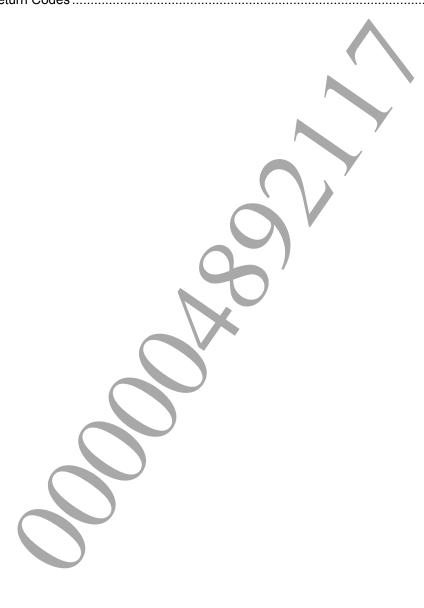


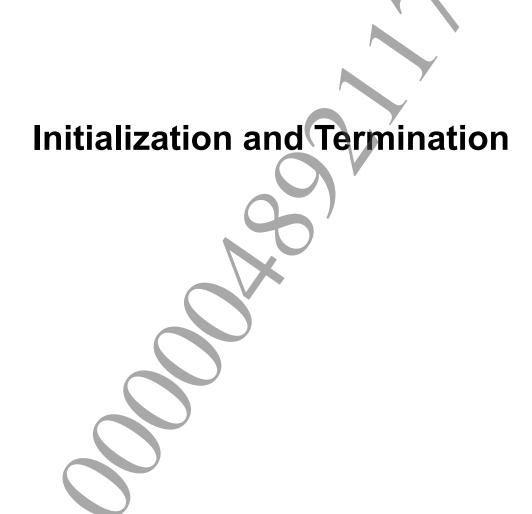
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sceNpTrophyInit

Initialize the NP Trophy library

Definition

Arguments

opt Options (reserved for future extension: always specify NULL)

Return Values

Returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR_	0x80551602	Already initialized
ALREADY_INITIALIZED		After calling sceNpTrophyInit(),
		sceNpTrophyInit() may have been called again
		without calling sceNpTrophyTerm() in between.
SCE_NP_TROPHY_ERROR_	0x80551604	Invalid argument
INVALID ARGUMENT		

Description

This function initializes the NP Trophy library. Always call this function once before using the NP Trophy library.

Notes

This function is not multithread safe. When called from multiple threads at the same time, this function may terminate normally; however, subsequent operation of the library cannot be guaranteed. Please program your application so that this function is not called from multiple threads at the same time.

Examples

See Also

sceNpTrophyTerm()

sceNpTrophyTerm

Terminate the NP Trophy library

Definition

Arguments

None

Return Values

Returns SCE_OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.

Description

This function terminates the NP Trophy library

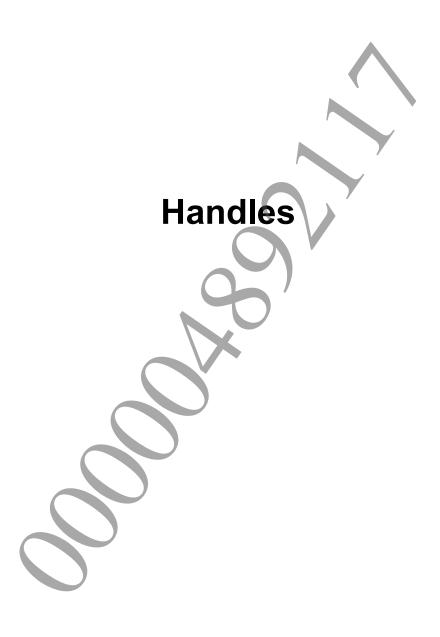
Notes

Although the created context and handle will be automatically deleted when this function is called, it is recommended that the application explicitly delete them before calling this function.

This function is not multithread safe. When called from multiple threads at the same time, this function may terminate normally; however, subsequent operation of the library cannot be guaranteed. Please program your application so that this function is not called from multiple threads at the same time.

See Also

sceNpTrophyInit()



SceNpTrophyHandle

Trophy handle

Definition

```
#include <np.h>
#define SCE_NP_TROPHY_INVALID_HANDLE (-1)
typedef SceInt32 SceNpTrophyHandle;
```

Description

This datatype represents a trophy handle.

A trophy handle is required to call an API and to abort its processing. Most of the NP Trophy library functions require a call to sceNpTrophyCreateHandle() first to create a handle, which must then be passed as an argument.

See Also

sceNpTrophyCreateHandle(), sceNpTrophyDestroyHandle(), sceNpTrophyAbortHandle()



sceNpTrophyCreateHandle

Create a handle

Definition

Arguments

handle Storage destination for the created handle

Return Values

Stores the created handle in *handle and returns SCE_OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR	0x80551604	Invalid argument
_INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR	0x80551606	Exceeded the maximum number
EXCEEDS MAX		

Description

This function creates a handle to be used when calling an NP Trophy library function.

A handle can be reused. However, a handle must be destroyed if its processing has been aborted.

Examples

See Also

sceNpTrophyDestroyHandle()

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sceNpTrophyDestroyHandle

Destroy a handle

Definition

Arguments

handle Handle to destroy

Return Values

Returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR	0x80551608	Invalid handle
INVALID HANDLE		

Description

This function destroys the handle specified by <code>handle</code> and frees the internal resources. A handle must be destroyed if its processing has been aborted.

See Also

sceNpTrophyCreateHandle()



sceNpTrophyAbortHandle

Abort a handle

Definition

Arguments

handle Handle to be aborted

Return Values

Returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR	0x80551608	Invalid handle
_INVALID_HANDLE		

Description

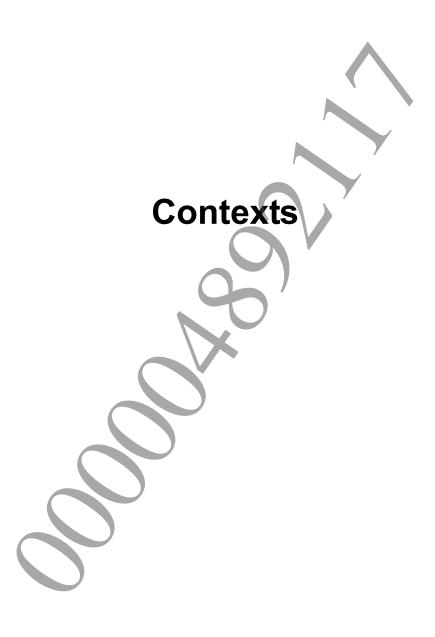
This function aborts the processing of an NP Trophy library function. For <code>handle</code>, specify the handle specified upon calling the function whose processing is to be aborted. The aborted function will return an error.

Destroy aborted handles without re-using them.

