

Photo Export Library Reference

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Structures

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ScePhotoExportParam

Export metadata structure

Definition

```
#include <photo_export.h>
typedef struct ScePhotoExportParam {
    SceUInt32 version;
    const SceChar8 *photoTitle;
    const SceChar8 *gameTitle;
    const SceChar8 *gameComment;
    void reserved[32];
} ScePhotoExportParam;
```

Members

<i>version</i>	Version of PhotoExport function
<i>photoTitle</i>	Title of photo displayed in the system software (NULL termination)
<i>gameTitle</i>	Game title (album name) (NULL termination)
<i>gameComment</i>	Comment (details below) (NULL termination)
<i>reserved</i>	Reserved area (fill with all 0s)

Description

This is a structure of the metadata to be specified to `scePhotoExportFromData()` and `scePhotoExportFromFile()`.

Specify the title to be displayed by the system software with UTF-8 to *photoTitle*. The character string termination must be NULL. The maximum size is `SCE_PHOTO_EXPORT_MAX_PHOTO_TITLE_SIZE`.

Specify the game title (album name) with UTF-8 to *gameTitle*. The character string termination must be NULL. The maximum size is `SCE_PHOTO_EXPORT_MAX_GAME_TITLE_SIZE`. If NULL is specified, the title name described in PARAM.SFO is set.

Specify the game comment with UTF-8 to *gameComment*. The character string termination must be NULL. The maximum size is `SCE_PHOTO_EXPORT_MAX_GAME_COMMENT_SIZE`.

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

See Also

`scePhotoExportFromData()`, `scePhotoExportFromFile()`

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Callbacks

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ScePhotoExportCancelFunc

Callback function to notify cancellation of export processing

Definition

```
#include <photo_export.h>
typedef SceBool (*ScePhotoExportCancelFunc) (void *userdata);
```

Arguments

userdata Pointer to user data

Return Values

The export processing is canceled when the cancel callback function returns SCE_TRUE.

The export processing is continued when SCE_FALSE is returned.

Description

This is the cancel callback function specified for `scePhotoExportFromData()` and `scePhotoExportFromFile()`.

Export processing is canceled by returning SCE_TRUE.

See Also

`scePhotoExportFromData()`, `scePhotoExportFromFile()`

Functions

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scePhotoExportFromData

Execute export processing by specifying pointer to byte stream

Definition

```
#include <photo_export.h>
SceInt32 scePhotoExportFromData (
    const void *photodata,
    SceUInt32 photodataSize,
    const ScePhotoExportParam *param,
    void *workMemory,
    ScePhotoExportCancelFunc cancelFunc,
    void *userdata,
    SceChar8 *exportedPath,
    SceInt32 exportedPathLength
);
```

Arguments

<i>photodata</i>	Pointer to photo contents
<i>photodataSize</i>	Size of photo contents
<i>param</i>	Pointer to export metadata parameter
<i>workMemory</i>	Work memory
<i>cancelFunc</i>	Pointer to cancel callback function
<i>userdata</i>	Pointer to user data used as argument of cancel callback function
<i>exportedPath</i>	Buffer of photo contents path after export
<i>exportedPathLength</i>	Buffer size of photo contents path after export

Return Values

Returns SCE_OK (0) for normal termination.

Returns an error code (negative value) described in the Return Codes section for errors.

SCE_PHOTO_EXPORT_ERROR_SERVER_DOWN returns when launch of the system process executing export processing fails, or when registration processing is interrupted. For this reason, perform a retry if the SCE_PHOTO_EXPORT_ERROR_SERVER_DOWN error returns.

Description

This is a function to execute the photo export function.

Export processing is executed by specifying the pointer to the byte stream and the data size of the photo data.

Specify the pointer to the byte stream of the photo data in *photodata*.

Specify the size of the photo data in *photodataSize*.

Specify the pointer to the metadata structure in *param*.

Specify the work memory used by this function in *workMemory*. Specify a memory space of SCE_PHOTO_EXPORT_MAX_MEMBLOCK_SIZE or more bytes as the work memory. If NULL is specified, memory of SCE_PHOTO_EXPORT_MAX_MEMBLOCK_SIZE bytes is acquired internally by the function.

Specify the cancel callback function in *cancelFunc*. If the cancel callback function is not required, specify NULL.

