libdbgfont Reference

PlayStation®Vita Programmer Tool Runtime Library Release 3.50

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Structures

SceDbgFontConfig

Initialization structure for the library

Definition

```
#include <libdbgfont.h>
typedef struct {
        SceInt32 fontSize;
} SceDbgFontConfig;
```

Members

fontSize	Font size mode to be displayed

Description

This structure is the argument used in sceDbgFontInit() to initialize libdbgfont.

To *fontSize*, specify the font size mode to be used for drawing.

See Also

sceDbgFontInit(), Font Size Modes

SceDbgFontFrameBufInfo

Frame buffer configuration structure

Definition

```
#include <libdbgfont.h>
typedef struct {
        SceUChar8 *frameBufAddr;
        SceInt32 frameBufPitch;
        SceUInt32 frameBufPixelformat;
        SceInt32 frameBufWidth;
        SceInt32 frameBufHeight;
} SceDbgFontFrameBufInfo;
```

Members

frameBufAddr	Frame buffer address
frameBufPitch	Frame buffer pitch
frameBufPixelformat	Frame buffer pixel format
frameBufWidth	Frame buffer width
frameBufHeight	Frame buffer height

Description

This structure is the argument used to flush fonts in `sceDbgFontFlush()`.

In libdbgfont, the upper left corner of the screen is defined as (0, 0), while the lower right corner values are defined in *frameBufWidth* and *frameBufHeight*. The pixel format of the frame buffer to be drawn is specified with *frameBufPixelformat*.

See Also

`sceDbgFontPrint()`, Pixel Formats

Basic Functions

sceDbgFontInit

Initialize the library

Definition

```
#include <libdbgfont.h>
SceInt32 sceDbgFontInit(
        const SceDbgFontConfig *config
);
```

Calling Conditions

Can be called from a thread.

Not multithread safe.

Arguments

config	Library initialization parameter (see SceDbgFontConfig structure for details)

Return Values

Returns SCE_OK(0) for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

Description

This function initializes libdbgfont. In libdbgfont, this function must be called before any other function. To *config*, specify a pointer to the SceDbgFontConfig structure, which contains the font size mode (described later).

Example

```
SceDbgFontConfig config;
memset(&config, 0, sizeof(SceDbgFontConfig));
config.fontSize = SCE_DBGFONT_FONTSIZE_DEFAULT;   /* Font size mode */
sceDbgFontInit(&config);

/* Code using libdbgfont */

sceDbgFontExit();
```

Notes

Carry out the termination process using sceDbgFontExit() when libdbgfont is no longer required.

See Also

SceDbgFontConfig, sceDbgFontExit(), Font Size Modes

sceDbgFontExit

Terminate the library

Definition

```
#include <libdbgfont.h>
SceInt32 sceDbgFontExit(void)
```

Calling Conditions

Can be called from a thread.

Not multithread safe.

Arguments

None

Return Values

Returns `SCE_OK(0)` for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

Description

This function terminates libdbgfont.

Example

Refer to the example for `sceDbgFontInit()`.

See Also

`sceDbgFontInit()`

Drawing Functions

sceDbgFontPrint

Write to debug font buffer

Definition

```
#include <libdbgfont.h>
SceInt32 sceDbgFontPrint(
        SceInt32 x,
        SceInt32 y,
        SceUInt32 color,
        const SceChar8 *string
);
```

Calling Conditions

Can be called from a thread.

Multithread safe.

Arguments

x, *y*	Drawing position (screen coordinates for starting point)
color	Color values for font to be drawn
string	String to be drawn

Return Values

Returns the number of output characters for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

Description

This function writes strings to the font buffer within libdbgfont.

Screen coordinates specified with *x*, *y* are used as the starting point (the upper left corner of the string) to draw the string specified with *string*, using the color value specified with *color*. In *color*, specify the value based on the pixel format specified in *frameBufPixelformat* of the SceDbgFontFrameBufInfo structure.

The font size mode specified in sceDbgFontInit() determines the size of the characters to be drawn.

Call sceDbgFontFlush() to display the string written to the font buffer.

