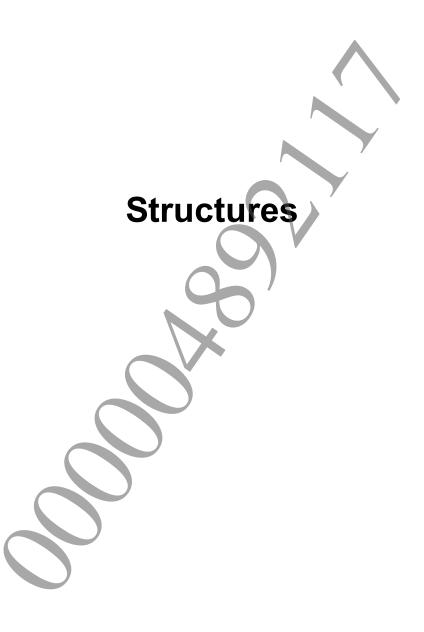


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# **SceMusicExportParam**

## Export parameter structure

#### **Definition**

#### **Members**

reserved Reserved area (fill with all 0s)

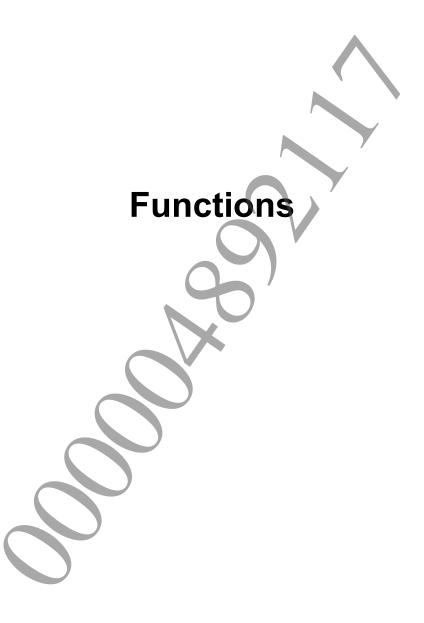
#### **Description**

This is a structure of the parameters to be specified to sceMusicExportFromFile().

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

#### See Also

sceMusicExportFromFile()



## sceMusicExportFromFile

Execute export processing through file path specification

#### **Definition**

#### **Arguments**

musicfilePath Path of the music file

param Pointer to SceMusicExportParam

workMemory Work memory

cancel Func Pointer to cancel callback function
progressFunc Pointer to the progress callback function

userdata Pointer to the user data serving as an argument of the cancel callback

function and the progress callback function

exportedPath Buffer storing the export destination path of the music file

exportedPathLength Size of the buffer storing the export destination path of the music file

#### **Return Values**

Returns SCE OK (0) for normal termination.

Returns an error code (negative value) described in the Return Codes section for errors.

SCE\_MUSIC\_EXPORT\_ERROR\_SERVER\_DOWN returns when launch of the system process executing export processing fails, or when registration processing is interrupted. For this reason, perform a retry if the SCE\_MUSIC\_EXPORT\_ERROR\_SERVER\_DOWN error returns.

#### **Description**

This is a function to execute the music export function.

Export processing is executed by specifying the file path of the music file.

For musicfilePath, specify the path of the music file to export.

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

For workMemory, specify the work memory used by this function Specify a memory space of SCE\_MUSIC\_EXPORT\_MAX\_MEMBLOCK\_SIZE or more bytes as the work memory. If NULL is specified, memory of SCE\_MUSIC\_EXPORT\_MAX\_MEMBLOCK\_SIZE bytes is acquired internally by the function.

For cancel Func, specify the cancel callback function. If the cancel callback function is not required, specify NULL.

For *progressFunc*, specify the progress callback function. If the progress callback function is not required, specify NULL.

For *userdata*, specify the pointer to the data to be used as the argument of the cancel callback function and the progress callback function. If no argument is required for the cancel callback function and the progress callback function, specify NULL.

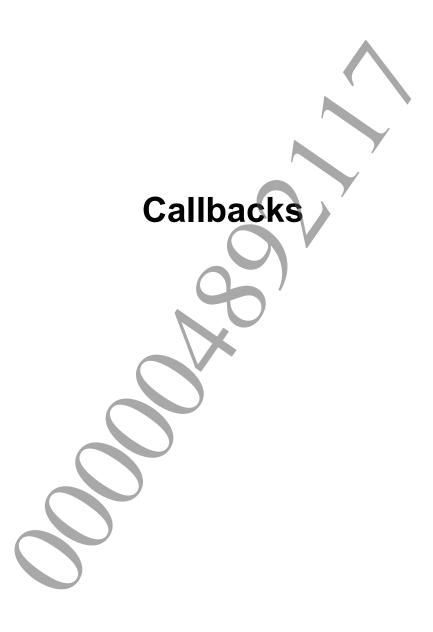
exportedPath, specify the buffer storing the export destination path of the music file. For
exportedPathLength, specify the buffer size. The maximum size of the path is
SCE\_MUSIC\_EXPORT\_MAX\_FS\_PATH. Prepare a buffer that is of the
SCE\_MUSIC\_EXPORT\_MAX\_FS\_PATH size or more. When the path is longer than
exportedPathLength, it will be cut off at SCE\_MUSIC\_EXPORT\_MAX\_FS\_PATH. Note the end of the
path string should be NULL.

