Photo Export Library Overview

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1 Library Overview

Scope of This Document

This document explains the photo export library, which provides functions to register the photo files of applications to the system software. The photo export library exports photo files by using either the `scePhotoExportFromData()` function or the `scePhotoExportFromFile()` function. Whether photo files can be viewed in the Photos application is determined using either the `scePhotoExportIsAvailableFromData()` function or the `scePhotoExportIsAvailableFromFile()` function.

Purpose and Features

The photo export library is a library that provides functions to register the photo files of applications to the system software. The formats of the photo files that can be registered by the photo export library to the system software are as follows.

- JPEG (.jpg, .jpeg)
- PNG (.png)
- GIF (.gif)
- BMP (.bmp)
- TIFF (.tif, .tiff)
- MPO (.mpo)

The library also supports JPEG EXIF headers. The thumbnail images used on the list screen are created by the photo export library.

Whether a photo file can be viewed in the Photos application can be known in advance by using the photo export library.

Consumed Resources

The system resources used by the photo export library are listed below.

Resource	Description
Work memory	32 KiB in addition to the *workMemory* given explicitly by the application

Files

The files required to use the photo export library are as follows.

Filename	Description
photo_export.h	Header file
libScePhotoExport_stub.a	Stub library file

Photo export library can be linked in the PRX format only.

Link libScePhotoExport_stub.a statically to use the Photo export library. The PRX module is stored in storage managed by system software and can be loaded/unloaded using API of libsysmodule.

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

Sample Programs

The following program is provided as a photo export library sample program for reference purposes.
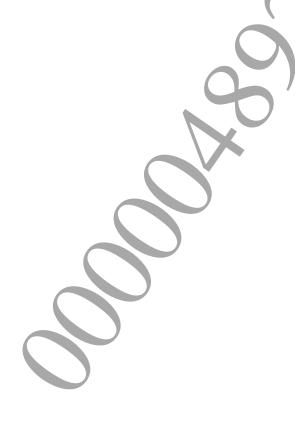
sample_code/system/api_photo_export/basic/

List of Functions

The functions that are provided by the photo export library are listed below.

For details, refer to the "Photo Export Library Reference" document.

Function	Description
scePhotoExportFromData()	Performs export with photo data pointer specification
scePhotoExportFromFile()	Performs export with photo file specification
scePhotoExportIsAvailableFromData()	Determines whether a photo file can be viewed in the Photos application by specifying a pointer to the photo data.
scePhotoExportIsAvailableFromFile()	Determines whether a photo file can be viewed in the Photos application by specifying a photo file.

2 **Basic Usage Procedure**

General Overview

Either of the following functions is used to export photo files using the photo export library.

- `scePhotoExportFromData()`
- `scePhotoExportFromFile()`

The difference between these two functions lies in whether photo files are specified with a byte stream pointer or by a file name, and other than the photo file specification method, their operation is the same.

These functions are blocking functions. To abort export, set the cancel callback function and notify cancellation to the photo export library with the cancel callback function.

The file paths following export can be obtained as the export result.

The actual export processing is done through the photo export process, but since the process startup is done within the function, no processing in particular is required at the application level.

One of the following functions is used to check beforehand whether a photo file can be viewed in the Photos application using the photo export library.

- `scePhotoExportIsAvailableFromData()`
- `scePhotoExportIsAvailableFromFile()`

The difference between these two functions lies in whether the photo file is specified with a byte stream pointer or by file name. Other than the photo file specification method, the operation is the same.

scePhotoExportFromData()

`scePhotoExportFromData()` specifies a photo file to be exported with a pointer to the byte stream and the data size.

scePhotoExportFromFile()

`scePhotoExportFromFile()` specifies a photo file to be exported with the file path.

scePhotoExportIsAvailableFromData()

`scePhotoExportIsAvailableFromData()` specifies the photo file whose viewability in the Photos application is to be checked with the pointer to the byte stream and the data size.

scePhotoExportIsAvailableFromFile()

`scePhotoExportIsAvailableFromFile()` specifies the photo file whose viewability in the Photos application is to be checked with its file path.

Metadata Other than Metadata In Photo File

The metadata other than the metadata in the photo file is passed to the photo export library set to
`ScePhotoExportParam`. The photo export library registers that metadata along with the metadata in the
file to the database. The metadata types are as follows.

- Title of photo displayed in the system software
- Game title name (album name)
- Comment (detailed information)

Supplement

If no game title name is specified, the title name described in PARAM.SFO is set.

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3 **Precautions**

The photo export library launches the process to execute the export processing within the function when the scePhotoExportFromData() function or the scePhotoExportFromFile() function is called.

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.