Photo Review Dialog Reference

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Photo Review Dialog Call

scePhotoReviewDialogParamInit

Macro for call parameter initialization

Definition

```
#include <photoreview_dialog.h>
static inline
void scePhotoReviewDialogParamInit(ScePhotoReviewDialogParam *param)
{
        sceClibMemset( param, 0x0, sizeof(ScePhotoReviewDialogParam) );
        _sceCommonDialogSetMagicNumber( &param->commonParam );
        param->sdkVersion = SCE_PSP2_SDK_VERSION;
        param->mode = SCE_PHOTOREVIEW_DIALOG_MODE_DEFAULT;
}
```

Arguments

param   Call parameter

Return Values

None

Description

This is a macro function for initializing the Photo Review Dialog call parameter.

Before performing the various call parameter settings, be sure to use this macro to execute structure initialization. The appropriate SDK version is set at the same time.

Examples

```
ScePhotoReviewDialogParam param;

scePhotoReviewDialogParamInit( &param );
param.mode = SCE_PHOTOREVIEW_DIALOG_MODE_DEFAULT;
strncpy( param.fileName, "savedata0:sample.jpg",
        SCE_PHOTOREVIEW_DIALOG_MAX_FS_PATH );
if ( scePhotoReviewDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

ScePhotoReviewDialogParam

scePhotoReviewDialogInit

Call various functions of Photo Review Dialog

Definition

```
#include <photoreview_dialog.h>
SceInt32 scePhotoReviewDialogInit(
        const ScePhotoReviewDialogParam *param
)
```

Arguments

param   Call parameter

Return Values

Returns SCE_OK(0) as the value of the function for success.

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

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	The Common Dialog function is already being called (details below)
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_AR GUMENT	0x80020403	Parameter error
SCE_COMMON_DIALOG_ERROR_INVALID_IN FOBAR_PARAM	0x80020433	Invalid value was specified for *infobarParam* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_BG _COLOR	0x80020434	Invalid value was specified for *bgColor* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_DI MMER_COLOR	0x80020435	Invalid value was specified for *dimmerColor* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_UNEXPECTED _FATAL	0x8002047F	Internal error
SCE_PHOTOREVIEW_DIALOG_ERROR_REQUI RED_PRX_IS_NOT_LOADED	0x80103708	The required PRX has not been loaded

Description

This function calls the Photo Review Dialog function.

This function can be called only when other Common Dialog functions are not called (including the function of Photo Review Dialog proper). If this function is called at times other than the above, SCE_COMMON_DIALOG_ERROR_BUSY is returned.

When calling this function is successful, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_RUNNING. For details on the operation statuses, refer to the scePhotoReviewDialogGetStatus() section.

In *param*, specify the call parameter structure for which the calling mode and the file name of the photo file to be reviewed were set.

Be sure to set values for *param* after performing initialization with the scePhotoReviewDialogParamInit() macro.

The *param* instance need not be allocated after this function is called.

This function is multithread safe.

Examples

```
ScePhotoReviewDialogParam param;

scePhotoReviewDialogParamInit( &param );
param.mode = SCE_PHOTOREVIEW_DIALOG_MODE_DEFAULT;
strncpy( param.fileName, "savedata0:sample.jpg",
        SCE_PHOTOREVIEW_DIALOG_MAX_FS_PATH );
if ( scePhotoReviewDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

ScePhotoReviewDialogParam, scePhotoReviewDialogParamInit(),
scePhotoReviewDialogGetStatus()

ScePhotoReviewDialogParam

Structure for calling Photo Review Dialog

Definition

```
#include <photoreview_dialog.h>
typedef struct ScePhotoReviewDialogParam {
        SceUInt32 sdkVersion;
        SceCommonDialogParam commonParam;
        ScePhotoReviewDialogMode mode;
        SceChar8 fileName[SCE_PHOTOREVIEW_DIALOG_MAX_FS_PATH];
        ScePVoid workMemory;
        SceUInt32 workMemorySize;
        const ScePhotoReviewDialogExportParam *exportParam;
        SceChar8 reserved[32];
} ScePhotoReviewDialogParam;
```

Members

sdkVersion	SDK version
commonParam	Common parameters for Common Dialogs
mode	Calling mode (details below)
fileName	File name of the file to be displayed
workMemory	Work memory
workMemorySize	Work memory size
exportParam	Export metadata
reserved	Reserved area (fill with all 0s)

Description

This is a structure passed to scePhotoReviewDialogInit() to display Photo Review Dialog. Use scePhotoReviewDialogParamInit() to initialize it.

