Tw Dialog Reference

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Table of Contents

Tw Dialog Call

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sceTwDialogParamInit

Macro function for Tw Dialog call parameter initialization

Definition

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

Arguments

param   Tw Dialog call parameter

Return Values

None

Description

This is a macro function for initializing the Tw Dialog call parameters.

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

Examples

Refer to "Examples" for sceTwDialogInit().

Notes

The definition content of this function has been abbreviated and does not match the actual headers.

See Also

SceTwDialogParam

sceTwDialogSpecParamInit

Tw Dialog display details parameter initialization macro function

Definition

```
#include <tw_dialog.h>
static inline
void sceTwDialogSpecParamInit(SceTwDialogSpecParam *param)
{
        sceClibMemset( param, 0x0, sizeof(SceTwDialogSpecParam) );
        /* The code to set for the default values for each item will be written
here */
}
```

Arguments

param   Tw Dialog display details parameters

Return Values

None

Description

This is the macro function for the Tw Dialog display details parameter initialization.

Before setting each item to the display details parameters, be sure to use this macro function to initialize the structure. The standard values will be set for each item.

Examples

Refer to "Examples" for sceTwDialogInit().

See Also

SceTwDialogSpecParam

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sceTwDialogInit

Call various features of Tw Dialog

Definition

```
#include <tw_dialog.h>
SceInt32 sceTwDialogInit(
        const SceTwDialogParam *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	(Number)	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	The Common Dialog feature is already being called (details below)
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the argument *param*
SCE_COMMON_DIALOG_ERROR_ UNEXPECTED_FATAL	0x8002047F	Internal error
SCE_TW_DIALOG_ERROR_PARAM	0x80107d01	Parameter error
SCE_TW_DIALOG_ERROR_NET_UNLOADED	0x80107d03	Net-related modules are not loaded

Description

This function calls the Tw Dialog features. When the call is successful, the Tw Dialog screen will be displayed.

As prerequisites for using this function, the net-related modules must be loaded and initialized. For details, refer to the "Libraries to Be Loaded and Initialized Beforehand" section of the "Tw Dialog Overview" document.

This function can be called only when other Common Dialog features are not called (including the Tw Dialog features 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 sceTwDialogGetStatus() section.

For *param*, specify the Tw Dialog call parameter structure for which the operation mode and parameters, etc. was set.

Be sure to set the various values after performing initialization of *param* with the sceTwDialogParamInit() macro function first.

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 sceTwDialogTerm() function is terminated by calling sceTwDialogTerm().

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Examples

```
SceInt32 ret = 0;
SceTwDialogParam twDialogParam;
SceTwDialogSpecParam twDialogSpecParam;

sceTwDialogParamInit(&twDialogParam);

twDialogParam.mode = SCE_TW_DIALOG_MODE_DEFAULT;

sceTwDialogSpecParamInit(&twDialogSpecParam);
twDialogParam.twDialogSpecParam = &twDialogSpecParam;

static const char s_initialMsg[] = "This is the initial Tweet message";// UTF-8
twDialogParam.twDialogSpecParam->tweetMsgStr = (SceChar8*)s_initialMsg;
static SceCommonDialogColor COLOR_WHITE = { 255, 255, 255, 255 };
twDialogParam.commonParam.bgColor = &COLOR_WHITE;
static SceCommonDialogColor COLOR_BLUE = { 0, 0, 255, 255 };
twDialogParam.twDialogSpecParam->charColor = COLOR_BLUE;
twDialogParam.twDialogSpecParam->logoColor = SCE_TW_DIALOG_LOGO_LIGHTBLUE;

ret = sceTwDialogInit(&twDialogParam);
if( ret < 0 ){
        // error
}
```

See Also

SceTwDialogParam, sceTwDialogParamInit(), sceTwDialogGetStatus()

SceTwDialogParam

Structure for calling Tw Dialog

Definition

