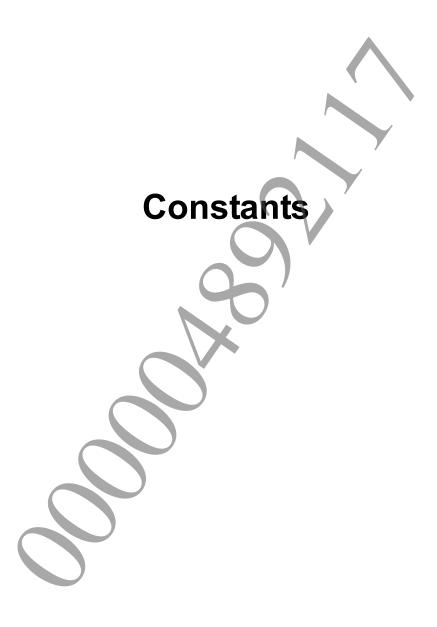


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Character String Size

Character string size used with libime

Definition

Value	Decimal	Description
SCE_IME_MAX_PREEDIT_LENGTH	30	Maximum preedit length.
SCE_IME_MAX_TEXT_LENGTH	2048	Maximum length of the character string that can
		be specified in SceImeParam.maxTextLength.

Description

Here is defined the maximum character string length that can be used with libime.

SCE_IME_MAX_PREEDIT_LENGTH is the maximum preedit length.

$$\label{eq:sce_max_text} \begin{split} &\texttt{SCE_IME_MAX_TEXT_LENGTH} \ is \ the \ maximum \ value \ that \ can \ be \ specified \ in \\ &\texttt{SceImeParam.} \ \textit{maxTextLength}. \end{split}$$

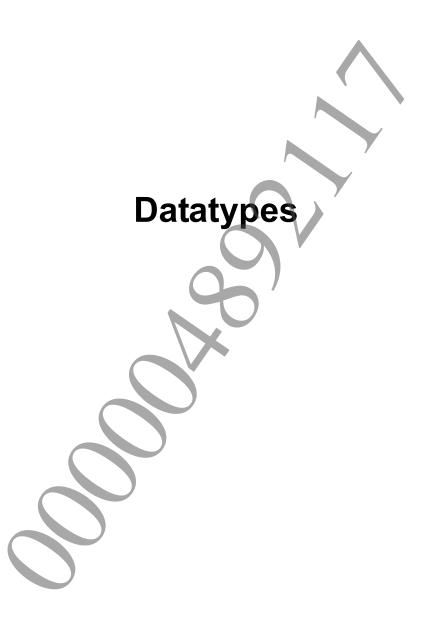


Return Codes

List of return codes returned by libime

Definition

Value	Hexadecimal	Description
SCE_IME_ERROR_ALREADY_OPENED	0x80100700	libime has already been
		started.
SCE_IME_ERROR_NOT_OPENED	0x80100701	libime has not been
		started yet.
SCE_IME_ERROR_INVALID_POINTER	0x80100702	An invalid pointer has
	A	been specified.
SCE_IME_ERROR_INVALID_PARAM	0x80100703	An invalid parameter has
		been specified.
SCE_IME_ERROR_NO_MEMORY	0x80100704	Memory is insufficient.
SCE_IME_ERROR_CONNECTION_FAILED	0x80100705	Connection with IME has
		failed.
SCE_IME_ERROR_INVALID_TEXT	0x80100706	Content of text is invalid.
SCE_IME_ERROR_TOO_MANY_REQUESTS	0x80100707	Too many requests for
COR THE EDDOR THURST IN TURKE MERIOD	0.00100710	IME.
SCE_IME_ERROR_INVALID_INPUT_METHOD	0x80100712	inputMethod value is
CCE IME EDDOD INVALID CUDDODED LANCINGES	0×80100713	invalid. supportedLanguages
SCE_IME_ERROR_INVALID_SUPPORTED_LANGUAGES	0x80100713	value is invalid.
SCE IME ERROR INVALID TYPE	0x80100714	type value is invalid.
SCE IME ERROR INVALID OPTION	0x80100715	option value is invalid.
SCE IME ERROR INVALID WORK	0x80100716	work value is invalid.
SCE IME ERROR INVALID ARG	0x80100717	arg value is invalid.
SCE IME ERROR INVALID HANDLER	0x80100718	handler value is
	0,100100710	invalid.
SCE IME ERROR INVALID MAX TEXT LENGTH	0x80100719	maxTextLength value
		is invalid.
SCE_IME_ERROR_INVALID_INPUT_TEXT_BUFFER	0x8010071a	inputTextBuffer
		value is invalid.
SCE_IME_ERROR_INVALID_RESERVED	0x8010071b	reserved value is
		invalid.
SCE_IME_ERROR_INVALID_ENTER_LABEL	0x8010071c	enterLabel value is
		invalid.
SCE_IME_ERROR_INTERNAL	0x80100750	An internal error has
		occurred.
SCE_IME_ERROR_INTERNAL	0x80100750	