Specify the SDK version in *sdkVersion*. An appropriate value is input when the structure is initialized with scePhotoReviewDialogParamInit().

Specify the common parameters for Common Dialogs in *commonParam*.

Specify the infobar information in *commonParam.infobarParam*. Infobar will not be displayed if NULL is specified.

Specify background color information in ARGB format (0 - 255) in *commonParam.bgColor*. For use in the game, only 0 (transparent) or 255 (non-transparent) can be specified in *commonParam.bgColor.a*.

Specify dimmer color information in ARGB format (0 - 255) in *commonParam.dimmerColor*. Only (r,g,b,a)=(0,0,0,0) (transparent) or (r,g,b,a)= (0,0,0,255) (non-transparent black) can be used.

For details on the common parameters for Common Dialogs, refer to the "Common Dialog Reference" document.

Specify the calling mode in *mode*. One of the following values is input.

Macro	Value	Description
SCE_PHOTOREVIEW_DIALOG_MODE_DEFAULT	0	Default operation
SCE_PHOTOREVIEW_DIALOG_MODE_ONLY_REVIEW	1	Review only, registration to the system software will not be performed

The file name of the file to be reviewed is set in *filename*. The character string termination is set to NULL. The maximum size is SCE_PHOTOREVIEW_DIALOG_MAX_FS_PATH.

Specify the work memory used by Photo Review Dialog in *workMemory*. As work memory, specify a memory space equal to or larger than SCE_PHOTOREVIEW_DIALOG_DEFAULT_WORKMEMORY_SIZE bytes.

The size of the memory space specified in *workMemory* is set in *workMemorySize*.

Specify the metadata used at the time of registration to the system software in *exportParam*.

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

See Also

scePhotoReviewDialogParamInit(),ScePhotoReviewDialogExportParam,
SCE_PHOTOREVIEW_DIALOG_MAX_FS_PATH,
SCE_PHOTOREVIEW_DIALOG_DEFAULT_WORKMEMORY_SIZE

ScePhotoReviewDialogExportParam

Export metadata structure

Definition

```
#include <photoreview_dialog.h>
typedef struct ScePhotoReviewDialogExportParam {
        const SceChar8 *photoTitle;
        const SceChar8 *gameTitle;
        const SceChar8 *gameComment;
        void reserved[32];
} ScePhotoReviewDialogExportParam;
```

Members

photoTitle	Title of photo displayed in the system software (NULL termination)
gameTitle	Game title (album name) (NULL termination)
gameComment	Comment (detail information) (NULL termination)
reserved	Reserved area (fill with all 0s)

Description

This is a structure of the metadata to be specified to ScePhotoReviewDialogParam.

Specify the title to be displayed by the system software with UTF-8 to *photoTitle*. The character string termination must be NULL. The maximum size is SCE_PHOTOREVIEW_DIALOG_MAX_PHOTO_TITLE_SIZE. If NULL or a blank string ("") is specified, an appropriate character string will be set by the system.

Specify the game title (album name) with UTF-8 to *gameTitle*. The character string termination must be NULL. The maximum size is SCE_PHOTOREVIEW_DIALOG_MAX_GAME_TITLE_SIZE. If NULL or a blank string ("") is specified, the title name described in PARAM.SFO is set.

Specify the game comment with UTF-8 to *gameComment*. The character string termination must be NULL. The maximum size is SCE_PHOTOREVIEW_DIALOG_MAX_GAME_COMMENT_SIZE.

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

See Also

scePhotoReviewDialogParamInit(), ScePhotoReviewDialogParam

Retrieval of Operation Status

scePhotoReviewDialogGetStatus

Get operation status of Photo Review Dialog

Definition

```
#include <photoreview_dialog.h>
SceCommonDialogStatus scePhotoReviewDialogGetStatus()
```

Arguments

None

Return Values

Returns one of the following operation statuses as the value of the function.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_STATUS_NONE	0x0	Photo Review Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	Photo Review Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	Photo Review Dialog operation has finished

Description

This function gets the operation status of Photo Review Dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

When calling scePhotoReviewDialogInit() is successful, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_RUNNING.

The operation status of Photo Review Dialog will not be changed to SCE_COMMON_DIALOG_STATUS_FINISHED until the user taps the close button or scePhotoReviewDialogAbort() is called.

scePhotoReviewDialogTerm() can be called only while the operation status is SCE_COMMON_DIALOG_STATUS_FINISHED.