```
#include <tw_dialog.h>
typedef struct SceTwDialogParam {
        SceUInt32 sdkVersion;
        SceCommonDialogParam commonParam;
        SceTwDialogMode mode;
        SceTwDialogSpecParam *twDialogSpecParam;
        SceChar8 reserved[32];
} SceTwDialogParam;
```

Members

sdkVersion	SDK version
commonParam	Common parameters for Common Dialogs
mode	Calling mode (details below)
twDialogSpecParam	Tw Dialog display details parameters
reserved	Reserved area (fill with all 0s)

Description

This is a structure passed to sceTwDialogInit() to call the Tw Dialog feature. Be sure to Use sceTwDialogParamInit() to initialize it.

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

The background color can be specified with *commonParam*. The info bar display status and dimmer color cannot be specified. For details, refer to the "Common Dialog Reference" document.

Specify the operation mode in *mode*. One of the following values is input.

Value	(Number)	Description
SCE_TW_DIALOG_MODE_DEFAULT	1	Tweet screen display mode
SCE_TW_DIALOG_MODE_ACCOUNT	2	Account information registration mode

Normally, use SCE_TW_DIALOG_MODE_DEFAULT.

When SCE_TW_DIALOG_MODE_DEFAULT is specified, the Tweet screen will be displayed.

When SCE_TW_DIALOG_MODE_ACCOUNT is specified, the mode will switch to the mode for registering the Twitter account information to the PlayStation®Vita, and the Twitter login screen will be displayed.

When either SCE_TW_DIALOG_MODE_DEFAULT or SCE_TW_DIALOG_MODE_ACCOUNT is specified, the account registration confirmation dialog will be displayed if Twitter account information is not registered to the PlayStation®Vita.

To *twDialogSpecParam*, the Tw Dialog display details parameter structure will be passed. For details, refer to the SceTwDialogSpecParam section.

reserved is a reserved area for future function expansion. It must be filled with all 0s (it will be filled with 0s by sceTwDialogParamInit()).

See Also

SceTwDialogSpecParam, sceTwDialogParamInit(), sceTwDialogInit()

SceTwDialogSpecParam

Tw Dialog display details parameter structure

Definition

```
#include <tw_dialog.h>
typedef struct SceTwDialogSpecParam {
        const SceChar8 *tweetMsgStr;
        const SceChar8 *imageFilePath;
        SceCommonDialogColor charColor;
        SceBool buttonIsCharColor;
        SceTwDialogLogoColor logoColor;
        SceBool forbidAttachPhoto;
        SceBool disableEditTweetMsg;
        SceBool forbidOnlyImageTweet;
        SceBool forbidNoImageTweet;
        SceBool disableChangeImage;
        SceBool limitToScreenShot;
        SceChar8 reserved[32];
} SceTwDialogSpecParam;
```

Members

tweetMsgStr	Tweet string
imageFilePath	Image file path
charColor	Character color
buttonIsCharColor	Colors the buttons like the character color
logoColor	Logo color
forbidAttachPhoto	Forbids adding an image
disableEditTweetMsg	Disables editing the first Tweet string
forbidOnlyImageTweet	Forbids image only Tweets
forbidNoImageTweet	Forbids Tweets with no images
disableChangeImage	Disables changing the first image attachment
limitToScreenShot	Limits to user screenshots
reserved	Reserved area (fill with all 0s)

Description

This structure specifies the data and attributes displayed by Tw Dialog.

Be sure to use `sceTwDialogSpecParamInit()` to initialize it. Use when calling Tw Dialog with `SCE_TW_DIALOG_MODE_DEFAULT`.

Even if `SceTwDialogParam` is initialized with `sceTwDialogParamInit()`, `SceTwDialogSpecParam` will not be filled with 0s.

For *tweetMsgStr*, specify a character string in UTF-8 to display as the first Tweet string when Tw Dialog is displayed. The character string must be NULL-terminated.

imageFilePath is the file path that indicates the image attached when Tw Dialog is displayed. Specify it in UTF-8. The character string must be NULL-terminated.

For *charColor*, specify the text color for Tw Dialog. `SceCommonDialogColor` has r, g, b, and a elements, and values from 0 to 255 can be specified. However, if an alpha value is specified for a, the value will not be used. It will always be 255 (completely opaque).

When *buttonIsCharColor* is set to SCE_TRUE(=1), the backing color for all buttons in the dialog will be the same color as the character color. When set to SCE_FALSE(=0), the backing for the buttons will be transparent (the same color as the background).

For *logoColor*, specify one of the following values.

Value	(Number)	Description
SCE_TW_DIALOG_LOGO_WHITE	0	White (R255, G255, B255)
SCE_TW_DIALOG_LOGO_LIGHTBLUE	1	Light blue (R0, G172, B237)

When *forbidAttachPhoto* is set to SCE_TRUE, the user will not be able to attach images. In such cases, the image attachment button will not be displayed in the Tweet screen.

When *disableEditTweetMsg* is set to SCE_TRUE, the user will not be able to edit the Tweet message.

When *forbidOnlyImageTweet* is set to SCE_TRUE, image-only Tweets will not be possible.

When *forbidNoImageTweet* is set to SCE_TRUE, Tweets with no images will not be possible.

When *disableChangeImage* is set to SCE_TRUE, the user will not be able to change/delete the initial image that is attached. In such cases, the image delete button will not be displayed in the Tweet screen. This flag has no meaning if an initial image is not specified.

When *limitToScreenShot* is set to SCE_TRUE, images that can be attached will be limited to screenshots taken in the application using this API. When set to SCE_FALSE, all images in the PlayStation®Vita can be attached.

By setting any of the aforementioned flags to SCE_TRUE, the user will be subject to a restriction. Depending on the combination of flags and other item values, tweeting itself may no longer be possible.

For example, if *disableEditTweetMsg* is set to SCE_TRUE, *tweetMsgStr* is empty, then *forbidOnlyImageTweet* is set to SCE_TRUE, the user will not be able to Tweet.

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

See Also

sceTwDialogSpecParamInit(),SceTwDialogParam

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Obtaining Operation Status

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sceTwDialogGetStatus

Get operation status of Tw Dialog

Definition