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Specify the pointer to the data to be used as the argument of the cancel callback function in *userdata*. If no argument is required for the cancel callback function, specify NULL.

Specify the buffer for storing the path of the photo data after the export processing in *exportedPath*. Specify the buffer size in *exportedPathLength*. The maximum size of the path of the photo data is SCE_PHOTO_EXPORT_MAX_FS_PATH (including the termination character). Provide a buffer of SCE_PHOTO_EXPORT_MAX_FS_PATH or greater size. If the path of the photo contents is longer than *exportedPathLength*, it is cut off at the SCE_PHOTO_EXPORT_MAX_FS_PATH size. The path of the photo contents is NULL terminated.

This function is a blocking function that returns upon completion of the export processing. Therefore, in order to execute cancellation of the export processing, this function must be called from a sub-thread.

Examples

```
#include <libsysmodule.h>
#include <photo_export.h>

returnCode = sceSysmoduleLoadModule(SCE_SYSMODULE_PHOTO_EXPORT);
if (returnCode!= SCE_OK ) {
    return // Error handling
}

SceChar8 exportedPath[SCE_PHOTO_EXPORT_MAX_FS_PATH];
ScePhotoExportParam param;
sceClibMemset (&param, 0, sizeof(param));

// load photo contents in photodata
// sets photo contents size in photodataSize

param.version = SCE_PSP2_SDK_VERSION;
param.gameComment = "Sample Game Comment (from data).";
param.gameTitle = "Sample Game Title";
param.photoTitle = "Sample Photo Title";

returnCode = scePhotoExportFromData(photodata, photodataSize, &param,
    NULL, NULL,
    exportedPath, SCE_PHOTO_EXPORT_MAX_FS_PATH);

if (returnCode!= SCE_OK) {
    // Error handling
}

sceSysmoduleUnloadModule(SCE_SYSMODULE_PHOTO_EXPORT);
```

See Also

ScePhotoExportParam, ScePhotoExportCancelFunc

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scePhotoExportFromFile

Execute export processing through file path specification

Definition

```
#include <photo_export.h>
SceInt32 scePhotoExportFromFile (
    const SceChar8 *photodataPath,
    const ScePhotoExportParam *param,
    void *workMemory,
    ScePhotoExportCancelFunc cancelFunc,
    void *userdata,
    SceChar8 *exportedPath,
    SceInt32 exportedPathLength
);
```

Arguments

<i>photodataPath</i>	Path of photo contents
<i>param</i>	Pointer to export metadata parameter
<i>workMemory</i>	Work memory
<i>cancelFunc</i>	Pointer to cancel callback function
<i>userdata</i>	Pointer to user data used as argument of cancel callback function
<i>exportedPath</i>	Buffer of photo contents path after export
<i>exportedPathLength</i>	Buffer size of photo contents path after export

Return Values

Returns SCE_OK (0) for normal termination.

Returns an error code (negative value) described in the Return Codes section for errors.

SCE_PHOTO_EXPORT_ERROR_SERVER_DOWN returns when launch of the system process executing export processing fails, or when registration processing is interrupted. For this reason, perform a retry if the SCE_PHOTO_EXPORT_ERROR_SERVER_DOWN error returns.

Description

This is a function to execute the photo export function.

Export processing is executed by specifying the file path of the photo data.

Specify the file path of the photo data in *photodataPath*.

Specify the pointer to the metadata structure in *param*.

Specify the work memory used by this function in *workMemory*. Specify a memory space of SCE_PHOTO_EXPORT_MAX_MEMBLOCK_SIZE or more bytes as the work memory. If NULL is specified, memory of SCE_PHOTO_EXPORT_MAX_MEMBLOCK_SIZE bytes is acquired internally by the function.

Specify the cancel callback function in *cancelFunc*. If the cancel callback function is not required, specify NULL.

Specify the pointer to the data to be used as the argument of the cancel callback function in *userdata*. If no argument is required for the cancel callback function, specify NULL.

