare a variable of the `SceNpFriendList2DialogParam` type. After initializing with `sceNpFriendList2DialogParamInit()`, set the calling mode (*mode*) and the default sort method (*defaultSort*).

(2) Display the dialog

Call the NP Friend List2 dialog feature with `sceNpFriendList2DialogInit()`. Specify the `SceNpFriendList2DialogParam` type variable set beforehand as the argument. When the call succeeds, the friends list will be displayed onscreen and the operation status will transition to `SCE_COMMON_DIALOG_STATUS_RUNNING`.

(3) Wait for a response from the dialog

Call `sceNpFriendList2DialogGetStatus()` to poll the operation status of the NP Friend List2 dialog in each frame.

> **Note**
> While the operation status is `SCE_COMMON_DIALOG_STATUS_RUNNING`, `sceCommonDialogUpdate()` must be called at every frame. For details, refer to the "Common Dialog Overview" document.

(4) Obtain the call result

When the NP Friend List2 dialog is closed, the operation status will transition to
SCE_COMMON_DIALOG_STATUS_FINISHED.

When the operation status changes to SCE_COMMON_DIALOG_STATUS_FINISHED, the call result can be
obtained with sceNpFriendList2DialogGetResult(). The result that can be obtained includes the
selected result (whether the user made a selection or canceled operation), and the NP ID of the selected
player. The NP ID of the selected player will be stored in *npId* of SceNpFriendList2DialogResult.

(5) Terminate the dialog

When the operation status becomes SCE_COMMON_DIALOG_STATUS_FINISHED, call
sceNpFriendList2DialogTerm() to terminate processing. As a result, the resources allocated upon
calling the NP Friend List2 dialog feature will be released and the operation status will transition to
SCE_COMMON_DIALOG_STATUS_NONE.

Aborting Processing

When aborting the display of the NP Friend List2 dialog from the application side (when terminating the
application, for example), call sceNpFriendList2DialogAbort(). Processing to abort display will be
started and the operation status will change to SCE_COMMON_DIALOG_STATUS_FINISHED upon
completion of the abort processing. In this case, too, the call result can be obtained with
sceNpFriendList2DialogGetResult(). SCE_COMMON_DIALOG_RESULT_ABORTED is returned as
the call result.

Main APIs Used for Basic Processing

API	Description
SceNpFriendList2DialogParam	NP Friend List2 dialog call parameters
sceNpFriendList2DialogParamInit()	Macro to initialize call parameters
sceNpFriendList2DialogInit()	Calls the NP Friend List2 dialog
sceNpFriendList2DialogGetStatus()	Obtains operation status of the NP Friend List2 dialog
SceNpFriendList2DialogResult	Structure for storing the NP Friend List2 dialog call result
sceNpFriendList2DialogGetResult()	Obtains call result of the NP Friend List2 dialog
sceNpFriendList2DialogTerm()	Terminates the call of the NP Friend List2 dialog
sceNpFriendList2DialogAbort()	Aborts the call of the NP Friend List2 dialog

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3 Reference Information

Display of the Friends List

When the call of the NP Friend List2 dialog feature succeeds, the friends list will be displayed as follows.

Figure 2   Friends List
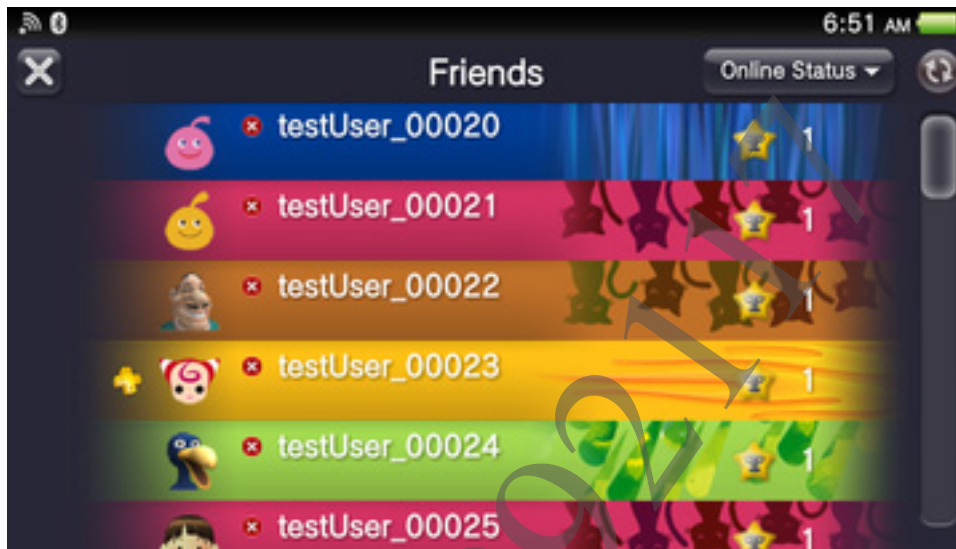
Info Bar, Background Color and Dimmer

In the NP Friend List2 Dialog library, an info bar is displayed to inform the user that communication is in progress. This info bar is displayed regardless of the value specified to the `commonParam.infobarParam` argument relating to the info bar of the `SceNpFriendList2DialogParam` structure.

Also, the background color and dimmer of the NP Friend List2 dialog can be specified using the common parameters for the Common dialogs. If no value is specified, the system default value (recommended) will be applied. For details, refer to the "Common Dialog Reference" document.

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4 Notes

Limitations

Common dialog limitations apply.