Camera Import Dialog Reference

PlayStation®Vita Programmer Tool Runtime Library Release 3.50

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Call

sceCameraImportDialogParamInit

Macro for call parameter initialization

Definition

```
#include <cameraimport_dialog.h>
static inline
void sceCameraImportDialogParamInit(SceCameraImportDialogParam *param)
{
        sceClibMemset(param, 0x0, sizeof(SceCameraImportDialogParam));
        _sceCommonDialogSetMagicNumber(&param->commonParam);
        param->sdkVersion = SCE_PSP2_SDK_VERSION;
}
```

Arguments

param Call parameter

Return Values

None

Description

This is a macro function for initializing the Camera Import Dialog call parameter.

Before performing the various call parameter settings, be sure to use this macro to execute structure initialization. The appropriate SDK version is set at the same time.

See Also

SceCameraImportDialogParam

sceCameraImportDialogInit

Call various functions of Camera Import Dialog

Definition

```
#include <cameraimport_dialog.h>
SceInt32 sceCameraImportDialogInit(
        const SceCameraImportDialogParam *param
)
```

Arguments

param Call parameter

Return Values

Returns SCE_OK(0) as the value of the function for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	The Common Dialog function is already being called (details below)
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Invalid value was specified for the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_INFOBAR_PARAM	0x80020433	Invalid value was specified for *infobarParam* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_BG_COLOR	0x80020434	Invalid value was specified for *bgColor* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_DIMMER_COLOR	0x80020435	Invalid value was specified for *dimmerColor* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error
SCE_CAMERAIMPORT_DIALOG_ERROR_INVALID_WORKING_BUFFER	0x80104702	The *workingBuffer* and *workingBufferSize* members of the argument *param* do not meet limitations
SCE_CAMERAIMPORT_DIALOG_ERROR_REQUIRED_PRX_IS_NOT_LOADED	0x80104703	The PRX required for running Camera Import Dialog has not been loaded.

Description

This function calls the Camera Import Dialog function.

This function can be called only when other Common Dialog functions are not called (including the function of Camera Import Dialog proper). If this function is called at times other than the above, `SCE_COMMON_DIALOG_ERROR_BUSY` is returned.

When calling this function is successful, the operation status immediately changes to `SCE_COMMON_DIALOG_STATUS_RUNNING`. For details on the operation statuses, refer to the `sceCameraImportDialogGetStatus()` section.

In *`param`*, specify the call parameter structure for which the camera resolution, camera device (front /rear), photograph data format, etc. available to the user were set.

Be sure to set values for *`param`* after performing initialization with the `sceCameraImportDialogParamInit()` macro.

The *`param`* instance need not be allocated after this function is called, but some of the pointer reference parameters must be held until calling of the Camera Import Dialog function is ended by calling `sceCameraImportDialogTerm()`.

This function is multithread safe.

See Also

`SceCameraImportDialogParam`, `sceCameraImportDialogParamInit()`, `sceCameraImportDialogGetStatus()`

SceCameraImportDialogParam

Structure for calling Camera Import Dialog

Definition

```
#include <cameraimport_dialog.h>
typedef struct SceCameraImportDialogParam {
        SceUInt32 sdkVersion;
        SceCommonDialogParam commonParam;
        SceUInt32 outputMode;
        SceCameraImportDialogMemoryRawParam *memRawParam;
        SceCameraImportDialogMemoryJpegParam *memJpegParam;
        SceChar8 reserved1[8];
        void *workingBuffer;
        SceInt32 workingBufferSize;
        SceUInt32 availableResolution;
        SceUInt32 initialResolution;
        SceUInt32 availableDevice;
        SceUInt32 initialDevice;
        SceUInt32 rotationMode;
        SceUInt32 overlayMode;
        SceCameraImportDialogOverlayImage *overlayImage;
        SceChar8 reserved2[48];
} SceCameraImportDialogParam;
```

