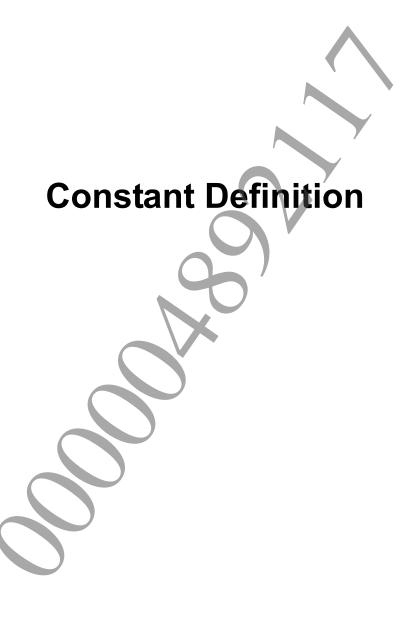


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SCE_KERNEL_POWER_TICK_xxx

Idle timer cancellation type

Definition

<pre>#include <kernel.h></kernel.h></pre>	
#define SCE KERNEL POWER TICK DEFAULT	0x00
#define SCE_KERNEL_POWER_TICK_DISABLE_AUTO_SUSPEND	0x01
#define SCE_KERNEL_POWER_TICK_DISABLE_OLED_DIMMING	0x06
#define SCE KERNEL POWER TICK DISABLE OLED OFF	0x04

Macro	Description
SCE_KERNEL_POWER_TICK_DEFAULT	Cancels all timers
SCE_KERNEL_POWER_TICK_DISABLE_AUTO_SUSPEND	Cancels the timer related to automatic
	suspension
SCE_KERNEL_POWER_TICK_DISABLE_OLED_DIMMING	Cancels the timer for the screen
	(touchscreen) dimming
SCE_KERNEL_POWER_TICK_DISABLE_OLED_OFF	Cancels the timer for switching the screen
	(touchscreen) off

Description

This constant represents the type of method to be used for canceling a timer that measures the time until power save mode begins.

See Also

sceKernelPowerTick()





Document serial number: 000004892117

scePowerlsPowerOnline

Get external power supply connection status

Definition

```
#include <power.h>
SceInt32 scePowerIsPowerOnline (
        void
);
```

Calling Conditions

Multithread safe.

Arguments

None

Return Values

If an error occurs, a negative value is returned.

Value	Description
1	Power is supplied from an external power supply (AC adapter)
0	Power is not supplied from an external power supply (AC adapter)
<0	Error

Description

This function checks whether or not power is supplied from an external power supply (AC adapter).

See Also

scePowerIsBatteryCharging



Document serial number: 000004892117

scePowerIsLowBattery

Get low battery status

Definition

```
#include <power.h>
SceInt32 scePowerIsLowBattery (
        void
);
```

Calling Conditions

Multithread safe.

Arguments

None

Return Values

If an error occurs, a negative value is returned.

Value	Description
1	The status is low battery status
0	The status is not low battery status
<0	Error

Description

This function obtains information indicating whether or not the status is low battery status.

Low battery status means that the remaining battery life is short.



Document serial number: 000004892117

scePowerIsBatteryCharging

Get battery charging status

Definition

```
#include <power.h>
SceInt32 scePowerIsBatteryCharging (
        void
);
```

Calling Conditions

Multithread safe

Arguments

None

Return Values

If an error occurs, a negative value is returned.

Value	Description
1	Battery is charging
0	Battery is not charging
SCE_POWER_ERROR_DETECTING	Obtaining battery information
<0	Error

Description

This function obtains information indicating whether or not the battery is charging.

The correct value may not be returned until the power service recognizes the battery by polling. Battery charging may be suppressed (the battery is not charging) while the WLAN is in use.

See Also

scePowerIsPowerOnl





sceKernelPowerTick

Cancel idle timer

Definition

Calling Conditions

Multithread safe.

Arguments

ticktype Specify the method of canceling the timer for measuring the time until power save mode begins.

The following values can be specified for the ticktype argument.

Macro	Description
SCE_KERNEL_POWER_TICK_DEFAULT	Cancels all timers.
SCE_KERNEL_POWER_TICK_DISABLE_AUTO_SUSPEND	Cancels only the timer related to automatic
	suspension.
SCE_KERNEL_POWER_TICK_DISABLE_OLED_DIMMING	Cancels the timer for the screen
	(touchscreen) dimming
SCE_KERNEL_POWER_TICK_DISABLE_OLED_OFF	Cancels the timer for switching the screen
	(touchscreen) off

Return Values

Always returns 0.

Description

This function cancels the count value of the idle timer so that the PlayStation®Vita does not enter a power save state when the idle timer expires.

In the idle state, the system automatically performs power save processing such as turning off the screen (touchscreen). Using the sceKernelPowerTick() function to cancel the count value for the idle state prevents the specified power save processing from being performed.

Normally, use SCE KERNEL POWER TICK DEFAULT.

Specify SCE_KERNEL_POWER_TICK_DISABLE_AUTO_SUSPEND to cancel only the timer for beginning automatic sleep mode. Use this when you wish to only suppress automatic sleep while allowing the screen (touchscreen) display to disappear.



scePowerSetConfigurationMode

Control clock frequencies

Definition

Calling Conditions

Not multithread safe

Arguments

```
Power configuration setting

SCE_POWER_CONFIGURATION_MODE_A = Mode A

SCE_POWER_CONFIGURATION_MODE_B = Mode B

SCE_POWER_CONFIGURATION_MODE_C = Mode C
```

Return Values

If an error occurs, a negative value is returned.

Value	Description
0	Success
<0	Error

Description

Set the power configuration for setting the GPU clock frequency, etc.

For details on Mode A/Mode B/Mode C operation, refer to the "Power Configuration Control" chapter in the "Power Service Overview" document.

Note

Note that the time required to execute the scePowerSetConfigurationMode() function may vary depending on the device type and each device.

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