

NP Profile Dialog Overview

© 2015 Sony Computer Entertainment Inc.
All Rights Reserved.
SCE Confidential

Table of Contents

1 Library Overview.....	3
Scope of This Document.....	3
Purpose and Features.....	3
Main Feature	3
Embedding into a Program	3
Sample Program	3
Reference Material	3
2 Usage Procedure	4
Basic Usage Procedure	4
NP Profile Dialog Library Call Procedure	5
3 Reference Information.....	6
Conditions for Use.....	6
Languages for Common Dialog	6
Libraries to be Loaded Beforehand and Initialization.....	6
Friend Request.....	6
Info Bar, Background Color and Dimmer	7
4 Notes	8
Limitations	8

1 Library Overview

Scope of This Document

This document describes the method to display the Common dialog of the PSN™ player's profile managed by the system. The NP Profile Dialog library realizes the feature to display the profile of the player specified with the `SceNpId` type ID.

Purpose and Features

The NP Profile Dialog library is the library that is used to display the profile of the PSN™ player specified with the `SceNpId` type ID.

The NP Profile Dialog library is one of the Common Dialog library features, and encapsulates the GUI display and user operation handling. The main utilization flow consists in first specifying and calling the selection mode, monitoring the closing of the dialog through polling, and last obtaining the call result.

Main Feature

The main feature offered by the NP Profile Dialog library is as follows:

- Feature to display the profile of the specified player

Embedding into a Program

Include `np_profile_dialog.h` in the source program. Various header files will be automatically included as well.

The PRX module need not be loaded.

Upon building the program, link `libSceCommonDialog_stub.a`.

Sample Program

A sample program that uses the NP Profile Dialog library is provided as follows.

sample_code/system/ api_np_friendlist2_dialog/

This sample displays the friends list with the NP Friend List2 dialog and displays the profile of the player selected by the user with the NP Profile dialog.

Reference Material

For the common limitations, specifications, etc., of the Common Dialog library, refer to the following document.

- Common Dialog Overview

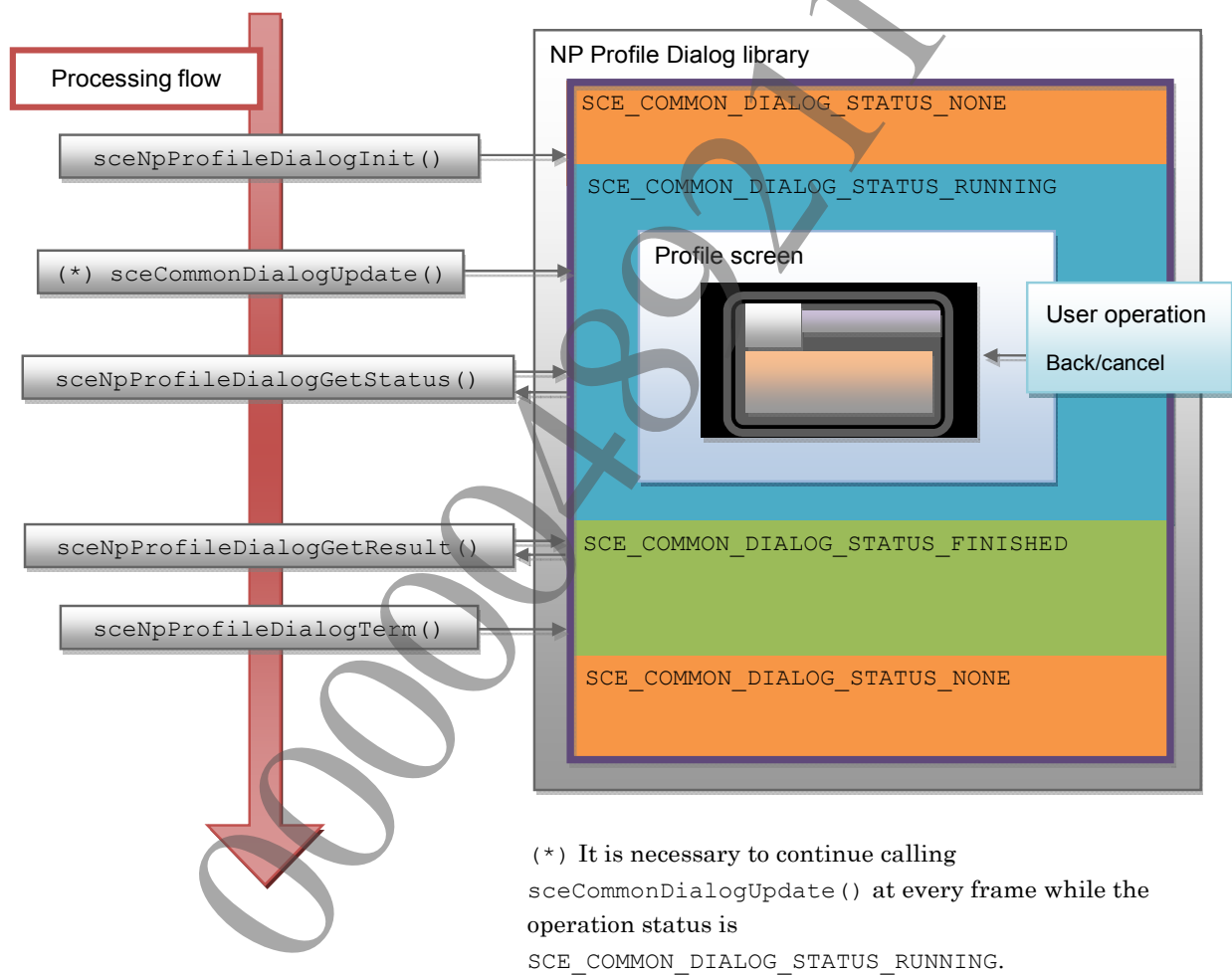
2 Usage Procedure

Basic Usage Procedure

The basic procedure to call the NP Profile Dialog library is described below. The processing flow is outlined as follows.

