BGM Port Control System Call Reference

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Functions

sceAppMgrAcquireBgmPort

Get BGM output right

Definition

```
#include <appmgr.h>
SceInt32 sceAppMgrAcquireBgmPort(
        void
);
```

Calling Conditions

Can be called from a thread.

Multithread safe.

Arguments

None

Return Values

Returns SCE_OK(0) for success.

Returns one of Error Codes (negative value) for errors.

Description

This function obtains the BGM output right.

When the Music application or other application in the background is outputting BGM, the output of the Music application can be stopped and the application obtaining the output right can output BGM until that output right is released.

To determine whether BGM port output is possible, refer to the "Audio Output Function Reference" document.

Examples

```
/* Get BGM output right */
ret = sceAppMgrAcquireBgmPort();
```

See Also

sceAppMgrReleaseBgmPort()

sceAppMgrReleaseBgmPort

Release BGM output right

Definition

```
#include <appmgr.h>
SceInt32 sceAppMgrReleaseBgmPort(
        void
);
```

Calling Conditions

Can be called from a thread.

Multithread safe.

Arguments

None

Return Values

Returns SCE_OK(0).

Description

This function releases the BGM output right.

If sceAppMgrAcquireBgmPort() was used to stop BGM output of the Music application or other application, the output of the Music application is resumed.

To determine whether BGM port output is possible, refer to the "Audio Output Function Reference" document.
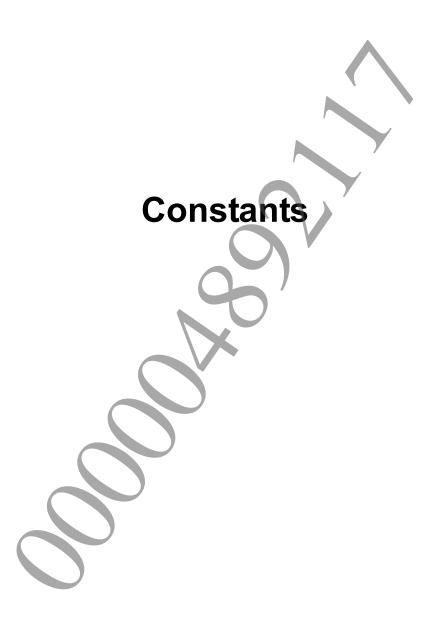
Examples

```
/* Release BGM output right */
ret = sceAppMgrReleaseBgmPort();
```

See Also

sceAppMgrAcquireBgmPort()

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Constants

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Error Codes

List of error codes returned by BGM port control system call

Definition

Macro	Value	Description
SCE_APPMGR_ERROR_BGM_PORT_BUSY	0x80803000	BGM port is occupied and cannot be allocated. Currently in the waiting queue

Description

The functions that are provided by the BGM port control system call return SCE_OK(0) for success, and the above return code (a negative value) for errors.