```
#include <tw_dialog.h>
SceCommonDialogStatus sceTwDialogGetStatus()
```

Arguments

None

Return Values

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

Value	(Number)	Description
SCE_COMMON_DIALOG_STATUS_NONE	0x0	Tw Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	Tw Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	Tw Dialog operation has finished

Description

This function obtains the operation status of Tw Dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

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

The operation status of Tw Dialog will not change to SCE_COMMON_DIALOG_STATUS_FINISHED
until the user completes the sending of the Tweet, it is canceled with the **close** button, or the
application calls sceTwDialogAbort().

Examples

```
SceCommonDialogStatus stat = sceTwDialogGetStatus();
if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ){
        // get result
}
```

See Also

```
sceTwDialogInit(),sceTwDialogAbort(),sceTwDialogGetResult(),
sceTwDialogTerm()
```

Obtaining Tw Dialog Call Result

sceTwDialogGetResult

Get call result of Tw Dialog

Definition

```
#include <tw_dialog.h>
SceInt32 sceTwDialogGetResult(
        SceTwDialogResult *result
)
```

Arguments

result   Tw Dialog 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	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified in the argument *result*
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	sceTwDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error
SCE_TW_DIALOG_ERROR_PARAM	0x80107d01	Parameter error

Description

This function obtains the call result of Tw Dialog.

This function can be called only while the operation status of Tw Dialog is
SCE_COMMON_DIALOG_STATUS_FINISHED.

The call result of Tw Dialog is stored in *result*. For details on the call results, refer to the
SceTwDialogResult section.

When called during SCE_COMMON_DIALOG_STATUS_RUNNING,
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED will return.

When called during SCE_COMMON_DIALOG_STATUS_NONE,
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE will return.

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

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Examples

```
SceInt32 ret = 0;
SceCommonDialogStatus stat;

while(1) {
        stat = sceTwDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
                SceTwDialogResult result;
                ret = sceTwDialogGetResult(&result);
                if( ret < 0 ){
                        // error
                }
                sceTwDialogTerm();
                break;
        }
}
```

See Also

SceTwDialogResult, sceTwDialogGetStatus()

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SceTwDialogResult

Structure for getting Tw Dialog call result

Definition