Members

sdkVersion	SDK version
commonParam	Common parameters for Common Dialogs
outputMode	Photograph data output format
memRawParam	Parameter for RAW format output
memJpegParam	Parameter for JPEG format output
reserved1	Reserved area (fill with all 0s)
workingBuffer	Working buffer
workingBufferSize	Size of working buffer
availableResolution	Camera resolutions available to the user
initialResolution	Camera resolution at the time of dialog start-up
availableDevice	Camera devices available to the user
initialDevice	Camera device at the time of dialog start-up
rotationMode	Vertical/horizontal position determination mode
overlayMode	Usage method of overlay images
overlayImage	Overlay image
reserved2	Reserved area (fill with all 0s)

Description

This is a structure passed to `sceCameraImportDialogInit()` to determine the operation of Camera Import Dialog. Use `sceCameraImportDialogParamInit()` to initialize it.

Specify the SDK version in *`sdkVersion`*. An appropriate value is input when the structure is initialized with `sceCameraImportDialogParamInit()`.

Specify the common parameters for Common Dialogs in *`commonParam`*.

Specify the info bar information in *`commonParam.infobarParam`*. Specify NULL in Camera Import Dialog. Always hide the info bar in Camera Import Dialog.

Specify background color information in ARGB format (0 - 255) in *`commonParam.bgColor`*. For use in the game, only 0 (transparent) or 255 (non-transparent) can be specified in *`commonParam.bgColor.a`*.

Specify dimmer color information in ARGB format (0 - 255) in *`commonParam.dimmerColor`*. Only (r,g,b,a)=(0,0,0,0) (transparent) or (r,g,b,a)= (0,0,0,255) (non-transparent black) can be used.

For details on the common parameters for Common Dialogs, refer to the "Common Dialog Reference" document.

Specify the output format of the data of photographs taken in *`outputMode`*.

Macro	Value	Description
`SCE_CAMERAIMPORT_DIALOG_OUTPUT_MODE_MEMORY_RAW`	0	Outputs photograph data in RAW format
`SCE_CAMERAIMPORT_DIALOG_OUTPUT_MODE_MEMORY_JPEG`	1	Outputs photograph data in JPEG format

`memRawParam` is a structure for specifying the parameters for output in RAW format. Make sure to set its contents if `SCE_CAMERAIMPORT_DIALOG_OUTPUT_MODE_MEMORY_RAW` is specified in *`outputMode`*. If other values are specified in *`outputMode`*, assign NULL. For details, refer to the `SceCameraImportDialogMemoryRawParam` section.

`memJpegParam` is a structure for specifying the parameters for output in JPEG format. Make sure to set its contents if `SCE_CAMERAIMPORT_DIALOG_OUTPUT_MODE_MEMORY_JPEG` is specified in *`outputMode`*. If other values are specified in *`outputMode`*, assign NULL. For details, refer to the `SceCameraImportDialogMemoryJpegParam` section.

`reserved1` is a reserved area for future function expansion. It must be filled with all 0s. It will be set to 0 when the structure is initialized with `sceCameraImportDialogParamInit()`.

Pass the working buffer to *`workingBuffer`* and *`workingBufferSize`*. The required size is defined by the `SCE_CAMERAIMPORT_DIALOG_WORKING_BUFFER_SIZE` constant. Refer to the "Camera Import Dialog Overview" document for working buffer limitations. Keep this memory area until the completion of the calling of the Camera Import Dialog function with `sceCameraImportDialogTerm()`.

Macro	Value	Description
`SCE_CAMERAIMPORT_DIALOG_WORKING_BUFFER_SIZE`	2*1024*1024	Required size of the working buffer

Specify the camera resolutions available to the user in *`availableResolution`*. Specify the macros below with an OR operation. If not allowing the user to switch among resolutions, only specify the macro value for 1 type. This value must not be set to 0.

Macro	Value	Description
`SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_640X480`	0x01	640x480
`SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_640X360`	0x02	640x360
`SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_480X480`	0x04	480x480

Specify the camera resolution at the time of Camera Import Dialog start-up in *initialResolution*. Specify 1 type among the values specified with an OR operation in *availableResolution*.

Specify the camera devices available to the user (front/rear) in *availableDevice*. Specify the following macros with an OR operation. If not allowing the user to switch among cameras, only specify the macro value for 1 type. This value must not be set to 0.