ScelmeParam

Initialization parameters

Definition

```
#include <libime.h>
typedef struct
        SceUInt32 sdkVersion;
        SceUInt32 inputMethod;
        SceUInt64 supportedLanguages;
        SceBool languagesForced;
        SceUInt32 type;
        SceUInt32 option;
        void *work;
        void *arg;
        SceImeEventHandler handler;
        SceImeTextFilter filter;
        SceWChar16 *initialText;
        SceUInt32 maxTextLength;
        SceWChar16 *inputTextBuffer;
        SceUChar8 enterLabel;
        SceUChar8 reserved[7];
} SceImeParam;
```

Members

sdkVersion SDK version inputMethod Input method Supported languages supportedLanguages languagesForced Whether to set supported languages forcedly type Input type option Input options Work buffer work void pointer passed to event handler arg handler IME event handler Character strings filter filter initialText Initial character string maxTextLength Maximum length of result character strings inputTextBuffer Storage location of edited character string enterLabel Enter button label reserved Reserved area (fill with all 0s)

Description

This structure is used for setting parameters when starting libime with sceImeOpen(). Before using it, perform initialization with sceImeParamInit().

Since currently there is nothing to be specified in <code>inputMethod</code>, set to 0.

supportedLanguages is either the logical OR of the following values or 0 indicating the use of all languages.

Value	Hexadecimal	Description
SCE_IME_LANGUAGE_DANISH	0x00000001ULL	Danish
SCE_IME_LANGUAGE_GERMAN	0x00000002ULL	German
SCE_IME_LANGUAGE_ENGLISH_US	0x00000004ULL	English (United States)
SCE_IME_LANGUAGE_SPANISH	0x00000008ULL	Spanish
SCE_IME_LANGUAGE_FRENCH	0x00000010ULL	French
SCE_IME_LANGUAGE_ITALIAN	0x00000020ULL	Italian
SCE_IME_LANGUAGE_DUTCH	0x00000040ULL	Dutch
SCE_IME_LANGUAGE_NORWEGIAN	0x00000080ULL	Norwegian
SCE_IME_LANGUAGE_POLISH	0x00000100ULL	Polish
SCE_IME_LANGUAGE_PORTUGUESE_PT	0x00000200ULL	Portuguese (Portugal)
SCE_IME_LANGUAGE_RUSSIAN	0x00000400ULL	Russian
SCE_IME_LANGUAGE_FINNISH	0x00000800ULL	Finnish
SCE_IME_LANGUAGE_SWEDISH	0x00001000ULL	Swedish
SCE_IME_LANGUAGE_JAPANESE	0x00002000ULL	Japanese
SCE_IME_LANGUAGE_KOREAN	0x00004000ULL	Korean
SCE_IME_LANGUAGE_SIMPLIFIED_CHINESE	0x00008000ULL	Simplified Chinese
SCE_IME_LANGUAGE_TRADITIONAL_CHINESE	0x00010000ULL	Traditional Chinese
SCE_IME_LANGUAGE_PORTUGUESE_BR	0x00020000ULL	Portuguese (Brazil)
SCE_IME_LANGUAGE_ENGLISH_GB	0x00040000ULL	English (United Kingdom)
SCE_IME_LANGUAGE_TURKISH	0x00080000ULL	Turkish

If you wish to switch among all languages specified in <code>supportedLanguages</code>, set <code>languagesForced</code> to <code>SCE_TRUE</code>, and set to <code>SCE_FALSE</code> if you wish to input with the languages in the set intersection of the languages specified in <code>supportedLanguages</code> and the languages specified by the user.

type is set to one of the following values

Value	Decimal	Description
SCE_IME_TYPE_DEFAULT	0	UI for regular text input
SCE_IME_TYPE_BASIC_LATIN	1	UI for alphanumeric character input
SCE_IME_TYPE_NUMBER	2	UI for number input
SCE_IME_TYPE_EXTENDED_NUMBER	3	UI for extended number input
SCE_IME_TYPE_URL	4	UI for entering URL
SCE_IME_TYPE_MAIL	5	UI for entering an email address

option is set to the logical OR of the following values. Set 0 when no values are used.