Example

```
char buf[32];
snprintf(buf,sizeof(buf),"(x,y)=(%d,%d)\n",x,y);  /* String generation */
sceDbgFontPrint(0,0,0xffffffff,buf);       /*Writes string to buffer */

SceDbgFontFrameBufInfo info;
info.frameBufAddr = addr;
info.frameBufPitch = 1024;
info.frameBufPixelformat = SCE_DBGFONT_PIXELFORMAT_A8B8G8R8;
info.frameBufWidth = 960;
info.frameBufHeight = 544;

sceDbgFontFlush(&info);                    /* Draws string*/
```

See Also

```
sceDbgFontFlush()
```

sceDbgFontFlush

Drawing debug fonts

Definition

```
#include <libdbgfont.h>
SceInt32 sceDbgFontFlush(
        const SceDbgFontFrameBufInfo *info
);
```

Calling Conditions

Can be called from a thread.

Multithread safe.

Arguments

info	Frame buffer parameter (see SceDbgFontFrameBufInfo structure for details)

Return Values

Returns SCE_OK(0) for normal termination.

Returns one of the error codes (a negative value) listed at the end of this document for errors.

Description

This function displays onscreen the string written to the font buffer in sceDbgFontPrint().

To *info*, specify the pointer in the SceDbgFontFrameBufInfo structure to specify information about the targeted frame buffer to be drawn.

Example

Refer to the example for sceDbgFontPrint().

See Also

SceDbgFontFrameBufInfo, sceDbgFontPrint(), Pixel Formats

Constants

Font Size Modes

Font size modes available in libdbgfont

Definition

Value	Decimal	Description
`SCE_DBGFONT_FONTSIZE_DEFAULT`	0	Default font size (8x8)
`SCE_DBGFONT_FONTSIZE_LARGE`	1	Large font size (16x16)

Description

This constant specifies the font size mode for fonts to be drawn in libdbgfont.

Specify one of the above values to the *`fontSize`* member in the `SceDbgFontConfig` structure, which will be passed to `sceDbgFontInit()`. Each character will be drawn in 8x8 dots if `SCE_DBGFONT_FONTSIZE_DEFAULT` is specified, or in 16x16 dots if `SCE_DBGFONT_FONTSIZE_LARGE` is specified.

Maximum Number of Displayable Fonts

Maximum number of fonts that can be displayed with libdbgfont

Definition

Value	Decimal	Description
`SCE_DBGFONT_FONTCOUNT_MAX`	4096	Maximum number of fonts

Description

This constant indicates the maximum number of fonts that can be displayed with libdbgfont.

Pixel Formats

Pixel formats available in libdbgfont

Definition

Value	Hexadecimal	Description
`SCE_DBGFONT_PIXELFORMAT_A8B8G8R8`	0x00000000U	A8B8G8R8 Pixel format

Description

This constant specifies the pixel format used to draw fonts in libdbgfont.

Specify the above value in the *`frameBufPixelformat`* member in the `SceDbgFontFrameBufInfo` structure, which will be passed to `sceDbgFontFlush()`.

Return Codes

List of libdbgfont return codes

Definition

Value	Hexadecimal	Description
SCE_OK	0	Normal termination
SCE_DBGFONT_ERROR_NOT_INIT	0x80570000	Library not initialized
SCE_DBGFONT_ERROR_EXISTS	0x80570001	Library initialization attempted twice
SCE_DBGFONT_ERROR_INVALID_FONTSIZE	0x80570002	Invalid font size
SCE_DBGFONT_ERROR_INVALID_PIXELFORMAT	0x80570003	Invalid pixel format
SCE_DBGFONT_ERROR_INVALID_ADDRESS	0x80570004	Invalid frame buffer address
SCE_DBGFONT_ERROR_FONT_OVER	0x80570005	Number of displayable fonts over limit
SCE_DBGFONT_ERROR_INVALID_POINTER	0x80570006	Invalid parameter address
SCE_DBGFONT_ERROR_INVALID_VALUE	0x80570007	Invalid parameter value

Description

libdbgfont functions return `SCE_OK(0)` for normal termination, and one of the above return codes (a negative value) for errors.