Macro	Value	Description
SCE_CAMERAIMPORT_DIALOG_CAMERA_DEVICE_FRONT	0x01	The camera installed on the same side of the display
SCE_CAMERAIMPORT_DIALOG_CAMERA_DEVICE_REAR	0x02	The camera installed on the opposite side of the display

Specify the camera device at the time of Camera Import Dialog start-up in *initialDevice*. Specify 1 type among the values specified with an OR operation in *availableDevice*.

In *rotationMode*, use the following macros to specify whether determination of vertical/horizontal position is to be performed using acceleration sensor information. When SCE_CAMERAIMPORT_DIALOG_ROTATION_MODE_DISABLE is specified, SCE_CAMERAIMPORT_DIALOG_IMAGE_ORIENTATION_NORMAL will always return to the *orientation* of SceCameraImportDialogOutputParam.

Macro	Value	Description
SCE_CAMERAIMPORT_DIALOG_ROTATION_MODE_DISABLE	0	Disable determination of vertical/horizontal position
SCE_CAMERAIMPORT_DIALOG_ROTATION_MODE_ENABLE	1	Enable determination of vertical/horizontal position

Specify the usage method of overlay images in *overlayMode*.

Macro	Value	Description
SCE_CAMERAIMPORT_DIALOG_OVERLAY_MODE_NOT_USE	0	Overlay images are not used
SCE_CAMERAIMPORT_DIALOG_OVERLAY_MODE_DISPLAY	1	Overlay images will be displayed on the UI for taking photographs, but overlay images will not be superimposed on output photographic data.
SCE_CAMERAIMPORT_DIALOG_OVERLAY_MODE_PRINT	2	Overlay images will not be displayed on the UI for taking photographs, but overlay images will be superimposed on output photographic data.
SCE_CAMERAIMPORT_DIALOG_OVERLAY_MODE_DISPLAY_AND_PRINT	3	Overlay images will be displayed on the UI for taking photographs, and overlay images will be superimposed on output photographic data also.

overlayImage is a structure for specifying the image to be overlaid. Assign NULL if not using overlay (that is, if SCE_CAMERAIMPORT_DIALOG_OVERLAY_MODE_NOT_USE is specified in *overlayMode*). For details, refer to the SceCameraImportDialogOverlayImage section.

reserved2 is a reserved area for future function expansion. It must be filled with all 0s. It will be set to 0 when the structure is initialized with sceCameraImportDialogParamInit().

See Also

`sceCameraImportDialogParamInit()`, `SceCameraImportDialogMemoryRawParam`, `SceCameraImportDialogMemoryJpegParam`, `SceCameraImportDialogOverlayImage`

SceCameraImportDialogMemoryRawParam

Structure for specifying RAW format output parameters

Definition

```
#include <cameraimport_dialog.h>
typedef struct SceCameraImportDialogMemoryRawParam{
        void* buffer;
        SceSize bufferSize;
        SceGxmTextureType texType;
        SceGxmTextureFormat texFormat;
        SceChar8 reserved[32];
} SceCameraImportDialogMemoryRawParam;
```

Members

buffer	Output buffer
bufferSize	Size of output buffer
texType	Alignment of output data
texFormat	Format of output data
reserved	Reserved area (fill with all 0s)

Description

This structure is for specifying RAW format output parameters. It is used if SCE_CAMERAIMPORT_DIALOG_OUTPUT_MODE_MEMORY_RAW is specified in the *outputMode* of SceCameraImportDialogParam.

Specify the output destination of photographic data in *buffer* and *bufferSize*. The size that should be specified in *bufferSize* depends on the resolutions specified in the *availableResolution* of SceCameraImportDialogParam. Specify the largest among the required buffer sizes corresponding to the resolutions specified in *availableResolution*

Macro	Value	Description
SCE_CAMERAIMPORT_DIALOG_RAW_U8U8U8U8_SIZE_640X480	(640*480*4)	Required buffer size when using SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_640X480
SCE_CAMERAIMPORT_DIALOG_RAW_U8U8U8U8_SIZE_640X360	(640*360*4)	Required buffer size when using SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_640X360
SCE_CAMERAIMPORT_DIALOG_RAW_U8U8U8U8_SIZE_480X480	(480*480*4)	Required buffer size when using SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_480X480

In *texType*, specify the alignment of data to be output in the case of memory output. Only the following value is valid. For details, refer to the "GPU User's Guide" and "libgxm Reference" documents.