See Also

sceNpTrophyCreateHandle()





SceNpTrophyContext

Trophy context

Definition

```
#include <np.h>
#define SCE_NP_TROPHY_INVALID_CONTEXT (-1)
typedef SceInt32 SceNpTrophyContext;
```

Description

This datatype represents a trophy context. A trophy context contains information, such as, the NP Communication ID for identifying the trophy configuration data, and information representing the user for identifying his/her trophy record.

Most of the NP Trophy library functions require calling to <code>sceNpTrophyCreateContext()</code> in advance to create a context, then passing the context as an argument.

See Also

sceNpTrophyCreateContext(), sceNpTrophyDestroyContext(),
"Trophy Setup Dialog" chapter



sceNpTrophyCreateContext

Create a context

Definition

Arguments

context Storage destination for the created context

commId NP Communication ID NP communication signature

options (reserved for extension: always specify 0)

When NULL is specified to <code>commId</code> and <code>commSign</code>, the context is created using the NP Communication ID and the NP communication signature specified by <code>sceNpInit()</code>.

Return Values

Stores the created context in *context and returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR	0x80551604	Invalid argument
INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR	0x80551606	Exceeded the maximum number
_EXCEEDS_MAX		
SCE_NP_TROPHY_ERROR	0x8055160a	Invalid NP Communication ID
_INVALID_NPCOMMID)	
SCE_NP_TROPHY_ERROR	0x8055160b	Invalid NP communication signature
_INVALID_NPCOMMSIGN		
SCE_NP_TROPHY_ERROR	0x8055160c	Failed to verify the NP communication signature
_NPCOMMSIGN		
_VERIFICATION FAILURE		
SCE_NP_TROPHY_ERROR_	0x80551616	Context already exists
CONTEXT_ALREADY_EXISTS		Multiple contexts may have been created for an
		NP Communication ID.

Description

This function creates a context to be used when calling an NP Trophy library function.

The created context can be used until it is deleted by <code>sceNpTrophyDestroyContext()</code>. Even when a handle is aborted, there is no need to delete the context.

Notes

It is recommended that a context be used without deleting it as long as possible while the application is being used.

Normally, create a context upon application boot and set it up using Trophy Setup Dialog. Keep reusing it until the termination of the application.

Multiple contexts cannot be created for one NP Communication ID. Create one context per NP Communication ID.

Examples

See Also

sceNpTrophyDestroyContext()

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sceNpTrophyDestroyContext

Destroy a context

Definition

Arguments

context Context to destroy

Return Values

Returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR	0x80551609	Invalid context
_INVALID_CONTEXT		

Description

This function destroys the context specified with context and frees the internal resources.

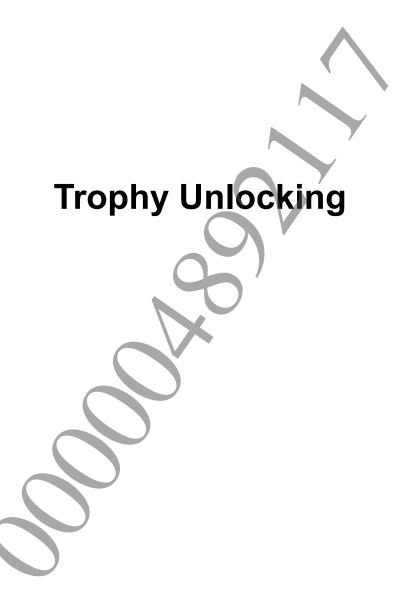
Notes

It is recommended that a context be used without deleting it as long as possible while the application is being used.

See Also

sceNpTrophyCreateContext()





sceNpTrophyUnlockTrophy

Unlock trophy

Definition

Arguments

context Context handle Handle

trophyId Trophy ID to unlock

platinumId Storage destination for the platinum trophy ID

Return Values

Stores the ID of the unlocked platinum trophy in *platinumId if the platinum trophy is unlocked and returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been
		called.
SCE_NP_TROPHY_ERROR _INVALID_ARGUMENT	0x80551604	Invalid argument
SCE_NP_TROPHY_ERROR _INVALID_TROPHY_ID	0x8055160e	Invalid trophy ID
SCE_NP_TROPHY_ERROR _TROPHY_ALREADY_UNLOCKED	0x8055160f	The trophy has already been unlocked
SCE_NP_TROPHY_ERROR	0x80551610	Platinum trophy cannot be unlocked
_PLATINUM_CANNOT_UNLOCK		The platinum trophy is unlocked by the
		system and cannot be unlocked by this
		function.
SCE_NP_TROPHY_ERROR	0x80551612	Context has not been set up
_SETUP_REQUIRED		
SCE_NP_TROPHY_ERROR	0x8055161f	Save data does not contain the rights to
_UNLOCK_DENIED		obtain trophies

Description

This function unlocks the trophy specified by *trophyId* for the context specified by *context*. When this function is called, the specified trophy will be unlocked and it will be displayed in the trophy collection as an obtained trophy. When the trophy has been successfully unlocked, a notification message will be displayed.

If the requirements for unlocking the platinum trophy are met as a result of unlocking the specified trophy, the platinum trophy ID will be returned in *platinumId. Otherwise, *platinumId will return SCE_NP_TROPHY_INVALID_TROPHY_ID.

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Notes

This function is blocking. Processing may take some time – make sure to call it from a subthread.

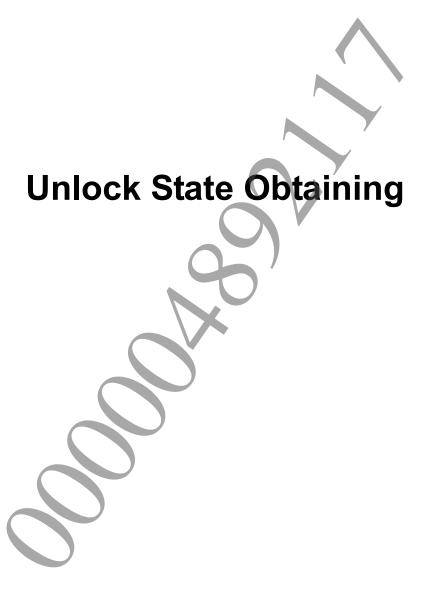
When the save data mounted at application start-up does not contain information on the current user's right to obtain trophies, the SCE_NP_TROPHY_ERROR_UNLOCK_DENIED error will occur and the trophy will not be unlocked.

Examples

```
extern SceNpTrophyContext context;
extern SceNpTrophyHandle handle;
extern SceNpTrophyId trophyId;
SceNpTrophyId platinumId = SCE NP TROPHY INVALID
int ret;
ret = sceNpTrophyUnlockTrophy(
        context,
        handle,
        trophyId,
        &platinumId
        );
if ( ret < 0 ) {
        // Error handling
}
if (platinumId != SCE NP TROPHY INVALID
                                         TROPHY ID)
   // Processing to be carried out when the platinum trophy is unlocked
```

See Also

sceNpTrophyCreateContext(),sceNpTrophyCreateHandle()



SCE_NP_TROPHY_FLAG_ZERO

Initialize trophy flag array

Definition

#include <np.h>
SCE_NP_TROPHY_FLAG_ZERO(p)

Arguments

P Pointer to SceNpTrophyFlagArray structure

Description

This macro initializes the trophy flag array.