Value	Hexadecimal	Description
SCE_IME_OPTION_MULTILINE	0x01	Multiline input option.
		This option is not available for
		libime. This can be used only for
		the IME Dialog library.
SCE_IME_OPTION_NO_AUTO_CAPITALIZATION	0x02	Prohibits automatic capitalization.
SCE_IME_OPTION_NO_ASSISTANCE	0x04	Prohibits input assistance UIs,
		such as predictive text and
		conversion candidate.

Set the pointer to the work buffer used by libime in work. Work buffer size is $SCE_IME_WORK_BUFFER_SIZE$. The work buffer must be allocated during the operation of libime.

Set the function pointer for processing IME events in <code>handler</code>.

In filter set the filter function pointer used when filtering input character strings.

Set the initial character string in *initialText*.

Set the maximum result character string length in maxTextLength. 0 at the end of the character string is not included in this length.

Set the pointer to the buffer for storing edited character strings in inputTextBuffer. Buffer length must be SCE_IME_MAX_PREEDIT_LENGTH + maxTextLength + 1. After the completion of the edit operation, the result character string is stored.

enterLabel is set to one of the following values.

Value	Decimal	Description
SCE_IME_ENTER_LABEL_DEFAULT	0	Sets the Enter button label to the default.
SCE_IME_ENTER_LABEL_SEND	1	Sets the Enter button label to "Send".
SCE_IME_ENTER_LABEL_SEARCH	2	Sets the Enter button label to "Search".
SCE IME ENTER LABEL GO	3	Sets the Enter button label to "Go".

reserved is a reserved area. Fill it with all 0s.

See Also

sceImeOpen()



ScelmeRect

Information on the rectangle occupied by IME

Definition

Members

Rectangle upper-left X coordinateRectangle upper-left Y coordinate

width Rectangle width height Rectangle height

Description

This structure stores information on the area (rectangle) occupied by IME.

See Also

sceImeUpdate(),SceImeEventParam



ScelmeEditText

Edited text information

Definition

Members

preeditIndex Preedit starting position

preeditLength
caretIndex
Preedit length
Caret position

Edited character string (0 at the end)

editIndex

Position of edited character string in the text

editLengthChange Changes in the number of characters made through the edit operation

Description

This is the information on the text currently being edited, notified by IME event.

See Also

sceImeUpdate(),SceImeEvent,SceImeEventParam



ScelmeEventParam

IME event parameters

Definition

Members

rect Rectangle information text Edited text information

caretIndex Caret position
reserved Reserved area

Description

This union stores information for each IME event. The union member used varies depending on event ID. Refer to the following document for what members are used for each event:

• "IME Event List" in the "IME Overview" document

See Also

sceImeUpdate()



ScelmeEvent

IME events

Definition

Members

id Event IDparamEvent parameter

Description

This is the event information passed as handler argument when an IME event is issued. Perform the necessary processing based on *id* and *param*.

See Also

sceImeUpdate()



Document serial number: 000004892117

ScelmeCaret

Caret information

Definition

Members

x x coordinatey y coordinateheight Heightindex Caret position

Description

This is the caret information notified to IME when the caret has moved. Set the caret's upper-left coordinates in x and y.

See Also

sceImeSetCaret()



ScelmePreeditGeometry

Preedit geometrical information

Definition

Members

x x coordinatey y coordinateheight Height

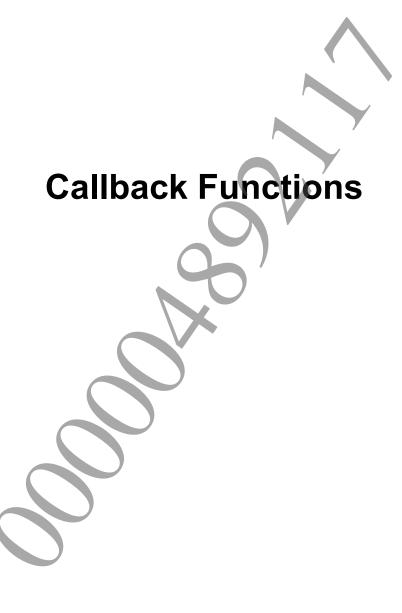
Description

This is the geometrical information notified to IME when preedit position is changed. Set preedit upper-left coordinates in *x* and *y*.