Valid enum Value	Description
SCE_GXM_TEXTURE_LINEAR	Linear memory layout with implicit stride

In *texFormat*, specify the format of data to be output in the case of memory output. Only the following value is valid. For details, refer to the "GPU User's Guide" and "libgxm Reference" documents.

Valid enum Value	Description
SCE_GXM_TEXTURE_FORMAT_U8U8U8U8_ABGR	Pixels are written on the memory in U8U8U8U8 format and in ABGR order (little endian)

reserved is a reserved area for future function expansion. It must be filled with all 0s.

See Also

SceCameraImportDialogParam

SceCameraImportDialogMemoryJpegParam

Structure for specifying JPEG format output parameters

Definition

```
#include <cameraimport_dialog.h>
typedef struct SceCameraImportDialogMemoryJpegParam{
        void* buffer;
        SceSize bufferSize;
        SceChar8 reserved[32];
} SceCameraImportDialogMemoryJpegParam;
```

Members

buffer	Output buffer
bufferSize	Size of output buffer
reserved	Reserved area (fill with all 0s)

Description

This structure is for specifying JPEG format output parameters. It is used if SCE_CAMERAIMPORT_DIALOG_OUTPUT_MODE_MEMORY_JPEG is specified in the *outputMode* of SceCameraImportDialogParam.

Specify the output destination of photographic data in *buffer* and *bufferSize*. The size that should be specified in *bufferSize* depends on the resolutions specified in the *availableResolution* of SceCameraImportDialogParam. Specify the largest among the required buffer sizes corresponding to the resolutions specified in *availableResolution*.

Macro	Value	Description
SCE_CAMERAIMPORT_DIALOG_JPEG_MAX_SIZE_640X480	(640*480*4+(96*1024))	Required buffer size when using SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_640X480
SCE_CAMERAIMPORT_DIALOG_JPEG_MAX_SIZE_640X360	(640*360*4+(96*1024))	Required buffer size when using SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_640X360
SCE_CAMERAIMPORT_DIALOG_JPEG_MAX_SIZE_480X480	(480*480*4+(96*1024))	Required buffer size when using SCE_CAMERAIMPORT_DIALOG_CAMERA_RESOLUTION_480X480

However, the above are theoretical maximum values, and file size is normally around a few hundred KBs.

reserved is a reserved area for future function expansion. It must be filled with all 0s.

See Also

SceCameraImportDialogParam

SceCameraImportDialogOverlayImage

Structure for specifying overlay images

Definition

```
#include <cameraimport_dialog.h>
typedef struct SceCameraImportDialogOverlayImage {
        const void *buffer;
        SceSize bufferSize;
        SceUInt32 width;
        SceUInt32 height;
        SceUInt32 stride;
        SceGxmTextureType texType;
        SceGxmTextureFormat texFormat;
        SceChar8 reserved[32];
} SceCameraImportDialogOverlayImage;
```

Members

buffer	Pointer to the image data
bufferSize	Size of image data
width	Width of image
height	Height of image
stride	Image data stride (in bytes).
texType	Alignment of image data
texFormat	Format of image data
reserved	Reserved area (fill with all 0s)

Description

This structure is for specifying overlay images.

It is used if values other than SCE_CAMERAIMPORT_DIALOG_OVERLAY_MODE_NOT_USE are specified in the *overlayMode* of SceCameraImportDialogParam.

Specify the buffer storing the data for overlay images in *buffer* and *bufferSize*. Keep this memory area until the completion of the calling of the Camera Import Dialog function with sceCameraImportDialogTerm().

Specify the width of overlay image data in pixel units in *width*. *width* must not exceed the following value. Also,0 must not be specified.