- (1) Set the parameters to the variables of the `SceNpProfileDialogParam` type.
- (2) Call a feature.
- (3) Wait for the response from the dialog.
- (4) Obtain the call result.
- (5) Terminate processing.

Figure 1 Basic Processing Procedure



NP Profile Dialog Library Call Procedure

First, prepare the `SceNpProfileDialogParam` type variable and make sure to initialize the variable with `sceNpProfileDialogParamInit()`. Specify the `SceNpId` type ID of the player to display his/her profile screen to `npid`. Set `SCE_NP_PROFILE_DIALOG_MODE_NORMAL (1)` to the operation mode (`mode`).

(1) Calling the feature

Call an NP Profile dialog feature with `sceNpProfileDialogInit()`. Specify the `SceNpProfileDialogParam` type variable set beforehand as the argument.

(2) Waiting for the response from the dialog

Call `sceNpProfileDialogGetStatus()` to poll the operation status of the NP Profile dialog at each frame.

Note

While the operation status is `SCE_COMMON_DIALOG_STATUS_RUNNING`, `sceCommonDialogUpdate()` must be called at every frame. For details, refer to the "Common Dialog Overview" document.

(3) Obtaining the call result

When the operation status changes to `SCE_COMMON_DIALOG_STATUS_FINISHED`, the result can be obtained with `sceNpProfileDialogGetResult()`. The result that can be obtained includes user cancellation.

(4) Terminating the processing

When the operation status becomes `SCE_COMMON_DIALOG_STATUS_FINISHED`, call `sceNpProfileDialogTerm()` to terminate the processing. As a result, the resources allocated upon calling the NP Profile dialog feature are released, and the operation status becomes `SCE_COMMON_DIALOG_STATUS_NONE`.

Aborting the Processing

When aborting the display of the NP Profile dialog from the application side (when terminating the application, for example), call `sceNpProfileDialogAbort()`. Processing is started to terminate the display and the operation status will change to `SCE_COMMON_DIALOG_STATUS_FINISHED` after the completion of the termination processing. In this case, too, the call result will be obtained with `sceNpProfileDialogGetResult()`. `SCE_COMMON_DIALOG_RESULT_ABORTED` is returned as the call result.

Main APIs and Structures Used for Basic Processing

API	Description
<code>SceNpProfileDialogParam</code>	Parameter structure such as mode setting
<code>sceNpProfileDialogParamInit()</code>	Initializes parameter structure
<code>sceNpProfileDialogInit()</code>	Calls feature
<code>sceNpProfileDialogGetStatus()</code>	Gets operation status
<code>SceNpProfileDialogResult</code>	Structure storing call result
<code>sceNpProfileDialogGetResult()</code>	Gets call result
<code>sceNpProfileDialogTerm()</code>	Terminates calling of feature
<code>sceNpProfileDialogAbort()</code>	Aborts calling of feature

3 Reference Information

Conditions for Use

For the operation of the NP Profile Dialog library, it is required to be in the signed-in state by using the Network Check dialog beforehand. Also, the network connection environment is necessary.

To display the online state of a friend, it is necessary to be in the NP online state after the Network Check dialog is started up in PSNSM online mode.

For details, refer to the "Network Overview" document.

When starting up the NP Profile dialog, a larger remaining amount of each memory pool for libssl and libhttp must be secured than the prescribed amount. The size that is actually required will be provided through the following macros of sdk/target/include/np_profile_dialog.h.

- SCE_NP_PROFILE_DIALOG_LEAST_HTTP_POOL_SIZE
- SCE_NP_PROFILE_DIALOG_LEAST_SSL_POOL_SIZE

It is not a problem if the remaining amount of each memory pool for libssl and libhttp is different before and after the operation of the NP Profile dialog.

Languages for Common Dialog

Although a feature to display the Common dialog with the language specified by a game is provided, since the NP Profile dialog shares common GUI with the system, the language set by the system will be used to display the Common dialog for users' convenience.

Libraries to be Loaded Beforehand and Initialization

To use the NP Profile Dialog library, libraries that are loaded by calling the following APIs must be loaded beforehand.

- sceSysmoduleLoadModule(SCE_SYSMODULE_HTTPS)
- sceSysmoduleLoadModule(SCE_SYSMODULE_NP_UTILITY)

The following initialization must be called.

- sceSslInit()
- sceHttpInit()
- sceNpInit()

Friend Request

To send a friend request, it is necessary to display the profile of the player to whom you wish to send the request. The friend request can be sent from the NP Profile dialog.

Info Bar, Background Color and Dimmer

In the NP Profile Dialog library, info bar is displayed to inform the user that the communication is in progress. Therefore, only NULL can be set to *infobarParam*, which is an argument relating to info bar.

Also, the background color and dimmer can be specified using the common parameters for Common dialogs. If no value is specified, the system default value (recommended) will be applied. According to the NP Profile dialog specification, however, the color set by the specified player will be used as the background color, so after obtaining information on the color set by the player, the background color will be overwritten by that color. For details on info bar and the background color and dimmer of the Common dialog, refer to the "Common Dialog Reference" document.

000004892117

SCE CONFIDENTIAL

4 Notes

Limitations

Common dialog limitations apply.

000004892117