See Also

sceImeSetPreeditGeometry()





ScelmeTextFilter

Character strings filter

Definition

Arguments

outText Filtered character string

outTextLength Length of filtered character string

srcText Input character string

srcTextLength Length of input character string

Return Values

Input character strings are passed with *srcText*. Return 0 if directly using *srcText*, and 1 if using the filtered character string *outText*.

Description

This is the character strings filter set in SceImeParam. filter. It is called each time a character string is inputted by the user. Filter the character string <code>srcText</code> input by the user as needed and then store the filtered character string and the length of the character string into <code>outText</code> and <code>outTextLength</code> respectively. <code>outTextLength</code> stores the length of the character string that can be stored in <code>outText</code>. Since input character strings are called after preedit has been confirmed, preedit contents cannot be filtered.

See Also

SceImeParam



Document serial number: 000004892117

ScelmeEventHandler

IME event handler

Definition

```
#include <libime.h>
typedef void (*SceImeEventHandler) (void* arg, const SceImeEvent *e);
```

Arguments

arg set in SceImeParam **Event information**

Return Values

None

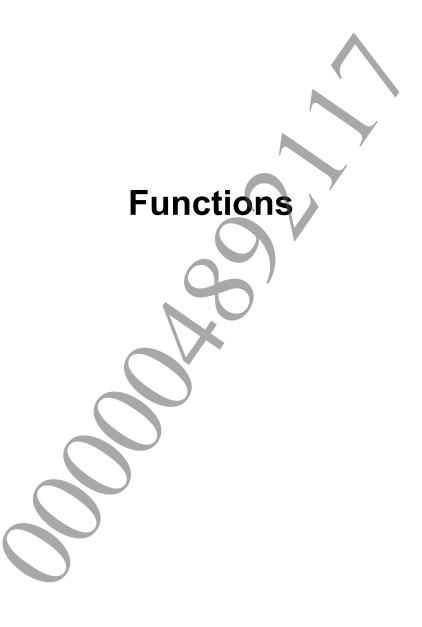
Description

This is the IME event handler called each time an IME event is issued. Perform appropriate processing based on event content.

See Also

SceImeParam





Document serial number: 000004892117

scelmeParamInit

Parameter initialization

Definition

Arguments

param Initialization parameter

Return Values

None

Description

This function initializes libime starting parameters.

Before performing the various call parameter settings, always perform structure initialization by using this macro.

Examples

See Also

SceImeParam, sceImeOpen()

scelmeOpen

libime initialization

Definition

Arguments

param Initialization parameter

Return Values

Returns $SCE_OK(0)$ for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	-
SCE_IME_ERROR_ALREADY_OPENED	0x80100700	libime has already been
		started.
SCE_IME_ERROR_INVALID_PARAM	0x80100703	An invalid parameter has
		been specified.
SCE_IME_ERROR_NO_MEMORY	0x80100704	Memory is insufficient.
SCE_IME_ERROR_CONNECTION_FAILED	0x80100705	Connection with IME has
		failed.
SCE_IME_ERROR_INVALID_TEXT	0x80100706	Content of text is invalid.
SCE_IME_ERROR_INVALID_INPUT_METHOD	0x80100712	inputMethod value is
		invalid.
SCE_IME_ERROR_INVALID_SUPPORTED_LANGUAGES	0x80100713	supportedLanguages
		value is invalid.
SCE_IME_ERROR_INVALID_TYPE	0x80100714	type value is invalid.
SCE_IME_ERROR_INVALID_OPTION	0x80100715	option value is invalid.
SCE_IME_ERROR_INVALID_WORK	0x80100716	work value is invalid.
SCE_IME_ERROR_INVALID_ARG	0x80100717	arg value is invalid.
SCE_IME_ERROR_INVALID_HANDLER	0x80100718	handler value is invalid.
SCE_IME_ERROR_INVALID_MAX_TEXT_LENGTH	0x80100719	maxTextLength value is
		invalid.
SCE_IME_ERROR_INVALID_INPUT_TEXT_BUFFER	0x8010071a	inputTextBuffervalue
		is invalid.
SCE_IME ERROR INVALID_RESERVED	0x8010071b	reserved value is invalid.
SCE_IME_ERROR_INTERNAL	0x80100750	An internal error has
		occurred.