Macro	Value	Description
SCE_CAMERAIMPORT_DIALOG_MAX_OVERLAY_IMAGE_WIDTH	848	Maximum size of overlay images (width)

Specify the height of overlay image data in pixel units in *height*. *height* must not exceed the following value. Also, 0 must not be specified.

Macro	Value	Description
SCE_CAMERAIMPORT_DIALOG_MAX_OVERLAY_IMAGE_HEIGHT	480	Maximum size of overlay images (height)

Specify the stride of overlay image data in byte units in *stride*. This is only valid if SCE_GXM_TEXTURE_LINEAR_STRIDED is specified in *texType*. Otherwise, specify 0. Refer to the "GPU User's Guide" document for limitations concerning stride values.

Specify the alignment of overlay image data in *texType*. Only the values below are valid. Refer to the "GPU User's Guide" and "libgxm Reference" documents for details on each value. Implicit stride value will be adopted if SCE_GXM_TEXTURE_LINEAR is specified

Valid enum Values	Description
SCE_GXM_TEXTURE_LINEAR	Linear memory layout with implicit stride
SCE_GXM_TEXTURE_LINEAR_STRIDED	Linear memory layout with explicit stride values

Specify the format of overlay images in *texFormat*. Only the value below is valid. For details, refer to the "GPU User's Guide" and "libgxm Reference" documents.

Valid enum Values	Description
SCE_GXM_TEXTURE_FORMAT_U8U8U8U8_ABGR	Pixels are read form the memory in U8U8U8U8 format and in ABGR order (little endian)

reserved is a reserved area for future function expansion. It must be filled with all 0s.

See Also

SceCameraImportDialogParam

Retrieval of Operation Status

sceCameraImportDialogGetStatus

Get operation status of Camera Import Dialog

Definition

```
#include <cameraimport_dialog.h>
SceCommonDialogStatus sceCameraImportDialogGetStatus()
```

Arguments

None

Return Values

Returns one of the following operation statuses as the value of the function.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_STATUS_NONE	0x0	Camera Import Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	Camera Import Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	Camera Import Dialog operation has finished

Description

This function gets the operation status of Camera Import Dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

When calling sceCameraImportDialogInit() is successful, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_RUNNING.

The operation status of Camera Import Dialog will not change to SCE_COMMON_DIALOG_STATUS_FINISHED before either the user either takes or cancels a photograph or the application calls sceCameraImportDialogAbort().

sceCameraImportDialogTerm() can be called only while the operation status is SCE_COMMON_DIALOG_STATUS_FINISHED.

When sceCameraImportDialogTerm() is called, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_NONE.

This function is multithread safe.

See Also

sceCameraImportDialogInit(), sceCameraImportDialogAbort(), sceCameraImportDialogGetResult(), sceCameraImportDialogTerm()

Retrieval of Call Result

sceCameraImportDialogGetResult

Get call result of Camera Import Dialog

Definition

```
#include <cameraimport_dialog.h>
SceInt32 sceCameraImportDialogGetResult(
        SceCameraImportDialogResult* result
)
```

Arguments

result Stores the call result

Return Values

Returns SCE_OK(0) as the value of the function for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified in the argument *result*
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Parameter error (details below)
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the appropriate operation status (details below)
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function retrieves the call result of Camera Import Dialog.

This function can be called only while the operation status of Camera Import Dialog is SCE_COMMON_DIALOG_STATUS_FINISHED. If it is called at times other than the above, SCE_COMMON_DIALOG_ERROR_NOT_FINISHED is returned. For details on the operation statuses, refer to the sceCameraImportDialogGetStatus() section.

The call result of Camera Import Dialog is stored in *result*. For details on the call results, refer to the SceCameraImportDialogResult.

This function is multithread safe.