```
#include <tw_dialog.h>
typedef struct SceTwDialogResult {
        SceTwDialogMode mode;
        SceInt32 result;
        SceUInt8 reserved[32];
} SceTwDialogResult;
```

Members

`mode`	Calling mode
`result`	Stores the call result (details below)
`reserved`	Reserved area (fill with all 0s)

Description

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

In `mode`, the `SceTwDialogParam.mode` value specified with `sceTwDialogInit()` will be stored.

The call result of Tw Dialog is stored in `result`. In the case of success, one of the following positive values is stored.

Value	(Number)	Description
`SCE_COMMON_DIALOG_RESULT_OK`	0x0	Sending of the Tweet completed
`SCE_COMMON_DIALOG_RESULT_USER_CANCELED`	0x1	User performed cancel operation
`SCE_COMMON_DIALOG_RESULT_ABORTED`	0x2	Aborted through `sceTwDialogAbort()`
`SCE_TW_DIALOG_RESULT_UNAUTHORIZED`	(*1)	Unauthorized user
`SCE_TW_DIALOG_RESULT_FAILED`	(*2)	Failed for a reason other than the above

(*1): `SCE_COMMON_DIALOG_RESULT_ABORTED+1`

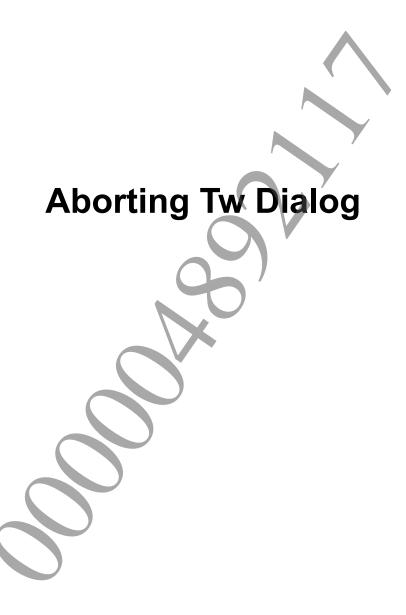(*2): `SCE_COMMON_DIALOG_RESULT_ABORTED+2`

`result` stores one of the following error codes (negative value) for errors.

Value	(Number)	Description
`SCE_TW_DIALOG_ERROR_PARAM`	0x80107d01	Parameter error
`SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL`	0x8002047F	Internal error

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

See Also

`sceTwDialogInit()`, `sceTwDialogGetResult()`, `SceTwDialogParam`

Aborting Tw Dialog

sceTwDialogAbort

Abort call of Tw Dialog

Definition

```
#include <tw_dialog.h>
SceInt32 sceTwDialogAbort()
```

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	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceTwDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function aborts calling of Tw Dialog. It is used for quickly aborting display of Tw Dialog, such as when sudden interrupt processing must be performed.

It can be called at any time between when sceTwDialogInit() is called and sceTwDialogTerm() 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, Tw Dialog will begin to abort processing.

When processing is completely aborted, the operation status will change to SCE_COMMON_DIALOG_STATUS_FINISHED.

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

When Tw Dialog is closed with this function, calling sceTwDialogGetResult() returns the following.
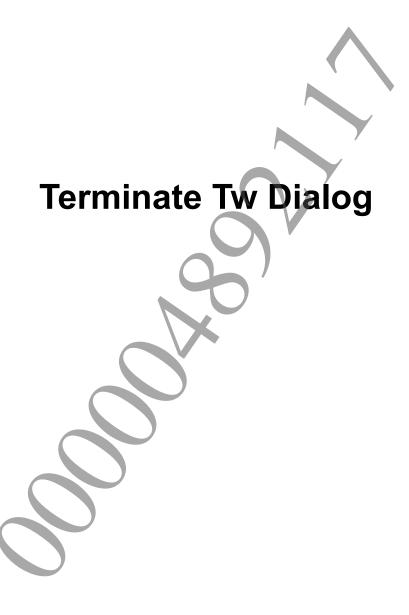
```
SceTwDialogResult.result  :SCE_COMMON_DIALOG_RESULT_ABORTED
```

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceTwDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_RUNNING ) {
              if( need_abort ) {
                      sceTwDialogAbort();
                      break;
              }
        }
        else if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
              sceTwDialogTerm();
              break;
        }
}
```

See Also

```
sceTwDialogGetStatus(),sceTwDialogGetResult()
```

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Terminate Tw Dialog

sceTwDialogTerm

Terminate Tw Dialog calling

Definition

```
#include <tw_dialog.h>
SceInt32 sceTwDialogTerm()
```

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	(Number)	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	sceTwDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function terminates calling of Tw Dialog. Calling must be terminated with this function after Tw Dialog has been called with sceTwDialogInit().

This function can be called only while the operation status of Tw 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 Tw Dialog feature 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 sceTwDialogGetStatus() section.