It sets all the bits of the SceNpTrophyFlagArray structure specified with p to 0.

See Also



Document serial number: 000004892117

SCE_NP_TROPHY_FLAG_SET

Set trophy flag

Definition

```
#include <np.h>
SCE_NP_TROPHY_FLAG_SET(n, p)
```

Arguments

- n Trophy ID
- P Pointer to SceNpTrophyFlagArray structure

Description

This macro adds certain trophy IDs to a trophy flag array.

It sets the bit corresponding to the trophy ID specified with n of the SceNpTrophyFlagArray structure specified with p to 1.

See Also

SCE_NP_TROPHY_FLAG_SET_ALL

Fill trophy flag array

Definition

#include <np.h> ${\tt SCE_NP_TROPHY_FLAG_SET_ALL}\ (p)$

Arguments

p Pointer to SceNpTrophyFlagArray structure

Description

This macro fills the trophy flag array.

It sets all the bits of the SceNpTrophyFlagArray structure specified with p to 1.

See Also



SCE_NP_TROPHY_FLAG_CLR

Clear trophy flags

Definition

```
#include <np.h>
SCE_NP_TROPHY_FLAG_CLR(n, p)
```

Arguments

- n Trophy ID
- P Pointer to SceNpTrophyFlagArray structure

Description

This macro removes certain trophy IDs from a trophy flag array.

It sets the bit corresponding to the trophy ID specified with n of the SceNpTrophyFlagArray structure specified with p to 0.

See Also



Document serial number: 000004892117

SCE NP TROPHY FLAG ISSET

Examine trophy flag

Definition

#include <np.h> SCE_NP_TROPHY_FLAG_ISSET(n, p)

Arguments

- n Trophy ID
- Pointer to SceNpTrophyFlagArray structure

Return Values

Value	Description
Not 0	Trophy ID n is set (the bit is 1)
0	Trophy ID n is not set (the bit is 0)

Description

This macro checks whether or not a certain trophy flag is set

It returns whether or not the bit corresponding to the trophy ID specified with n of the SceNpTrophyFlagArray structure specified with p is 1

See Also



SceNpTrophyFlagArray

Trophy flag array

Definition

Members

flag bits Bits that represent an array of trophy IDs

Description

This structure maintains the trophy ID set to be examined by sceNpTrophyGetTrophyUnlockState().

It contains bit flags specifying the trophy ID set, but it is not necessary to know the details of the structure, since normally the following macros are used for operation and evaluation.

Macro	Description
SCE_NP_TROPHY_FLAG_ZERO(p)	Initialize trophy flag array
SCE_NP_TROPHY_FLAG_SET(n, p)	Set trophy flag
SCE_NP_TROPHY_FLAG_SET_ALL(p)	Fill trophy flag array
SCE_NP_TROPHY_FLAG_CLR(n, p)	Clear trophy flags
SCE_NP_TROPHY_FLAG_ISSET(n, p)	Examine trophy flag

See Also

```
SCE_NP_TROPHY_FLAG_ZERO(), SCE_NP_TROPHY_FLAG_SET(),
SCE_NP_TROPHY_FLAG_SET_ALL(), SCE_NP_TROPHY_FLAG_CLR(),
SCE_NP_TROPHY_FLAG_ISSET()
```

sceNpTrophyGetTrophyUnlockState

Get trophy unlock state for all trophies

Definition

Arguments

context Context handle Handle

flags Storage destination for the obtained trophy record

count Storage destination for the number of significant bits (total number of trophies) for the

obtained trophy record

Return Values

Stores the trophy record in *flags, stores the number of significant bits in *count, and returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

-						
	Value	(Number)	Description			
	SCE_NP_TROPHY_ERROR	0x80551601	Not initialized			
	_NOT_INITIALIZED		sceNpTrophyInit() has not been called.			
	SCE_NP_TROPHY_ERROR	0x80551604	Invalid argument			
	_INVALID_ARGUMENT		Ü			
	SCE_NP_TROPHY_ERROR	0x80551612	Context has not been set up			
	SETUP REQUIRED		•			

Description

This function obtains the record for all of the trophies in the context specified by context.

After calling this function, SCE_NP_TROPHY_FLAG_ISSET() can be used to determine from *flags whether individual trophies were unlocked or not. In such cases, the maximum value that can be specified for the trophy ID will return to *count.

Notes

This function is a blocking function. Because this function may take time to process, call it from a subthread.

Examples

See Also

sceNpTrophyCreateContext(), sceNpTrophyCreateHandle()



SceNpTrophyGameDetails

Trophy configuration data of a trophy set

Definition

```
#include <np.h>
typedef struct SceNpTrophyGameDetails {
    SceSize size;
    SceUInt32 numGroups;
    SceUInt32 numTrophies;
    SceUInt32 numPlatinum;
    SceUInt32 numPlatinum;
    SceUInt32 numGold;
    SceUInt32 numSilver;
    SceUInt32 numBronze;
    SceChar8 title[SCE_NP_TROPHY_GAME_TITLE_MAX_SIZE];
    SceChar8 description[SCE_NP_TROPHY_GAME_DESCR_MAX_SIZE];
}
SceNpTrophyGameDetails;
```

Members

size	<pre>Structure size (set sizeof(SceNpTrophyGameDetails))</pre>
numGroups	Defined total number of trophy groups
numTrophies	Defined total number of trophies
numPlatinum	Defined total number of platinum trophies
numGold	Defined total number of gold trophies
numSilver	Defined total number of silver trophies
numBronze	Defined total number of bronze trophies
title	Name of the trophy set
description	Description of the trophy set

Description

This structure is used to obtain trophy configuration data of a trophy set with sceNpTrophyGetGameInfo().

The size of this structure must be set in size before passing it to sceNpTrophyGetGameInfo().

This structure represents information that is fixed by the definition of the trophy set. Information that changes depending on user gameplay is represented by the SceNpTrophyGameData structure.

See Also

sceNpTrophyGetGameInfo(),SceNpTrophyGameData

SceNpTrophyGameData

Trophy record of a trophy set

Definition

Members

sizeStructure size (set sizeof (SceNpTrophyGameData))unlockedTrophiesNumber of unlocked trophiesunlockedPlatinumNumber of unlocked platinum trophiesunlockedGoldNumber of unlocked gold trophiesunlockedSilverNumber of unlocked silver trophiesunlockedBronzeNumber of unlocked bronze trophiesprogressPercentageProgress of the processing (%)

Description

This structure is used to obtain information on unlocked trophies (trophy record) of a trophy set with sceNpTrophyGetGameInfo().

The size of this structure must be set in size before passing it to sceNpTrophyGetGameInfo().

This structure represents information that changes depending on user gameplay. Fixed information defined by the trophy set is represented by the SceNpTrophyGameDetails structure.