When scePhotoReviewDialogTerm() is called, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_NONE.

This function is multithread safe.

Examples

```
SceCommonDialogStatus stat = scePhotoReviewDialogGetStatus();
```

See Also

```
scePhotoReviewDialogInit(),scePhotoReviewDialogAbort(),
scePhotoReviewDialogGetResult(),scePhotoReviewDialogTerm()
```

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Retrieval of Photo Review Dialog Call Result

scePhotoReviewDialogGetResult

Get call result of Photo Review Dialog

Definition

```
#include <photoreview_dialog.h>
SceInt32 scePhotoReviewDialogGetResult(
        ScePhotoReviewDialogResult *result
)
```

Arguments

result Stores the call result

Return Values

Returns SCE_OK(0) as the value of the function for success.

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

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified in the argument *result*
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Parameter error
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the appropriate operation status (details below)
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function retrieves the call result of Photo Review Dialog.

This function can be called only while the operation status of Photo Review Dialog is
SCE_COMMON_DIALOG_STATUS_FINISHED. If it is called at times other than the above,
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED is returned. For details on the operation statuses,
refer to the scePhotoReviewDialogGetStatus() section.

The call result of Photo Review Dialog is stored in *result*. For details on the call results, refer to the
ScePhotoReviewDialogResult.

This function is multithread safe.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = scePhotoReviewDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
             ScePhotoReviewDialogResult result;
             sceClibMemset( &result, 0, sizeof(result) );
             if( 0 > scePhotoReviewDialogGetResult( &result ) ) {
                  // error
             }
             scePhotoReviewDialogTerm();
             break;
        }
}
```

See Also

```
ScePhotoReviewDialogResult, scePhotoReviewDialogGetStatus()
```

ScePhotoReviewDialogResult

Structure for retrieving Photo Review Dialog call result

Definition

```
#include <photoreview_dialog.h>
typedef struct ScePhotoReviewDialogResult {
        SceInt32 result;
        SceChar8 reserved[32];
} ScePhotoReviewDialogResult;
```

Members

result	Stores the call result (details below)
reserved	Reserved area (fill with all 0s)

Description

This structure receives the Photo Review Dialog call result. It is passed to
scePhotoReviewDialogGetResult(). Fill it with all 0s during initialization.

The call result of Photo Review Dialog is stored in *result*. In the case of success, one of the following
positive values is stored.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_RESULT_OK	0x0	Processing completed
SCE_COMMON_DIALOG_RESULT_USER_ CANCELED	0x1	User performed cancel operation.
SCE_COMMON_DIALOG_RESULT_ABORT ED	0x2	Abortion through sscePhotoReviewDialogAbort()

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

See Also

scePhotoReviewDialogInit(),scePhotoReviewDialogAbort(),
scePhotoReviewDialogGetResult(),ScePhotoReviewDialogParam

Abortion of Photo Review Dialog

scePhotoReviewDialogAbort

Abort call of Photo Review Dialog

Definition

```
#include <photoreview_dialog.h>
SceInt32 scePhotoReviewDialogAbort()
```

Arguments

None

Return Values

Returns SCE_OK(0) as the value of the function for success.

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

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	scePhotoReviewDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function aborts calling of Photo Review Dialog.

It can be called at any time between when scePhotoReviewDialogInit() is called and scePhotoReviewDialogTerm() is called. If it is called at times other than the above, SCE_COMMON_DIALOG_ERROR_NOT_IN_USE is returned.

When calling is successful, Photo Review Dialog will begin to abort processing.

When processing is completely aborted, the operation status will change to SCE_COMMON_DIALOG_STATUS_FINISHED.

For details on the operation statuses, refer to the scePhotoReviewDialogGetStatus() section.

When Photo Review Dialog is closed with this function, calling scePhotoReviewDialogGetResult() returns the following.

  ScePhotoReviewDialogResult.*result* : SCE_COMMON_DIALOG_RESULT_ABORTED

scePhotoReviewDialogAbort() is used to promptly abort the Photo Review Dialog display, for example when an urgent interrupt must be processed.

This function is multithread safe.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = scePhotoReviewDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_RUNNING ) {
            if( need_abort ) {
                    scePhotoReviewDialogAbort();
                    break;
            }
        }
        else if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            scePhotoReviewDialogTerm();
            break;
        }
}
```

See Also

scePhotoReviewDialogGetStatus(),scePhotoReviewDialogGetResult()

End Photo Review Dialog

scePhotoReviewDialogTerm

End call of Photo Review Dialog

Definition

```
#include <photoreview_dialog.h>
SceInt32 scePhotoReviewDialogTerm()
```

Arguments

None

Return Values

Returns SCE_OK(0) as the value of the function for success.