This function is a blocking function that returns upon completion of the export processing. Therefore, in order to execute cancellation of the export processing, this function must be called from a sub-thread.

#### **Examples**

#### See Also

 ${\tt SceMusicExportParam, SceMusicExportCancelFunc}$ 



# Document serial number: 000004892117

# SceMusicExportCancelFunc

Callback function for canceling export

#### **Definition**

#### **Arguments**

userdata Pointer to user data

#### **Return Values**

Return SCE\_TRUE to cancel export.

Return SCE\_FALSE to continue export.

#### **Description**

This is the cancel callback function specified for sceMusicExportFromFile(). Export processing is canceled by returning SCE\_TRUE.

#### See Also

sceMusicExportFromFile()



# SceMusicExportProgressInfoFunc

Callback function to notify progress of export

#### **Definition**

#### **Arguments**

userdata Pointer to user data progress Progress of the export will be specified as a value within the range of 0 - 100

#### **Return Values**

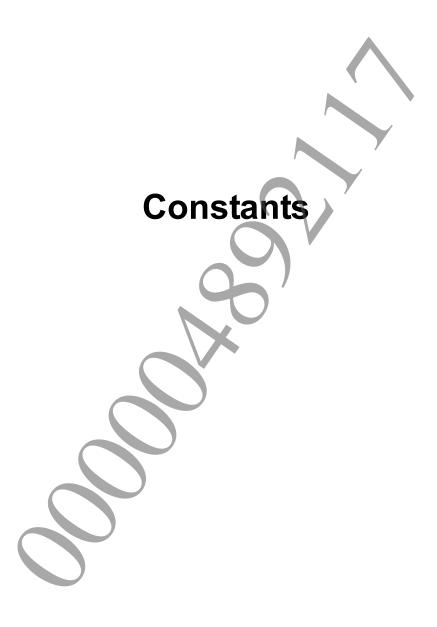
None

#### **Description**

This progress callback function is specified to sceMusicExportFromFile(). It obtains the progress of the export processing.

#### See Also

sceMusicExportFromFile()



# **Character String Size**

Maximum size of the music file path

## Definition

Macro	Value	Description
SCE_MUSIC_EXPORT_MAX_FS_PATH	1024	Upper limit for the size of the music file path

## **Description**

This is the maximum size of the path for the music file to export using the music export library. The values are the size including NULL termination.

Specify all the character strings with UTF-8.



# **Work Memory Size**

Size of the work memory used by the music export library

## **Definition**

Macro	Value	Description
SCE_MUSIC_EXPORT_MAX_MEMBLOCK_SIZE	65536	Size of work memory used by the music
		export library

## **Description**

This is the size of the work memory used by the music export library. Allocate a work memory of the above-noted size or larger.



## **Return Codes**

List of return codes returned by the music export library

#### **Definition**

Macro	Hexadecimal	Description
SCE_MUSIC_EXPORT_ERROR_PARAM	0x80105301	Invalid parameter
SCE_MUSIC_EXPORT_ERROR_FILE_NOT_FOUND	0x80105302	File does not exist
SCE_MUSIC_EXPORT_ERROR_CONTENT_FULL	0x80105303	Maximum number of
		contents has been
		exceeded
SCE_MUSIC_EXPORT_ERROR_NO_MEMORY	0x80105304	Out of memory
SCE_MUSIC_EXPORT_ERROR_SERVER_DOWN	0x80105305	The server is not running
SCE_MUSIC_EXPORT_ERROR_TOO_MANY_CLIENT	0x80105306	The maximum number of
		connections that can be
		made to the server has
		been exceeded
SCE_MUSIC_EXPORT_ERROR_MEDIA_FULL	0x80105307	Out of storage capacity
SCE_MUSIC_EXPORT_ERROR_CREATE_FILE	0x80105308	Temporary file creation
		error
SCE_MUSIC_EXPORT_ERROR_NOT_SUPPORTED_FORMAT	0x80105309	Invalid file format
SCE_MUSIC_EXPORT_ERROR_CANCELED	0x8010530a	User performed cancel
		operation
SCE_MUSIC_EXPORT_ERROR_INTERNAL	0x8010530b	Other internal error
SCE_MUSIC_EXPORT_ERROR_MEDIA_NOT_EXIST	0x8010530c	Memory card does not
		exist
SCE_MUSIC_EXPORT_ERROR_DB_CORRUPTED	0x8010530d	DB corruption error
SCE_MUSIC_EXPORT_ERROR_INVALID_PATH	0x8010530e	Invalid path name

## **Description**

The functions offered by the music export library return SCE\_OK(0) upon normal termination, and the above error codes (negative value) upon abnormal termination.

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.