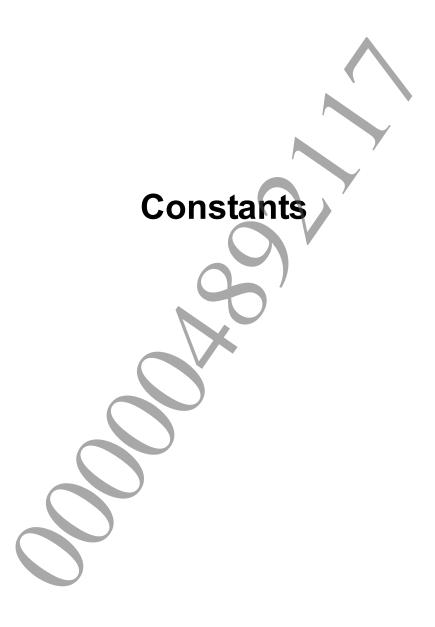### Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceTwDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
                sceTwDialogTerm();
                break;
        }
}
```

See Also

```
sceTwDialogInit(),sceTwDialogGetStatus()
```

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Constants

Character string size

Maximum size of character strings of Tw Dialog

Definition

Value	(Number)	Description
SCE_TW_DIALOG_TWEET_MSG_SIZE	140	The maximum number of characters that can be specified for SceTwDialogSpecParam.*tweetMsgStr*. Does not include the NULL terminator (the number of bytes in a single alphanumeric character or Chinese character, etc. does not matter).
SCE_TW_DIALOG_FILE_PATH_SIZE	256	The size of the character string that can be specified for SceTwDialogSpecParam.*imageFilePath*. Includes the NULL terminator.

Description

Tw Dialog has features that can be used by application specifying character strings. Specifically, *tweetMsgStr* and *imageFilePath* of SceTwDialogSpecParam.
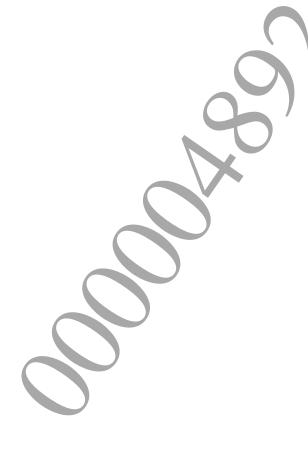
Specify all the character strings with UTF-8.

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Return Codes

List of return codes returned by Tw Dialog

Definition

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Calling another Common Dialog feature
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified as the function's argument
SCE_COMMON_DIALOG_ERROR_ NOT_FINISHED	0x80020410	Called during a period other than SCE_COMMON_DIALOG_STATUS_FIN ISHED
SCE_COMMON_DIALOG_ERROR_ NOT_IN_USE	0x80020411	sceTwDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_ UNEXPECTED_FATAL	0x8002047f	Internal error
SCE_TW_DIALOG_ERROR_PARAM	0x80107d01	Parameter error
SCE_TW_DIALOG_ERROR_NET_UNLOADED	0x80107d03	Net-related modules are not loaded

Parameter Errors

Codes output when values of structures specified as arguments are invalid

Definition

Value	Description
2	SceTwDialogParam.*mode* is invalid
3	SceTwDialogParam.*reserved* is invalid
4	SceTwDialogParam.*commonParam*.*bgColor* is NULL
10	SceTwDialogSpecParam is NULL
11	SceTwDialogSpecParam.*reserved* is invalid
12	SceTwDialogSpecParam.*tweetMsgStr* is NULL
13	SceTwDialogSpecParam.*tweetMsgStr* is too long
14	SceTwDialogSpecParam.*imageFilePath* is NULL
15	SceTwDialogSpecParam.*imageFilePath* does not exist
100	SceTwDialogResult.*reserved* is invalid

Description

If the contents of the structures specified as arguments for the various functions provided by Tw Dialog library are invalid, they are processed as parameter errors, and the operation status of Tw Dialog changes immediately to SCE_COMMON_DIALOG_STATUS_FINISHED.

At this time, SCE_TW_DIALOG_ERROR_PARAM returns to the return value of the called API or SceTwDialogResult.*result*, which can be obtained with sceTwDialogGetResult().

Furthermore, the concrete parameter error occurrence locations are output to the console in the following format.

```
****** SceTwDialog Parameter Error : XX ****** (XX is one of the above numbers)
```

Parameter errors are coding mistakes of the application and must absolutely be fixed before release.