Description

This is a function for initializing libime.

In param, specify the initialization parameter structure setting operation mode, initial values, buffer for storing character strings etc.

Always initialize param with the sceImeParamInit() macro before setting the various values.

It is not necessary to allocate param's instance after calling this function, but some pointer reference parameters must be saved until termination with scelmeClose().

This function is multithread safe.

Examples

See Also

SceImeParam, sceImeParamInit()



Document serial number: 000004892117

scelmeUpdate

Updating libime

Definition

#include <libime.h>
SceInt32 sceImeUpdate()

Arguments

None

Return Values

Returns SCE OK(0) for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
SCE_IME_ERROR_NOT_OPENED	0x80100701	libime has not been started yet.
SCE_IME_ERROR_CONNECTION_FAILED	0x80100705	Connection with IME has failed.
SCE_IME_ERROR_INTERNAL	0x80100750	An internal error has occurred.

Description

This is a function for updating libime.

It updates libime and, when an IME event is present, notifies the IME event to the handler specified in SceImeParam. handler.

This function is multithread safe.

See Also

sceImeOpen(),sceImeClose()



scelmeSetCaret

Notification of caret information to IME

Definition

```
#include <libime.h>
SceInt32 sceImeSetCaret(
        const SceImeCaret *caret
)
```

Arguments

caret Caret information

Return Values

Returns SCE OK (0) for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
SCE_IME_ERROR_NOT_OPENED	0x80100701	libime has not been started yet.
SCE_IME_ERROR_INVALID_PARAM	0x80100703	An invalid parameter has been specified.
SCE_IME_ERROR_TOO_MANY_REQUESTS	0x80100707	Too many requests for IME.
SCE_IME_ERROR_INTERNAL	0x80100750	An internal error has occurred.

Description

This is a function for notifying caret information to IME.

If the caret has been moved by an IME event or user operation, caret position must be notified to IME by using this function.

This function is multithread safe

See Also

SceImeCaret



scelmeSetPreeditGeometry

Notification of preedit geometrical information to IME

Definition

Arguments

preedit Preedit geometrical information

Return Values

Returns SCE OK (0) for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
SCE_IME_ERROR_INTERNAL	0x80100750	Undefined error not listed below.
SCE_IME_ERROR_NOT_OPENED	0x80100701	libime has not been started yet.
SCE_IME_ERROR_INVALID_PARAM	0x80000703	Parameter is invalid.
SCE_IME_ERROR_TOO_MANY_REQUESTS	0×80100707	Too many requests for IME.

Description

This is a function for notifying preedit geometrical information to IME.

If preedit geometrical information has changed because of an IME event, preedit geometrical information must be notified to IME by using this function.

This function is multithread safe.

See Also

SceImePreeditGeometry



scelmeSetText

Change text being edited

Definition

Arguments

text Text

length Character string length of text

Return Values

Returns SCE OK (0) for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
SCE_IME_ERROR_NOT_OPENED	0x80100701	libime has not been started yet.
SCE_IME_ERROR_INVALID_POINTER	0x80100702	NULL was specified for text.
SCE_IME_ERROR_INVALID_PARAM	0x80100703	An invalid parameter has been specified.
SCE_IME_ERROR_INVALID_TEXT	0x80100706	Content of text is invalid.
SCE_IME_ERROR_TOO_MANY_REQUESTS	0x80100707	Too many requests for IME.
SCE_IME_ERROR_INTERNAL	0×80100750	An internal error has occurred.

Description

This is a function for changing a text being edited.

Call this function when it is required to change the text being edited with IME through the user operation, etc. The caret will be positioned at the end of the text.

This function is multithread safe.

See Also

sceImeOpen()

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scelmeClose

Termination of libime

Definition

#include <libime.h>
SceInt32 sceImeClose()

Arguments

None

Return Values

Returns SCE OK(0) for success.

Returns one of the following error codes (negative value) for errors.

Value	Hexadecimal	Description
SCE_IME_ERROR_INTERNAL	0x80100750	An undefined error not listed below.
SCE_IME_ERROR_NOT_OPENED	0x80100701	libime has not been started yet.

Description

This is a function for terminating libime.

When the IME event SCE_IME_EVENT_PRESS_CLOSE is received, libime must be terminated immediately by calling sceImeClose().

This function is multithread safe.

See Also

sceImeOpen()