Specify the buffer for storing the path of the photo data after the export processing in *exportedPath*. Specify the buffer size in *exportedPathLength*. The maximum size of the path of the photo data is SCE_PHOTO_EXPORT_MAX_FS_PATH (including the termination character). Provide a buffer of

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SCE_PHOTO_EXPORT_MAX_FS_PATH or greater size. If the path of the photo contents is longer than *exportedPathLength*, it is cut off at the SCE_PHOTO_EXPORT_MAX_FS_PATH size. The path of the photo contents is NULL terminated.

This function is a blocking function that returns upon completion of the export processing. Therefore, in order to execute cancellation of the export processing, this function must be called from a sub-thread.

Examples

```
#include <libsysmodule.h>
#include <photo_export.h>

returnCode = sceSysmoduleLoadModule(SCE_SYSMODULE_PHOTO_EXPORT);
if (returnCode != SCE_OK) {
    return // Error handling
}

SceChar8 exportedPath[SCE_PHOTO_EXPORT_MAX_FS_PATH];
SceChar8 *srcPath = "test.jpg";
ScePhotoExportParam param;
sceClibMemset (&param, 0, sizeof(param));

param.version = SCE_PSP2_SDK_VERSION;
param.gameComment = "Sample Game Comment (from data).";
param.gameTitle = "Sample Game Title";
param.photoTitle = "Sample Photo Title";

returnCode = scePhotoExportFromFile(srcPath, &param,
                                   NULL, NULL,
                                   exportedPath, SCE_PHOTO_EXPORT_MAX_FS_PATH);

if (returnCode != SCE_OK) {
    // error
}

sceSysmoduleUnloadModule(SCE_SYSMODULE_PHOTO_EXPORT);
```

See Also

ScePhotoExportParam, ScePhotoExportCancelFunc

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scePhotoExportIsAvailableFromData

Determine viewability in the Photos application (specification with a pointer to a byte stream)

Definition

```
#include <photo_export.h>
SceInt32 scePhotoExportIsAvailableFromData (
    const void *photodata,
    SceUInt32 photodataSize,
    SceBool *isAvailable
);
```

Arguments

<i>photodata</i>	Pointer to photo content
<i>photodataSize</i>	Size of photo content
<i>isAvailable</i>	Storing destination for the data on whether a photo file can be viewed (if viewable, true value)

Return Values

Returns SCE_OK (0) for normal termination.

Returns an error code (negative value) described in the Return Codes section for errors.

Description

This function determines whether photo data can be viewed in the Photos application.

This judgment is done for the photo data specified by the pointer to the byte stream and data size.

Specify the pointer to the byte stream of the photo data in *photodata*.

Specify the size of the photo data in *photodataSize*.

Specify the storing destination for the data on whether the photo content can be viewed in *isAvailable*. If the photo content is viewable, then the value stored is the true value.

Examples

```
#include <libsysmodule.h>
#include <photo_export.h>

returnCode = sceSysmoduleLoadModule(SCE_SYSMODULE_PHOTO_EXPORT);
if (returnCode != SCE_OK) {
    return // Error handling
}

SceBool isAvailable;

// Loads photo content to photodata
// Sets the photo content size in photodataSize

returnCode = scePhotoExportIsAvailableFromData(photodata, photodataSize,
&isAvailable);

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

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```
}  
  
sceSysmoduleUnloadModule (SCE_SYSMODULE_PHOTO_EXPORT) ;
```

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scePhotoExportIsAvailableFromFile

Determine viewability in the Photos application (specification by file path)

Definition

```
#include <photo_export.h>
SceInt32 scePhotoExportIsAvailableFromFile (
    const SceChar8 *filePath,
    SceBool *isAvailable
);
```

Arguments

<i>filePath</i>	Path of photo contents
<i>isAvailable</i>	Storing destination for the data on whether a photo file can be viewed (if viewable, true value)

Return Values

Returns SCE_OK(0) for normal termination.

Returns an error code (negative value) described in the Return Codes section for errors.

Description

This function determines whether photo data can be viewed in the Photos application.

This judgment is done for the photo data specified by the file path.

Specify the file path of the photo data in *filePath*.

Specify the storing destination for the data on whether the photo content can be viewed in *isAvailable*. If the photo content is viewable, then the value stored is the true value.