See Also

sceNpTrophyGetGameInfo(), SceNpTrophyGameDetails

SceNpTrophyGroupId

Trophy group ID

Definition

```
#include <np.h>
#define SCE_NP_TROPHY_INVALID_GROUP_ID (-2)
#define SCE_NP_TROPHY_BASE_GAME_GROUP_ID (-1)
typedef SceInt32 SceNpTrophyGroupId;
```

Description

This datatype represents the trophy group ID.

A trophy group ID is a unique value specifying a single trophy group within a trophy set for a single title bound by an NP Communication ID.

SCE NP TROPHY BASE GAME GROUP ID corresponds to the base game section of the group ID.

See Also

sceNpTrophyGetGroupInfo(),sceNpTrophyGetGroupIcon()



SceNpTrophyGroupDetails

Trophy configuration data of a trophy group

Definition

```
#include <np.h>
typedef struct SceNpTrophyGroupDetails {
    SceSize size;
    SceNpTrophyGroupId groupId;
    SceUInt32 numTrophies;
    SceUInt32 numPlatinum;
    SceUInt32 numGold;
    SceUInt32 numSilver;
    SceUInt32 numBronze;
    SceChar8 title[SCE_NP_TROPHY_GROUP_TITLE_MAX_SIZE];
    SceChar8 description[SCE_NP_TROPHY_GROUP_DESCR_MAX_SIZE];
} SceNpTrophyGroupDetails;
```

Members

size	<pre>Structure size (set sizeof(SceNpTrophyGroupDetails))</pre>
groupId	Trophy group ID
numTrophies	Defined total number of trophies
numPlatinum	Defined total number of platinum trophies
numGold	Defined total number of gold trophies
numSilver	Defined total number of silver trophies
numBronze	Defined total number of bronze trophies
title	Name of the trophy group
description	Description of the trophy group

Description

This structure is used to obtain trophy configuration data of a trophy group with sceNpTrophyGetGroupInfo().

The size of this structure must be set in size before passing it to sceNpTrophyGetGroupInfo().

This structure represents information that is fixed by the definition of the trophy set. Information that changes depending on user gameplay is represented by the SceNpTrophyGroupData structure.

See Also

sceNpTrophyGetGameInfo(),SceNpTrophyGroupData

SceNpTrophyGroupData

Trophy record of a trophy group

Definition

```
#include <np.h>
typedef struct SceNpTrophyGroupData {
    SceSize size;
    SceNpTrophyGroupId groupId;
    SceUInt32 unlockedTrophies;
    SceUInt32 unlockedPlatinum;
    SceUInt32 unlockedGold;
    SceUInt32 unlockedSilver;
    SceUInt32 unlockedBronze;
    SceUInt32 progressPercentage;
} SceNpTrophyGroupData;
```

Members

size Structure size (set sizeof (SceNpTrophyGroupData)) groupId Trophy group ID unlockedTrophies Number of unlocked trophies unlockedPlatinum Number of unlocked platinum trophies unlockedGold Number of unlocked gold trophies unlockedSilver Number of unlocked silver trophies Number of unlocked bronze trophies unlockedBronze progressPercentage Progress of the processing (%)

Description

This structure is used to obtain information on unlocked trophies (trophy record) of a trophy group with sceNpTrophyGetGroupInfo().

The size of this structure must be set in size before passing it to sceNpTrophyGetGroupInfo().

This structure represents information that changes depending on user gameplay. Fixed information defined by the trophy set is represented by the SceNpTrophyGroupDetails structure.

See Also

sceNpTrophyGetGroupInfo(),SceNpTrophyGroupDetails

SceNpTrophyGrade

Trophy grade

Definition

#include <np.h>
typedef SceInt32 SceNpTrophyGrade;

Description

This datatype represents the grade of a trophy. The grade indicates the difficulty regarding the obtainment of a trophy.

Possible values are as follows.

Value	(Number)	Description
SCE_NP_TROPHY_GRADE_UNKNOWN	0	Grade unknown
SCE_NP_TROPHY_GRADE_PLATINUM	1	Platinum trophy:
		A trophy that is unlocked automatically by the
		system when all the required trophies are
		obtained
SCE_NP_TROPHY_GRADE_GOLD	2	Gold trophy:
		The most difficult trophy to obtain
SCE_NP_TROPHY_GRADE_SILVER	3	Silver trophy:
		A trophy that is moderately difficult to obtain
SCE_NP_TROPHY_GRADE_BRONZE	4	Bronze trophy:
		The most common type of trophy that can be
		easily obtained

See Also

SceNpTrophyDetails



SceNpTrophyDetails

Trophy configuration data of a trophy

Definition

Members

size Structure size (set sizeof (SceNpTrophyDetails))

trophyId Trophy ID

trophyGrade Grade of the trophy

groupId Trophy group ID to which this trophy belongs

hiddenHidden flagnameName of the trophy

description Description of the trophy

Description

This structure is used to obtain trophy configuration data of a trophy with sceNpTrophyGetTrophyInfo().

The size of this structure must be set in size before passing it to sceNpTrophyGetTrophyInfo().

This structure represents information that is fixed by the definition of the trophy set. Information that changes depending on user gameplay is represented by the SceNpTrophyData structure.

See Also

sceNpTrophyGetTrophyInfo(),SceNpTrophyData

SceNpTrophyData

Trophy record of a trophy

Definition

Members

urnoc

Description

This structure is used to obtain information on unlocked trophies (trophy record) of a trophy with sceNpTrophyGetTrophyInfo().

The size of this structure must be set in size before passing it to sceNpTrophyGetTrophyInfo().

timestamp represents the time stamp when the user obtained the trophy. Time stamps are recorded from when a user sets the time on the PlayStation®Vita via the Internet or signs in to PSNSM.

The value of timestamp is set to 0 when the time stamp is not recorded, displaying ----/-- in the Trophies application of the system software.

This structure represents information that changes depending on user gameplay. Fixed information defined by the trophy set is represented by the SceNpTrophyDetails structure.

See Also

sceNpTrophyGetTrophyInfo(),SceNpTrophyDetails

sceNpTrophyGetGameInfo

Get trophy set information

Definition

Arguments

context
 handle
 details
 data
 Context
 Handle
 Storage destination for the obtained trophy configuration data, or NULL
 Storage destination for the obtained trophy records, or NULL

Return Values

Stores the obtained trophy configuration data in *details (if details is not NULL), stores the obtained trophy records in *data (if data is not NULL), and returns SCE_OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR_	0x80551601	Not initialized
NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR_	0x80551604	Invalid argument
INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR_	0x80551612	Context has not been set up
SETUP REQUIRED		*

Description

This function obtains the trophy set information specified for context.

For *details, static trophy configuration data determined by the definition of the trophy set will be returned. For *data, user specific trophy records updated with the application calling an NP Trophy library function will be returned. If trophy configuration data or trophy records are not required, specify NULL for the corresponding argument. Specifying NULL in both details and data will return an error.

