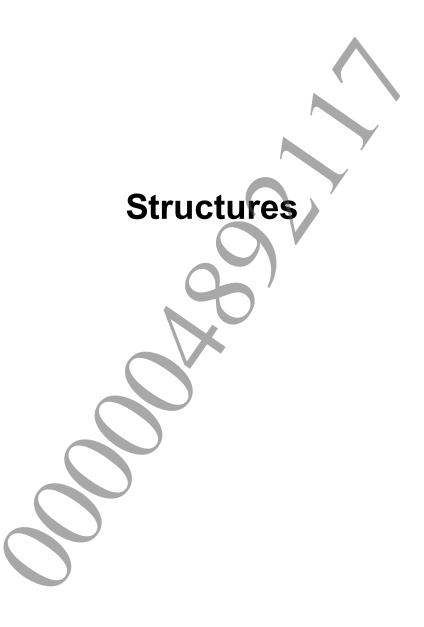


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# **Table of Contents**

Structures	 
Initialization and Termination Functions	
Execution and Interruption Functions	 
sceGameUpdateRun	 
sceGameUpdateAbort	 1 <sup>.</sup>
Return Codes	
Return Codes	1;



# **SceGameUpdateResult**

#### Patch information structure

#### **Definition**

```
#include <libgameupdate.h>
#define SCE_GAME_UPDATE_APP_VER_SIZE 6
typedef struct SceGameUpdateResult{
        unsigned int size;
        SceBool patchExist;
        char appVer[SCE_GAME_UPDATE_APP_VER_SIZE];
        char padding[2];
} SceGameUpdateResult;
```

#### **Members**

size Unused

patchExist Whether or not a patch exists

appVer Application version of the latest patch ("xx.yy"

padding Unused

#### **Description**

This structure is used for storing and returning patch information.

#### See Also

sceGameUpdateRun()

# Initialization and Termination Functions

### sceGameUpdateInit

#### Initialization function

#### **Definition**

#### **Calling Conditions**

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

#### **Arguments**

optParam Unused (NULL must be specified)

#### **Return Values**

Returns 0 for normal termination.

Returns a negative value for errors. The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_	0x80412803	An invalid argument was specified.
INVALID_ARG		A non-NULL value has been specified for optParam.
		Check whether or not correct values have been
	\ >	specified for the argument.

#### **Description**

This function initializes the GameUpdate library.

#### **Examples**

#### **Notes**

This function is not multithread safe.

#### See Also

sceGameUpdateTerm()

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# Document serial number: 000004892117

# sceGameUpdateTerm

#### Termination function

#### **Definition**

#### **Calling Conditions**

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

#### **Arguments**

None

#### **Return Values**

Returns 0 for normal termination.

Returns a negative value for errors.

#### **Description**

This function terminates the GameUpdate library.

If sceGameUpdateRun() is executing, this function will perform interruption processing and wait until sceGameUpdateRun() processing completes.

#### **Examples**

#### See Also

sceGameUpdateInit()



# sceGameUpdateRun

#### Patch checking function

#### **Definition**

#### **Calling Conditions**

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

#### **Arguments**

result Pointer to the patch information structure

#### **Return Values**

Returns 0 for normal termination.

