Music Export Library Overview

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1 Library Overview

Scope of This Document

This document explains the music export library, which provides a feature to export music files held by the application to an area on a memory card that is managed by the system software.

Purpose and Features

The music export library provides a feature to export music files held by the application to an area on a memory card that is managed by the system software. The user can use the Music application of the system software to play back the exported music file and write the exported music file onto PlayStation®3 or a computer.

The formats of the music files that can be exported by the music export library to the system software are as follows.

- MP3 (.mp3)
- AAC (.3gp)
- WAVE (.wav)

Used Resources

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

Resource	Description
Work memory	32 KiB in addition to `workMemory` specified explicitly with `sceMusicExportFromFile()` by the application

Embedding into a Program

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

Filename	Description
music_export.h	Header file
libSceMusicExport_stub.a	Stub library file

Include music_export.h in the source program.

Load the PRX module in the program, as follows.

```
returnCode = sceSysmoduleLoadModule(SCE_SYSMODULE_MUSIC_EXPORT);
if (returnCode != SCE_OK ) {
        return // Error handling
}
```

The music export library can be linked in the PRX format only.

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

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

Sample Program

The following program is provided as a music export library sample program for reference purposes.

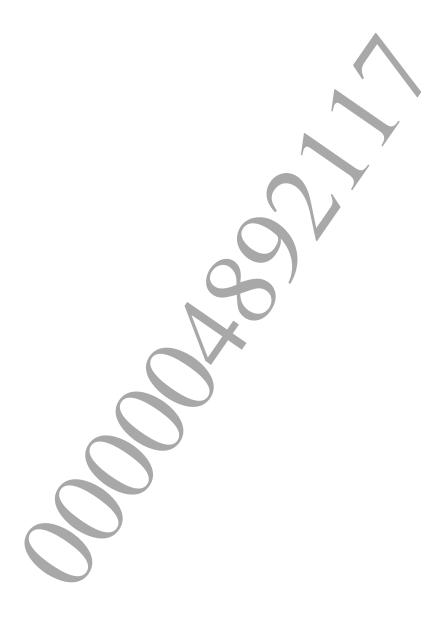- samples/sample_code/system/api_music_export/basic/

List of Functions

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

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

Function	Description
sceMusicExportFromFile()	Performs export with file path specification

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2 Using the Library

Overview

The following function is used to export a music file using the music export library.

- `sceMusicExportFromFile()`
  `sceMusicExportFromFile()` exports the specified music file.

The export-destination file path can be obtained as the result of the export.

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

`sceMusicExportFromFile()` is a blocking function. To abort export, set the cancel callback function and notify cancellation to the music export library with the cancel callback function.

Metadata

Upon exporting a file using `sceMusicExportFromFile()`, the metadata written within the file regarding the corresponding format for mp3, 3gp, and wav, respectively, will be registered to the system software database.

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3 **Precautions**

The music export library launches the process to execute the export processing within the function when the sceMusicExportFromFile() function is called.

When displaying errors returned by the music 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.