For details->size and data->size, set the size of each structure first and then call this function.

Notes

This function is a blocking function. Because this function may take time to process, call it from a subthread.

Examples

See Also

sceNpTrophyCreateContext(), sceNpTrophyCreateHandle()

sceNpTrophyGetGroupInfo

Get trophy group information

Definition

Arguments

context Context
handle Handle
groupId Group ID

details Storage destination for the obtained trophy configuration data, or NULL Storage destination for the obtained trophy records, or NULL

Return Values

Stores the obtained trophy configuration data in *details (if details is not NULL), stores the obtained trophy records in *data (if data is not NULL), and returns SCE_OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR	0x80551604	Invalid argument
_INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR	0x8055160d	Invalid group ID
_INVALID_GROUP_ID		
SCE_NP_TROPHY_ERROR	0x80551612	Context has not been set up
_SETUP_REQUIRED		-

Description

This function obtains the trophy group information specified with <code>context</code> and <code>groupId</code>. Specify the ID of the trophy group you want to obtain information of to <code>groupId</code>. If you want to obtain information of a base game group, specify SCE NP TROPHY BASE GAME GROUP ID.

For *details, static trophy configuration data determined by the definition of the trophy set will be returned. For *data, user specific trophy records updated with the application calling an NP Trophy library function will be returned. If trophy configuration data or trophy records are not required, specify NULL for the corresponding argument. Specifying NULL in both details and data will return an error.

For details->size and data->size, set the size of each structure first and then call this function.

Notes

This function is a blocking function. Because this function may take time to process, call it from a subthread.

Examples

See Also

sceNpTrophyCreateContext(), sceNpTrophyCreateHandle()

sceNpTrophyGetTrophyInfo

Get trophy information

Definition

Arguments

context Context
handle Handle
trophyId Trophy ID

details Storage destination for the obtained trophy configuration data, or NULL

data Storage destination for the obtained trophy records, or NULL

Return Values

Stores the obtained trophy configuration data in *details (if details is not NULL), stores the obtained trophy records in *data (if data is not NULL), and returns SCE_OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR_	0x80551601	Not initialized
NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR_	0x80551604	Invalid argument
INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR_	0x8055160e	Invalid trophy ID
INVALID_TROPHY_ID		
SCE_NP_TROPHY_ERROR_	0x80551612	Context has not been set up
SETUP REQUIRED		•

Description

This function obtains the trophy information specified with context and group Id.

For *details, static trophy configuration data determined by the definition of the trophy set will be returned. For *data, user specific trophy records updated with the application calling an NP Trophy library function will be returned. If trophy configuration data or trophy records are not required, specify NULL for the corresponding argument. Specifying NULL in both details and data will return an error.

For details->size and data->size, set the size of each structure first and then call this function.

Notes

This function is a blocking function. Because this function may take time to process, call it from a subthread.

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Examples

See Also

sceNpTrophyCreateContext(), sceNpTrophyCreateHandle()



sceNpTrophyGetGameIcon

Get trophy set still-image icon

Definition

Arguments

context Context handle Handle

buffer Storage destination for the obtained icon data, or NULL size Size of buffer[] [IN]/Size of obtained icon data [OUT]

Return Values

Stores the obtained icon data in buffer[] (if buffer is not NULL), stores the icon data size in *size, and returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR_	0x80551601	Not initialized
NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR_	0x80551604	Invalid argument
INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR_	0x80551612	Context has not been set up
SETUP_REQUIRED		•
SCE_NP_TROPHY_ERROR_	0x80551618	Icon file cannot be found
ICON FILE NOT FOUND		

Description

This function obtains the trophy set still-image icon included in the trophy set for the specified

The icon data will be stored in the area specified by <code>buffer</code> as a PNG image. Prepare an appropriate buffer, then specify its address for <code>buffer</code> and specify its size for <code>*size</code>.

In order to determine the exact buffer size necessary for storing the icon, call this function with NULL specified to <code>buffer</code> and a pointer to an appropriate variable specified to <code>size</code>. The necessary size will be calculated and stored to <code>*size</code>.

Notes

This function is a blocking function. Because this function may take time to process, call it from a subthread.

Icon data installed in the internal flash memory is not referenced; instead, icon data in the trophy pack file, which is the install source, will be directly referenced.

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Examples

```
extern SceNpTrophyContext context;
extern SceNpTrophyHandle handle;
int ret;
void *buf = NULL;
SceSize s = 0;
ret = sceNpTrophyGetGameIcon(context, handle, NULL, &s);
if ( ret < 0 ) {
        // Error handling
buf = malloc(s);
if (buf == NULL) {
        // Error handling
}
ret = sceNpTrophyGetGameIcon(context, handle, buf,
if ( ret < 0 ) {
        // Error handling
}
```

See Also

sceNpTrophyCreateContext(), sceNpTrophyCreateHandle()

sceNpTrophyGetGroupIcon

Get trophy group still-image icon

Definition

Argument

context Context
handle Handle
groupId Group ID

buffer Storage destination for the obtained icon data, or NULL size Size of buffer[] [IN]/Size of obtained icon data [OUT]

Return Values

Stores the obtained icon data in buffer[] (if buffer is not NULL), stores the icon data size in *size, and returns SCE_OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR	0x80551601	Not initialized
_NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR	0x80551604	Invalid argument
_INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR	0x8055160d	Invalid group ID
_INVALID_GROUP_ID		
SCE_NP_TROPHY_ERROR	0x80551612	Context has not been set up
_SETUP_REQUIRED		-
SCE_NP_TROPHY_ERROR	0x80551618	Icon file cannot be found
_ICON_FILE_NOT_FOUND		

Description

This function obtains the still-image icon of the trophy group specified by <code>context</code> and <code>groupId</code>. Specify the ID of the trophy group you want to obtain information of to <code>groupId</code>. If you want to obtain information of the base game group, specify SCE NP TROPHY BASE GAME GROUP ID.

The icon data will be stored in the area specified by <code>buffer</code> as a PNG image. Prepare an appropriate buffer, then specify its address for <code>buffer</code> and specify its size for <code>*size</code>.

In order to determine the exact buffer size necessary for storing the icon, call this function with NULL specified to <code>buffer</code> and a pointer to an appropriate variable specified to <code>size</code>. The necessary size will be calculated and stored to <code>*size</code>.

Notes

This function is a blocking function. Because this function may take time to process, call it from a subthread.

Icon data installed in the internal flash memory is not referenced; instead, icon data in the trophy pack file, which is the install source, will be directly referenced.