Returns a negative value for errors. The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_	0x80412801	Not initialized.
NOT_INITIALIZED		sceGameUpdateTerm() may already have been
		called or sceGameUpdateInit() may not have
	\ <b>X</b>	been called.
		Check the calling order.
SCE_GAME_UPDATE_ERROR_ \	0x80412803	An invalid argument was specified.
INVALID_ARG		NULL has been specified for result.
		Check whether or not correct value has
		been specified for argument.
SCE_GAME_UPDATE_ERROR_	0x80412808	An invalid HTTP response was returned.
HTTP_BAD_RESPONSE		The DNS server settings of the network configuration
		may be invalid or the HTTP proxy server settings may
		be invalid.
SCE_GAME_UPDATE_ERROR_	0x80412809	Version file parsing error.
PARSER_FAILED		An error occurred during version file processing. If
		the error continues to occur, contact technical support.
SCE_GAME_UPDATE_ERROR_	0x8041280a	Version file is invalid.
BAD_RESPONSE		An error occurred during version file processing. If
		the error continues to occur, contact technical support.
SCE_GAME_UPDATE_ERROR_	0x8041280b	The API cannot be executed currently.
BUSY		Another thread might be calling
		sceGameUpdateRun().
		Check the calling order.
SCE_GAME_UPDATE_ERROR_	0x8041280c	Processing was interrupted by
ABORTED		sceGameUpdateAbort().
SCE_GAME_UPDATE_ERROR_	0x8041280d	Server maintenance is in progress
SERVER_MAINTENANCE		

#### **Description**

This function executes processing to check for patches.

This function blocks until a connection to the patch server is established and the result has been obtained. If the function completes normally, the result will be returned in result.

If the function is interrupted by sceGameUpdateAbort(), SCE\_GAME\_UPDATE\_ERROR\_ABORTED will be returned as the error code.

#### **Examples**



The size member of the patch information structure indicated in result is not used.

#### See Also

sceGameUpdateAbort(),SceGameUpdateResult



# sceGameUpdateAbort

#### Interruption function

#### **Definition**

#### **Calling Conditions**

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

#### **Arguments**

None

#### **Return Values**

Returns 0 for normal termination.

Returns a negative value for errors. The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_NOT_INITIALIZED	0x80412801	Not initialized.
	7	sceGameUpdateTerm() may
		already have been called or
		sceGameUpdateInit() may not
		have been called.
		Check the calling order.

#### **Description**

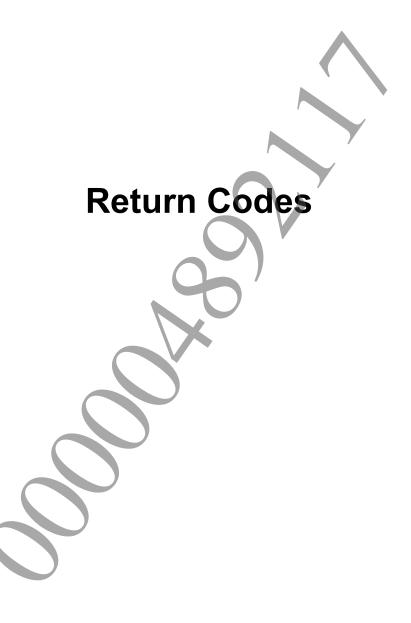
This function interrupts patch checking.

The error code SCE GAME UPDATE ERROR ABORTED will be returned by sceGameUpdateRun().

#### **Examples**

#### See Also

sceGameUpdateRun()



# **Return Codes**

List of return codes returned by the GameUpdate library

#### Definition

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_NOT_INITIALIZED	0x80412801	Not initialized
SCE_GAME_UPDATE_ERROR_INVALID_ARG	0x80412803	An invalid argument was
		specified
SCE_GAME_UPDATE_ERROR_HTTP_BAD_RESPONSE	0x80412808	An invalid HTTP response
		was returned
SCE_GAME_UPDATE_ERROR_PARSER_FAILED	0x80412809	Version file parsing error
SCE_GAME_UPDATE_ERROR_BAD_RESPONSE	0x8041280a	Version file is invalid
SCE_GAME_UPDATE_ERROR_BUSY	0x8041280b	The API cannot be executed
		currently
SCE_GAME_UPDATE_ERROR_ABORTED	0x8041280c	Processing was interrupted
		by
	/	<pre>sceGameUpdateAbort()</pre>
SCE_GAME_UPDATE_ERROR_SERVER_MAINTENANCE	0x8041280d	Server maintenance is in
		progress