See Also

SceCameraImportDialogResult, sceCameraImportDialogGetStatus()

SceCameraImportDialogResult

Structure for retrieving Camera Import Dialog call result

Definition

```
#include <cameraimport_dialog.h>
typedef struct SceCameraImportDialogResult {
        SceInt32 result;
        SceCameraImportDialogOutputParam output;
        SceChar8 reserved[32];
} SceCameraImportDialogResult;
```

Members

result	Stores the call result
output	Supplementary photographic image information
reserved	Reserved area (fill with all 0s)

Description

This structure receives the Camera Import Dialog call result. It is passed to `sceCameraImportDialogGetResult()`. Fill it with all 0s during initialization.

The call result of Camera Import Dialog is stored in *result*. In the case of success, one of the following positive values is stored.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_RESULT_OK	0x0	User has taken a photograph.
SCE_COMMON_DIALOG_RESULT_USER_CANCELED	0x1	User performed cancel operation.
SCE_COMMON_DIALOG_RESULT_ABORTED	0x2	Abortion through `sceCameraImportDialogAbort()`

Stores one of the following error codes (negative value) for errors. For details, refer to the "Return Codes" section.

Supplementary photographic image information is stored in *output*. For details, refer to the `SceCameraImportDialogOutputParam` section. This is only valid if *result* is `SCE_COMMON_DIALOG_RESULT_OK`.

reserved is a reserved area for future function expansion. It must be filled with all 0s.

Also, photographic image data is stored in the location specified with either the `SceCameraImportDialogMemoryRawParam` or the `SceCameraImportDialogMemoryJpegParam` structure. It is not included in the `SceCameraImportDialogResult` structure.

See Also

`sceCameraImportDialogGetResult()`, `sceCameraImportDialogAbort()`, `SceCameraImportDialogOutputParam`

SceCameraImportDialogOutputParam

Structure for transmission of supplementary photographic image information

Definition

```
#include <cameraimport_dialog.h>
typedef struct SceCameraImportDialogOutputParam {
        SceSize size;
        SceUInt32 width;
        SceUInt32 height;
        SceUInt32 device;
        SceUInt32 orientation;
        SceChar8 reserved[32];
} SceCameraImportDialogOutputParam;
```

Members

size	Size of image data (byte)
width	Height of image (pixel)
height	Format of image (pixel)
device	Device used for taking the photograph
orientation	Image rotation information
reserved	Reserved area (fill with all 0s)

Description

This is a structure for receiving supplementary photographic image information. It is included in SceCameraImportDialogResult. Fill it with all 0s during initialization.

The size of output photograph data is stored in byte units in *size*.

The width and height of photographed images is stored in pixel units in *width* and *height* respectively.

Information on the device used for taking the photograph is stored in *device*. Specific values are as follows:

Value	Value	Description
SCE_CAMERAIMPORT_DIALOG_CAMERA_DEVICE_FRONT	0x01	The camera installed on the same side of the display
SCE_CAMERAIMPORT_DIALOG_CAMERA_DEVICE_REAR	0x02	The camera installed on the opposite side of the display

Image rotation information calculated from the values of the acceleration sensor when the photograph is taken is stored in *orientation*. In the case of JPEG format output, the same information will be stored inside the JPEG data. Therefore, no further processing is necessary if displaying JPEG with a rotation information-enabled viewer. In the case of RAW output, the same appearance as at the time the photograph was taken can be reproduced by rotating and displaying the image on the memory in accordance with the value indicated in *orientation*. A valid value for rotation information will only be stored if SCE_CAMERAIMPORT_DIALOG_ROTATION_MODE_ENABLE is specified in the *rotationMode* of the SceCameraImportDialogParam structure.

Value	Value	Description
SCE_CAMERAIMPORT_DIALOG_IMAGE_ORIENTATION_NORMAL	0	If image data is displayed as it is, appearance will be the same as at the time the photograph was taken

Value	Value	Description
SCE_CAMERAIMPORT_DIALOG_IMAGE_ORIENTATION_CLOCKWISE_90	1	If image data is rotated 90 degrees clockwise when displayed, appearance will be the same as at the time the photograph was taken
SCE_CAMERAIMPORT_DIALOG_IMAGE_ORIENTATION_CLOCKWISE_180	2	If image data is rotated 180 degrees when displayed, appearance will be the same as at the time the photograph was taken
SCE_CAMERAIMPORT_DIALOG_IMAGE_ORIENTATION_CLOCKWISE_270	3	If image data is rotated 270 degrees clockwise when displayed, appearance will be the same as at the time the photograph was taken

reserved is a reserved area for future function expansion.