Examples

```
extern SceNpTrophyContext context;
extern SceNpTrophyHandle handle;
extern SceNpTrophyGroupId groupId;
int ret;
void *buf = NULL;
SceSize s = 0;
                                                groupId, NULL,
ret = sceNpTrophyGetGroupIcon(context, handle,
if ( ret < 0 ) {
        // Error handling
buf = malloc(s);
if (buf == NULL) {
        // Error handling
ret = sceNpTrophyGetGroupIcon(context,
                                        handle,
                                               groupId, buf, &s);
if ( ret < 0 ) {
        // Error handling
```

See Also

sceNpTrophyCreateContext(),sceNpTrophyCreateHandle()

sceNpTrophyGetTrophyIcon

Get trophy still-image icon

Definition

Arguments

 $\begin{array}{ll} \textit{context} & \textit{Context} \\ \textit{handle} & \textit{Handle} \\ \textit{trophyId} & \textit{Trophy ID} \end{array}$

buffer Storage destination for the obtained icon data, or NULL size Size of buffer[] [IN]/Size of obtained icon data [OUT]

Return Values

Stores the obtained icon data in buffer[] (if buffer[] is not NULL), stores the icon data size in *size, and returns SCE OK (=0) for normal termination.

Returns a negative value for errors. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	(Number)	Description
SCE_NP_TROPHY_ERROR_	0x80551601	Not initialized
NOT_INITIALIZED		sceNpTrophyInit() has not been called.
SCE_NP_TROPHY_ERROR_	0x80551604	Invalid argument
INVALID_ARGUMENT		
SCE_NP_TROPHY_ERROR_	0x8055160e	Invalid trophy ID
INVALID_TROPHY_ID		
SCE_NP_TROPHY_ERROR	0x80551612	Context has not been set up
SETUP_REQUIRED		
SCE_NP_TROPHY_ERROR_	0x80551618	Icon file cannot be found
ICON_FILE_NOT_FOUND		
SCE_NP_TROPHY_ERROR_	0x8055161e	The trophy has not been unlocked yet
TROPHY_NOT_UNLOCKED		

Description

This function obtains the still-image icon of the trophy specified by context and trophyId.

The icon data is stored in the area specified by <code>buffer</code> as a PNG image. Prepare an appropriate buffer, then specify its address for <code>buffer</code> and specify its size for <code>*size</code>.

In order to determine the exact buffer size necessary for storing the icon, call this function with NULL specified to <code>buffer</code> and a pointer to an appropriate variable specified to <code>size</code>. The necessary size will be calculated and stored to <code>*size</code>.

Notes

This function is a blocking function. Because this function may take time to process, call it from a subthread.

Icon data installed in a memory card is not referenced; instead, icon data in the trophy pack file, which is the install source, will be directly referenced. Thus, icons can be obtained even when a memory card is not inserted.

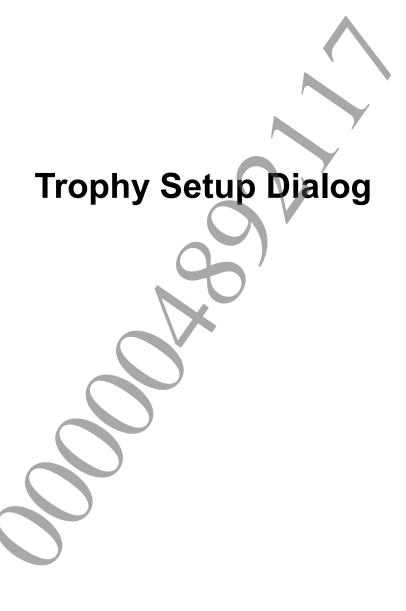
A still-image icon cannot be obtained for a trophy that has not been earned by the user yet. Prepare an icon indicating a locked trophy, for example, and use it. Design icons in alignment to the application screen. It is also possible to display separate icons for hidden trophies and those that are not hidden.

Examples

```
extern SceNpTrophyContext context;
extern SceNpTrophyHandle handle;
extern SceNpTrophyId trophyId;
int ret;
void *buf = NULL;
SceSize s = 0;
ret = sceNpTrophyGetTrophyIcon(context, handle,
if ( ret < 0 ) {
        // Error handling
buf = malloc(s);
if (buf == NULL) {
        // Error handling
ret = sceNpTrophyGetTrophyIcon(context,
                                         handle, trophyId, buf, &s);
if ( ret < 0 ) {
        // Error handling
```

See Also

sceNpTrophyCreateContext(),sceNpTrophyCreateHandle()



SceNpTrophySetupDialogParam

Boot parameters of Trophy Setup Dialog

Definition

Members

sdkVersion Area used within the library. The application need not directly reference this space.

commonParam Common parameters for Common Dialogs

context Context to set up trophy

options Options reserved Unused

Description

This datatype represents the boot parameters of Trophy Setup Dialog.

It is specified upon initializing the boot parameters with sceNpTrophySetupDialogParamInit() and starting Trophy Setup Dialog with sceNpTrophySetupDialogInit().

Trophy Setup Dialog option can be specified for options. For the option that can be specified, refer to the "Trophy Setup Dialog Option" section. When it is not necessary to specify the option, do not specify anything because options is initialized to 0 with sceNpTrophySetupDialogParamInit().

Trophy Setup Dialog does not support the background color specification; therefore, specify NULL to the *bgColor* argument of common parameters for Common Dialogs. For other common parameters for Common Dialogs, refer to the "Common Dialog Reference" document.

See Also

sceNpTrophySetupDialogParamInit()

SceNpTrophySetupDialogResult

Structure to store the result of Trophy Setup Dialog

Definition

Members

result Completion status of Trophy Setup Dialog reserved Unused

Description

This datatype represents the processing result of Trophy Setup Dialog. It is specified in sceNpTrophySetupDialogGetResult().

See Also

sceNpTrophySetupDialogGetResult()

sceNpTrophySetupDialogParamInit

Initialize boot parameters of Trophy Setup Dialog

Definition

```
#include <np_trophy_setup_dialog.h>
static inline
void sceNpTrophySetupDialogParamInit(SceNpTrophySetupDialogParam *param)
{
    sceClibMemset( param, 0x0, sizeof(SceNpTrophySetupDialogParam) );
    _sceCommonDialogSetMagicNumber( &param->commonParam );
    param->sdkVersion = SCE_PSP2_SDK_VERSION;
    param->context = SCE_NP_TROPHY_INVALID_CONTEXT;
    param->options = 0;
}
```

Arguments

param Boot parameters

Return Values

None

Description

This function initializes the boot parameters specified with sceNpTrophySetupDialogInit(). This function must be called to initialize the boot parameters before sceNpTrophySetupDialogInit() is called.

The *context* member of the boot parameters will not be set by this function. Explicitly set it after calling this function.

See Also

sceNpTrophySetupDialogInit(

sceNpTrophySetupDialogInit

Start Trophy Setup Dialog

Definition

Arguments

param Boot parameters

Return Values

Returns a value of 0 or above indicating the processing status common to the Common Dialog for normal termination.

Returns a negative value for an error.

Description

This function starts the processing of Trophy Setup Dialog. This function is a non-blocking function; it requests the start of Trophy Setup Dialog to the system and returns immediately.

