

# Shutter Sound Library Overview

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# 1 Library Overview

## Scope of This Document

This document explains the shutter sound library that provides the functions to play a shutter sound of a camera. The library has functions to forcibly play a shutter sound at a fixed volume from the internal speaker, even when the user uses an external device for audio output such as a headset or when the system volume is set to lower level.

## Purpose and Features

The shutter sound library is a library that provides the functions to play a shutter sound of a camera. For the purpose of ensuring the privacy of others, it is necessary to play a shutter sound by using this shutter sound library and complying with the TRC (Technical Requirements Checklist) when a still image or motion image is taken from a camera device with an application. For details, refer to the TRC.

## Main Functions

The shutter sound output through the shutter sound library will be played at a fixed volume from the internal speaker even in the following states.

- The state where the system volume is set to lower level or on mute
- The state where an external device for audio output such as a Bluetooth® headset is used

In addition, it is possible to specify any one of the following three types of audio as the output audio according to the intended purpose.

- Audio for still image shooting
- Starting audio for motion image shooting
- Ending audio for motion image shooting

## Embedding into a Program

The files required for using the shutter sound library are as follows.

Filename	Description
shutter_sound.h	Header file
libSceShutterSound_stub.a	Stub library file

The shutter sound library can be linked only using the PRX format.

To use the shutter sound library, statically link libSceShutterSound\_stub.a. The PRX module is stored in the storage managed by the system software, and it is loaded/unloaded by the libsysmodule API.

For details regarding the PRX format, refer to the "libsysmodule Overview" document.

## Sample Programs

The following program is provided as a shutter sound library sample program for reference purposes.

### sample\_code/input\_output\_devices/api\_shutter\_sound/fixed\_basic/

This is a sample program that illustrates how to play a shutter sound using the shutter sound library. To test the conflict between the audio being played by the application and the shutter sound, BGM is played back in this sample program.

## 2 Using the Library

### Basic Procedure

The basic procedure for using the shutter sound library is described below.

#### (1) Load Module

Call `sceSysmoduleLoadModule()` with `SCE_SYSMODULE_SHUTTER_SOUND` specified as its argument.

#### (2) Output Shutter Sound

Output a shutter sound. It is possible to specify an audio type as the argument.

```
SceInt32 ret = sceShutterSoundPlay(SCE_SHUTTER_SOUND_TYPE_SAVE_IMAGE);
```

For details, refer to the "Shutter Sound Library Reference" document.

#### (3) Unload Module

When you no longer require the shutter sound library, call `sceSysmoduleUnloadModule()` with `SCE_SYSMODULE_SHUTTER_SOUND` specified as its argument and unload the module.

### List of Functions

The following is a list of shutter sound library functions.

#### Outputting shutter sound

Function	Description
<code>sceShutterSoundPlay()</code>	Outputs the shutter sound

## 3 Notes

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### About the conflict with the audio being played by an application

When outputting a shutter sound using this shutter sound library, all other sounds than the shutter sound will be temporarily set on mute. After the shutter sound is played, all sounds will automatically return to their original state.

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