

GameUpdate Library Reference

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Structures

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SceGameUpdateResult

Patch information structure

Definition

```
#include <libgameupdate.h>
#define SCE_GAME_UPDATE_APP_VER_SIZE 6
typedef struct SceGameUpdateResult{
    unsigned int size;
    SceBool patchExist;
    char appVer[SCE_GAME_UPDATE_APP_VER_SIZE];
    char padding[2];
} SceGameUpdateResult;
```

Members

<i>size</i>	Unused
<i>patchExist</i>	Whether or not a patch exists
<i>appVer</i>	Application version of the latest patch ("xx.yy")
<i>padding</i>	Unused

Description

This structure is used for storing and returning patch information.

See Also

sceGameUpdateRun ()

Initialization and Termination Functions

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sceGameUpdateInit

Initialization function

Definition

```
#include <libgameupdate.h>
int sceGameUpdateInit(
    SceGameUpdateOptParam *optParam
);
```

Calling Conditions

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

Arguments

optParam Unused (NULL must be specified)

Return Values

Returns 0 for normal termination.

Returns a negative value for errors. The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_INVALID_ARG	0x80412803	An invalid argument was specified. A non-NULL value has been specified for <i>optParam</i> . Check whether or not correct values have been specified for the argument.

Description

This function initializes the GameUpdate library.

Examples

```
int ret;

ret = sceGameUpdateInit((SceGameUpdateOptParam*) NULL);
if(ret < 0){
    // Error handling
}
```

Notes

This function is not multithread safe.

See Also

`sceGameUpdateTerm()`

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sceGameUpdateTerm

Termination function

Definition

```
#include <libgameupdate.h>
int sceGameUpdateTerm(
    void
);
```

Calling Conditions

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

Arguments

None

Return Values

Returns 0 for normal termination.

Returns a negative value for errors.

Description

This function terminates the GameUpdate library.

If `sceGameUpdateRun()` is executing, this function will perform interruption processing and wait until `sceGameUpdateRun()` processing completes.

Examples

```
int ret;

ret = sceGameUpdateTerm();
if (ret < 0) {
    // Error handling
}
```

See Also

`sceGameUpdateInit()`

Execution and Interruption Functions

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sceGameUpdateRun

Patch checking function

Definition

```
#include <libgameupdate.h>
int sceGameUpdateRun (
    SceGameUpdateResult *result
);
```

Calling Conditions

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

Arguments

result Pointer to the patch information structure

Return Values

Returns 0 for normal termination.

Returns a negative value for errors. The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_NOT_INITIALIZED	0x80412801	Not initialized. sceGameUpdateTerm() may already have been called or sceGameUpdateInit() may not have been called. Check the calling order.
SCE_GAME_UPDATE_ERROR_INVALID_ARG	0x80412803	An invalid argument was specified. NULL has been specified for <i>result</i> . Check whether or not correct value has been specified for argument.
SCE_GAME_UPDATE_ERROR_HTTP_BAD_RESPONSE	0x80412808	An invalid HTTP response was returned. The DNS server settings of the network configuration may be invalid or the HTTP proxy server settings may be invalid.
SCE_GAME_UPDATE_ERROR_PARSER_FAILED	0x80412809	Version file parsing error. An error occurred during version file processing. If the error continues to occur, contact technical support.
SCE_GAME_UPDATE_ERROR_BAD_RESPONSE	0x8041280a	Version file is invalid. An error occurred during version file processing. If the error continues to occur, contact technical support.
SCE_GAME_UPDATE_ERROR_BUSY	0x8041280b	The API cannot be executed currently. Another thread might be calling sceGameUpdateRun(). Check the calling order.
SCE_GAME_UPDATE_ERROR_ABORTED	0x8041280c	Processing was interrupted by sceGameUpdateAbort().
SCE_GAME_UPDATE_ERROR_SERVER_MAINTENANCE	0x8041280d	Server maintenance is in progress

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Description

This function executes processing to check for patches.

This function blocks until a connection to the patch server is established and the result has been obtained. If the function completes normally, the result will be returned in *result*.

If the function is interrupted by `sceGameUpdateAbort()`, `SCE_GAME_UPDATE_ERROR_ABORTED` will be returned as the error code.

Examples

```
int ret;
SceGameUpdateResult result;

memset(&result, 0, sizeof(result));

ret = sceGameUpdateRun(&result);
if(ret < 0){
    // Error handling
}
```

Notes

The *size* member of the patch information structure indicated in *result* is not used.

See Also

`sceGameUpdateAbort()`, `SceGameUpdateResult`

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sceGameUpdateAbort

Interruption function

Definition

```
#include <libgameupdate.h>
int sceGameUpdateAbort (
    void
);
```

Calling Conditions

Cannot be called from an interrupt handler.

Can be called from a thread (must be called in an interrupt-enabled state).

Arguments

None

Return Values

Returns 0 for normal termination.

Returns a negative value for errors. The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_NOT_INITIALIZED	0x80412801	Not initialized. sceGameUpdateTerm() may already have been called or sceGameUpdateInit() may not have been called. Check the calling order.

Description

This function interrupts patch checking.

The error code SCE_GAME_UPDATE_ERROR_ABORTED will be returned by sceGameUpdateRun().

Examples

```
int ret;

ret = sceGameUpdateAbort();
if(ret < 0){
    // Error handling
}
```

See Also

sceGameUpdateRun()

Return Codes

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Return Codes

List of return codes returned by the GameUpdate library

Definition

Value	(Number)	Description
SCE_GAME_UPDATE_ERROR_NOT_INITIALIZED	0x80412801	Not initialized
SCE_GAME_UPDATE_ERROR_INVALID_ARG	0x80412803	An invalid argument was specified
SCE_GAME_UPDATE_ERROR_HTTP_BAD_RESPONSE	0x80412808	An invalid HTTP response was returned
SCE_GAME_UPDATE_ERROR_PARSER_FAILED	0x80412809	Version file parsing error
SCE_GAME_UPDATE_ERROR_BAD_RESPONSE	0x8041280a	Version file is invalid
SCE_GAME_UPDATE_ERROR_BUSY	0x8041280b	The API cannot be executed currently
SCE_GAME_UPDATE_ERROR_ABORTED	0x8041280c	Processing was interrupted by <code>sceGameUpdateAbort()</code>
SCE_GAME_UPDATE_ERROR_SERVER_MAINTENANCE	0x8041280d	Server maintenance is in progress