See Also

SceCameraImportDialogResult, SceCameraImportDialogParam

Abortion

sceCameraImportDialogAbort

Abort call of Camera Import Dialog

Definition

```
#include <cameraimport_dialog.h>
SceInt32 sceCameraImportDialogAbort()
```

Arguments

None

Return Values

Returns `SCE_OK(0)` as the value of the function for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
`SCE_COMMON_DIALOG_ERROR_NOT_IN_USE`	0x80020411	`sceCameraImportDialogInit()` is not called
`SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL`	0x8002047F	Internal error

Description

This function aborts calling of Camera Import Dialog.

It can be called at any time between when `sceCameraImportDialogInit()` is called and `sceCameraImportDialogTerm()` is called. If it is called at times other than the above, `SCE_COMMON_DIALOG_ERROR_NOT_IN_USE` is returned.

When calling is successful, Camera Import Dialog starts to terminate processing, and the operation status will change to `SCE_COMMON_DIALOG_STATUS_FINISHED` after the completion of the termination processing.

For details on the operation statuses, refer to the `sceCameraImportDialogGetStatus()` section.

When Camera Import Dialog is closed with this function, calling `sceCameraImportDialogGetResult()` returns the following.

`SceCameraImportDialogResult.`*`result`* : `SCE_COMMON_DIALOG_RESULT_ABORTED`

`sceCameraImportDialogAbort()` is used to promptly abort the Camera Import Dialog display, for example when an urgent interrupt must be processed.

This function is multithread safe.

See Also

`sceCameraImportDialogGetStatus()`, `sceCameraImportDialogGetResult()`

Termination

sceCameraImportDialogTerm

End call of Camera Import Dialog

Definition

```
#include <cameraimport_dialog.h>
SceInt32 sceCameraImportDialogTerm()
```

Arguments

None

Return Values

Returns `SCE_OK(0)` as the value of the function for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
`SCE_COMMON_DIALOG_ERROR_NOT_FINISHED`	0x80020410	Called during other than the appropriate operation status (details below)
`SCE_COMMON_DIALOG_ERROR_NOT_IN_USE`	0x80020411	`sceCameraImportDialogInit()` is not called
`SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL`	0x8002047F	Internal error

Description

This function ends calling of Camera Import Dialog. Calling must be ended with this function after Camera Import Dialog has been called with `sceCameraImportDialogInit()`.

This function can be called only while the operation status of Camera Import Dialog is `SCE_COMMON_DIALOG_STATUS_FINISHED`. If it is called during times other than the above, `SCE_COMMON_DIALOG_ERROR_NOT_FINISHED` is returned.
`SCE_COMMON_DIALOG_ERROR_NOT_IN_USE` will be returned if the Camera Import Dialog function is not called.

If calling this function is successful, the operation status changes immediately to `SCE_COMMON_DIALOG_STATUS_NONE`.

For details on the operation statuses, refer to the `sceCameraImportDialogGetStatus()` section.

This function is multithread safe.

See Also

`sceCameraImportDialogInit()`, `sceCameraImportDialogGetResult()`

Constants

Return Codes

List of return codes returned by Camera Import Dialog

Definition

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Calling another common dialog function
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified as the function's argument
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Parameter error
SCE_COMMON_DIALOG_ERROR_NOT_RUNNING	0x80020404	Called during a period other than SCE_COMMON_DIALOG_STATUS_RUNNING
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during a period other than SCE_COMMON_DIALOG_STATUS_FINISHED
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceCameraImportDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error
SCE_CAMERAIMPORT_DIALOG_ERROR_CAMERA_ALREADY_USED	0x80104701	libcamera is in use within a process
SCE_CAMERAIMPORT_DIALOG_ERROR_REQUIRED_DEVICE_CANNOT_USE	0x80104704	Required device cannot be used