After calling this function, call sceNpTrophySetupDialogGetStatus() to obtain the operation status. While setup is being processed, the operation status will be

 $\label{log_status_running} SCE_COMMON_DIALOG_STATUS_RUNNING. After this, when setup succeeds or when an error occurs, the operation status will be updated to SCE_COMMON_DIALOG_STATUS_FINISHED. The return value of the setup can be obtained with <code>sceNpTrophySetupDialogGetResult()</code>.$

Regardless of the success/failure of the setup, call sceNpTrophySetupDialogTerm() to terminate the setup process once the operation status becomes SCE COMMON DIALOG STATUS FINISHED.

By default, Trophy Setup Dialog does not display anything while setup process is running. Only when an error occurs during the process or if a confirmation to the user is required, a dialog will be displayed. By specifying SCE_NP_TROPHY_SETUP_DIALOG_OPTION_SHOW_PROCESSING_DIALOG to the <code>options</code> member of the boot parameters of Trophy Setup Dialog, a dialog can be displayed during the setup process.

Notes

There is a limit to the number of trophy sets that can be saved on the internal flash memory. When this limit is exceeded, the oldest trophy set will be deleted first. In this case, a confirmation dialog will be displayed to the user to gain permission of the deletion.

Errors that occur when Trophy Setup Dialog calls fail will be errors that occur only during development such as argument specification mistakes. Therefore, the minimum error handling can be used in the application.

On the other hand, the application does not have to handle errors which occur after the call of Trophy Setup Dialog succeeds. An error dialog will be automatically displayed and the game cannot be continued.

By setting **Trophy Setup Dialog Debug** of \bigstar **Debug Settings** to **Always Fail**, the operations performed when an error occurs can be emulated and checked.

See Also

SCE_COMMON_DIALOG_STATUS_XXX
sceNpTrophySetupDialogGetStatus(), sceNpTrophySetupDialogGetResult(),
sceNpTrophySetupDialogTerm()



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sceNpTrophySetupDialogTerm

Terminate Trophy Setup Dialog

Definition

Arguments

None

Return Values

Returns a value of 0 or above indicating the processing status common to the Common Dialog for normal termination.

Returns a negative value for an error.

Description

This function terminates Trophy Setup Dialog.

Make sure to call this function when setup processing of trophy information completes and SCE COMMON DIALOG STATUS FINISHED returns.

See Also

sceNpTrophySetupDialogInit()



sceNpTrophySetupDialogGetStatus

Get the operation status of Trophy Setup Dialog

Definition

Arguments

None

Return Values

Returns a value of 0 or above indicating the processing status common to the Common Dialog for normal termination.

Returns a negative value for an error.

Description

This function returns the current operating status of Trophy Setup Dialog.

Value	(Number)	Description
SCE_COMMON_DIALOG_STATUS_NONE	0	Not processed
SCE_COMMON_DIALOG_STATUS_RUNNING	1	Processing
SCE_COMMON_DIALOG_STATUS_FINISHED	2	Processing complete

After calling sceNpTrophySetupDialogInit(), leave a certain interval and then call this function to obtain the operation status.

See Also

SCE_COMMON_DIALOG_STATUS_XXX
sceNpTrophySetupDialogInit()

sceNpTrophySetupDialogGetResult

Get result of Trophy Setup Dialog

Definition

Arguments

result Pointer to the structure for storing the result

Return Values

Returns a value of 0 or above indicating the processing status common to the Common Dialog for normal termination.

Returns a negative value for an error.

Description

After the processing of Trophy Setup Dialog completes, call this function to obtain the result.

Value	(Number)	Description
SCE_COMMON_DIALOG_RESULT OK	0	Normal termination
SCE_COMMON_DIALOG_RESULT _USER_CANCELED	1	User canceled the processing
SCE_COMMON_DIALOG_RESULT	2	Forced-termination by
_ABORTED		sceNpTrophySetupDialogAbort()
	Negative	Error termination
	value	Value represents the error code.

The result will be returned to result specified in the argument.

See Also

SCE_COMMON_DIALOG_RESULT_XXX SceNpTrophySetupDialogResult

Document serial number: 000004892117

sceNpTrophySetupDialogAbort

Abort Trophy Setup Dialog

Definition

```
#include <np trophy setup dialog.h>
SceInt32 sceNpTrophySetupDialogAbort(
        void
);
```

Arguments

None

Return Values

Returns a value of 0 or above indicating the processing status common to the Common Dialog for normal termination.

Returns a negative value for an error.

Description

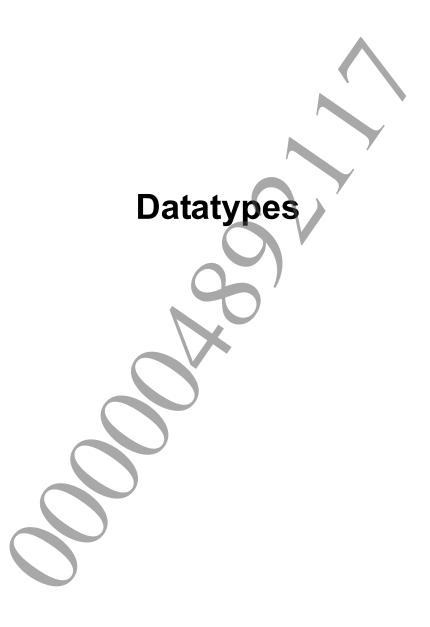
This function aborts Trophy Setup Dialog.

This function can be called at any time after sceNpTrophySetupDialogInit() and before sceNpTrophySetupDialogTerm().

When the call succeeds, Trophy Setup Dialog will begin to abort its processing. When the abort completes, the operation status will transition to SCE_COMMON DIALOG STATUS FINISHED.

For details on the operation status, refer to the explanation of sceNpTrophySetupDialogGetStatus()

When this function is called and Trophy Setup Dialog is aborted without being set up, the application will be terminated.



SceNpTrophyld

Trophy ID

Definition

```
#include <np.h>
#define SCE_NP_TROPHY_INVALID_TROPHY_ID (-1)
typedef SceInt32 SceNpTrophyId;
```

Description

This datatype represents a trophy ID.

A trophy ID is a unique value that identifies a single trophy in a trophy set for a single title identified with an NP Communication ID.

See Also

sceNpTrophyGetTrophyInfo(),sceNpTrophyGetTrophyIcon(), sceNpTrophyUnlockTrophy()





Data Sizes

Sizes of various data used in the NP Trophy library

Definition

Value	(Number)	Description
SCE_NP_TROPHY_GAME_TITLE_MAX_	128	The maximum size for the name of a trophy set
SIZE		(including the NULL terminator)
SCE_NP_TROPHY_GAME_DESCR_MAX_	1024	The maximum size for the description of a
SIZE		trophy set (including the NULL terminator)
SCE_NP_TROPHY_GROUP_TITLE_MAX	128	The maximum size for the name of a trophy
_SIZE		group (including the NULL terminator)
SCE_NP_TROPHY_GROUP_DESCR_MAX	1024	The maximum size for the description of a
SIZE		trophy group (including the NULL terminator)
SCE_NP_TROPHY_NAME_MAX_SIZE	128	The maximum size for the name of a trophy
		(including the NULL terminator)
SCE_NP_TROPHY_DESCR_MAX_SIZE	1024	The maximum size for the description of a
		trophy (including the NULL terminator)
SCE_NP_TROPHY_NUM_MAX	128	The maximum number of trophies that can be
		defined

Description

These are size definitions of data used in the NP Trophy library.