Examples

```
#include <libsysmodule.h>
#include <photo_export.h>

returnCode = sceSysmoduleLoadModule(SCE_SYSMODULE_PHOTO_EXPORT);
if (returnCode != SCE_OK) {
    return // Error handling
}

SceBool isAvailable;

const SceChar8 *srcPath = "test.jpg";

returnCode = scePhotoExportIsAvailableFromFile(srcPath, &isAvailable);

if (returnCode != SCE_OK) {
    // Error handling
}

sceSysmoduleUnloadModule(SCE_SYSMODULE_PHOTO_EXPORT);
```

Constants

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Character string size

Maximum size of character strings of photo export library

Definition

Macro	Value	Description
SCE_PHOTO_EXPORT_MAX_FS_PATH	1024	Size of character string of file name of file to be exported (including device name)
SCE_PHOTO_EXPORT_MAX_PHOTO_TITLE_LENGTH	64	Maximum number of characters of title for file to be exported (not data size)
SCE_PHOTO_EXPORT_MAX_PHOTO_TITLE_SIZE	256	Size of character string of title for file to be exported
SCE_PHOTO_EXPORT_MAX_GAME_TITLE_LENGTH	64	Maximum number of characters of game title for file to be exported (not data size)
SCE_PHOTO_EXPORT_MAX_GAME_TITLE_SIZE	256	Size of character string of game title for file to be exported
SCE_PHOTO_EXPORT_MAX_GAME_COMMENT_LENGTH	128	Maximum number of characters of comment for file to be exported (not data size)
SCE_PHOTO_EXPORT_MAX_GAME_COMMENT_SIZE	512	Size of character string of comment for file to be exported

Description

The file name, title name, game title, and a comment for the file to be exported can be specified in the photo export library. 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 are the size including NULL termination.

Specify all the character strings with UTF-8.

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Work memory size

Maximum size of the work memory used by the photo export library

Definition

Macro	Value	Description
SCE_PHOTO_EXPORT_MAX_MEMBLOCK_SIZE	65536	Size of work memory used by photo export library

Description

This is the size of the work memory used by the photo export library. Acquire a work memory of the above-noted size or larger and specify it in the arguments of the functions of the photo export library.

Return Codes

List of return codes returned by photo export library

Definition

Value	Hexadecimal	Description
SCE_PHOTO_EXPORT_ERROR_PARAM	0x80101a01	Parameter error
SCE_PHOTO_EXPORT_ERROR_FILE_NOT_FOUND	0x80101a02	File does not exist
SCE_PHOTO_EXPORT_ERROR_CONTENT_FULL	0x80101a03	Maximum content size has been exceeded
SCE_PHOTO_EXPORT_ERROR_NO_MEMORY	0x80101a04	Out of memory
SCE_PHOTO_EXPORT_ERROR_SERVER_DOWN	0x80101a05	Server is down
SCE_PHOTO_EXPORT_ERROR_TOO_MANY_CLIENT	0x80101a06	Maximum number of connected servers has been exceeded
SCE_PHOTO_EXPORT_ERROR_MEDIA_FULL	0x80101a07	Out of storage capacity
SCE_PHOTO_EXPORT_ERROR_CREATE_FILE	0x80101a08	Temporary file creation error
SCE_PHOTO_EXPORT_ERROR_NOT_SUPPORTED_FORMAT	0x80101a09	Invalid file format
SCE_PHOTO_EXPORT_ERROR_DECODE_FAILED	0x80101a0a	Content decode error
SCE_PHOTO_EXPORT_ERROR_CANCELED	0x80101a0b	User performed cancel operation
SCE_PHOTO_EXPORT_ERROR_INTERNAL	0x80101a0c	Other internal error
SCE_PHOTO_EXPORT_ERROR_MEDIA_NOT_EXIST	0x80101a0d	Memory card does not exist
SCE_PHOTO_EXPORT_ERROR_DB_CORRUPTED	0x80101a0e	DB corruption error
SCE_PHOTO_EXPORT_ERROR_INVALID_PATH	0x80101a0f	Invalid path name
SCE_PHOTO_EXPORT_ERROR_INVALID_DATA	0x80101a10	Invalid data

Description

The functions offered by the photo export library return SCE_OK (0) upon normal termination, and the above error codes (negative value) upon abnormal termination.

When displaying errors returned by the photo export library, make sure to use the error code display function of Message Dialog. For Message Dialog, refer to the "Message Dialog Overview" and "Message Dialog Reference" documents.