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

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the appropriate operation status (details below)
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	scePhotoReviewDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function ends calling of Photo Review Dialog. Calling must be ended with this function after Photo Review Dialog has been called with scePhotoReviewDialogInit().

This function can be called only while the operation status of Photo Review Dialog is SCE_COMMON_DIALOG_STATUS_FINISHED. If it is called during times other than the above, SCE_COMMON_DIALOG_ERROR_NOT_FINISHED is returned. SCE_COMMON_DIALOG_ERROR_NOT_IN_USE will be returned if the Photo Review Dialog function is not called.

If calling this function is successful, the operation status changes immediately to SCE_COMMON_DIALOG_STATUS_NONE. For details on the operation statuses, refer to the scePhotoReviewDialogGetStatus() section.
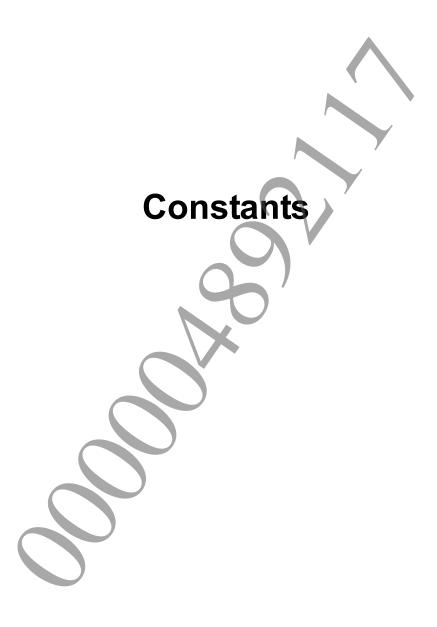
This function is multithread safe.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = scePhotoReviewDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            scePhotoReviewDialogTerm();
            break;
        }
}
```

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See Also

scePhotoReviewDialogInit(),scePhotoReviewDialogGetStatus()

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Constants

Character String Size

Maximum size of character strings of Photo Review Dialog

Definition

Macro	Value	Description
SCE_PHOTOREVIEW_DIALOG_MAX_FS_PATH	1024	Character string size of the file name of the file to be reviewed (including device name)
SCE_PHOTOREVIEW_DIALOG_MAX_PHOTO_TITLE_LENGTH	64	Maximum number of characters of title for file to be reviewed (not data size)
SCE_PHOTOREVIEW_DIALOG_MAX_PHOTO_TITLE_SIZE	256	Size of character string of title for file to be reviewed
SCE_PHOTOREVIEW_DIALOG_MAX_GAME_TITLE_LENGTH	64	Maximum number of characters of game title for file to be reviewed (not data size)
SCE_PHOTOREVIEW_DIALOG_MAX_GAME_TITLE_SIZE	256	Size of character string of game title for file to be reviewed
SCE_PHOTOREVIEW_DIALOG_MAX_GAME_COMMENT_LENGTH	128	Maximum number of characters of comment for file to be reviewed (not data size)
SCE_PHOTOREVIEW_DIALOG_MAX_GAME_COMMENT_SIZE	512	Size of character string of comment for file to be reviewed

Description

Specify the file name, photo title, game title and comment for the file to be reviewed with Photo Review Dialog within the above value. The values are the size including NULL termination.

Specify all the character strings with UTF-8.

Work Memory Size

Maximum size of the work memory used by Photo Review Dialog

Definition

Macro	Value	Description
SCE_PHOTOREVIEW_DIALOG_DEFAULT_WORKMEMORY_SIZE	6291456	Size of the work memory used by Photo Review Dialog

Description

This is the size of the work memory used by Photo Review Dialog. Allocate work memory equal to or exceeding the above size, and specify it in *workMemory* of ScePhotoReviewDialogParam.

Return Codes

List of return codes returned by Photo Review Dialog

Definition

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Calling another common dialog function
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified as the function's argument
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Parameter error
SCE_COMMON_DIALOG_ERROR_NOT_RUNNING	0x80020404	Called during a period other than SCE_COMMON_DIALOG_STATUS_RUNNING
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during a period other than SCE_COMMON_DIALOG_STATUS_FINISHED
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	scePhotoReviewDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error