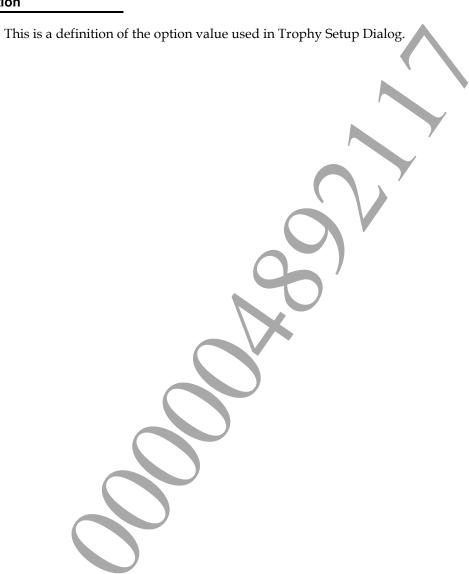
Trophy Setup Dialog Option

Trophy Setup Dialog option

Definition

Value	(Number)	Description
SCE_NP_TROPHY_SETUP_DIALOG_OPTION_	0x00000001	Displays a dialog while trophy
SHOW_PROCESSING_DIALOG		setup process is running

Description



Return Codes

List of return codes returned by the NP Trophy library

Definition

Value	(Number)	Description
SCE NP TROPHY ERROR	0x80551600	Undefined error, not listed below
UNKNOWN	0.000001000	Officerified ciror, not fisted below
SCE NP TROPHY ERROR	0x80551601	Not initialized
NOT INITIALIZED	0.00001001	sceNpTrophyInit() has not been
		called.
SCE NP TROPHY ERROR	0x80551602	Already initialized
ALREADY INITIALIZED	0.00001002	After calling sceNpTrophyInit(),
		sceNpTrophyInit() may have been
		called again without
		sceNpTrophyTerm() being called in
		between.
SCE NP TROPHY ERROR	0x80551603	Not enough memory
NO MEMORY	0,100001000	The energy memory
SCE_NP_TROPHY_ERROR	0x80551604	Invalid argument
INVALID_ARGUMENT		7
SCE_NP_TROPHY_ERROR	0x80551605	Insufficient buffer to continue
_INSUFFICIENT_BUFFER		processing
SCE_NP_TROPHY_ERROR	0x80551606	Exceeded the maximum value
EXCEEDS_MAX		
SCE_NP_TROPHY_ERROR	0x80551607	Handle has been aborted
_ABORT		Processing has been aborted by
	7	<pre>sceNpTrophyAbortHandle().</pre>
		Delete the handle.
SCE_NP_TROPHY_ERROR	0x80551608	Invalid handle
_INVALID_HANDLE		
SCE_NP_TROPHY_ERROR	0x80551609	Invalid context
_INVALID_CONTEXT	0.00554.60	I HANDS I II ID
SCE_NP_TROPHY_ERROR	0x8055160a	Invalid NP Communication ID
_INVALID_NPCOMMID SCE NP TROPHY ERROR	000EE1.00b	Install AND communication signature
INVALID NPCOMMSIGN	0x8055160b	Invalid NP communication signature
SCE NP TROPHY ERROR	0x8055160c	Failed to verify the NP communication
NPCOMMSIGN VERIFICATION FAILURE	0.000001000	signature
SCE NP TROPHY ERROR	0x8055160d	Invalid group ID
INVALID GROUP ID	0.00000100U	invalid group in
SCE NP TROPHY ERROR	0x8055160e	Invalid trophy ID
_INVALID_TROPHY_ID		r - y
SCE_NP_TROPHY_ERROR	0x8055160f	Trophy has already been unlocked
TROPHY ALREADY UNLOCKED		1 7
SCE_NP_TROPHY_ERROR	0x80551610	Platinum trophy cannot be unlocked
_PLATINUM_CANNOT_UNLOCK		Platinum trophies can only be
		unlocked by the system and cannot be
		unlocked by the application.
SCE_NP_TROPHY_ERROR	0x80551611	Account ID does not match
ACCOUNTID NOT MATCH		
SCE_NP_TROPHY_ERROR	0x80551612	Context has not been set up
SETUP REQUIRED	0.00554.642	
SCE_NP_TROPHY_ERROR	0x80551613	Context has already been set up
_ALREADY_SETUP		

Value	(Number)	Description
SCE NP TROPHY ERROR	0x80551614	Data is corrupted
BROKEN DATA		
SCE NP TROPHY ERROR	0x80551615	There is not enough available space on
_INSUFFICIENT_EM_SPACE		the internal flash memory
SCE NP TROPHY ERROR	0x80551616	Context already exists
_CONTEXT_ALREADY_EXISTS		Multiple contexts may have been
		created for an NP Communication ID.
SCE NP TROPHY ERROR	0x80551617	Failed to verify signature of the trophy
_TRP_FILE_VERIFICATION_FAILURE		pack file
SCE NP TROPHY ERROR	0x80551618	Icon file cannot be found
ICON_FILE_NOT_FOUND		
SCE NP TROPHY ERROR	0x80551619	Trophy pack file cannot be found
_TRP_FILE_NOT_FOUND		
SCE_NP_TROPHY_ERROR	0x8055161a	Invalid trophy pack file format
_INVALID_TRP_FILE_FORMAT		
SCE_NP_TROPHY_ERROR	0x8055161b	Unsupported trophy pack file
_UNSUPPORTED_TRP_FILE		
SCE_NP_TROPHY_ERROR	0x8055161c	Invalid trophy configuration
_INVALID_TROPHY_CONF_FORMAT		
SCE NP TROPHY ERROR	0x8055161d	Unsupported trophy configuration
_UNSUPPORTED_TROPHY_CONF		
SCE_NP_TROPHY_ERROR	0x8055161e	Trophy has not been unlocked
_TROPHY_NOT_UNLOCKED		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
SCE_NP_TROPHY_ERROR	0x8055161f	Save data does not contain the rights to
_UNLOCK_DENIED		obtain trophies
SCE_NP_TROPHY_ERROR	0x80551620	Memory card capacity is insufficient
_INSUFFICIENT_MC_SPACE		
SCE_NP_TROPHY_ERROR_	0x80551621	Debugging setting error
DEBUG_FAILURE		

Return Code of Trophy Setup Dialog

Value	(Number)	Description
SCE_NP_TROPHY_SETUP_DIALOG	0x80102601	Invalid Trophy Setup Dialog parameters
_ERROR_PARAM		

