

Screenshot Library Reference

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Screenshot Settings

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SceScreenShotParam

Parameter structure to set to screenshot (photo file)

Definition

```
#include <screenshot.h>
typedef struct SceScreenShotParam {
    const SceChar8 *photoTitle;
    const SceChar8 *gameTitle;
    const SceChar8 *gameComment;
    void *reserved;
} SceScreenShotParam;
```

Members

<i>photoTitle</i>	Photo title displayed by system software (NULL termination)
<i>gameTitle</i>	Game title (album name) (NULL termination)
<i>gameComment</i>	Comment (detailed information) (NULL termination)
<i>reserved</i>	Reserved area (NULL termination)

Description

These are the parameters passed to `sceScreenShotSetParam()` and set to the photo files captured using the screenshot feature of the system software.

For *photoTitle*, specify the character string (UTF-8) to use as the photo title on the system software screen. If NULL or a blank string ("") is specified, an appropriate character string will be set by the system.

For *gameTitle*, specify the character string (UTF-8) to use as the album name on the system software screen. If NULL or a blank string ("") is specified, the title name set in PARAM.SFO will be used.

For *gameComment*, specify the character string (UTF-8) for detailed information on the screenshot image. Use it, for example, to note copyrights.

reserved is a reserved area for future feature expansion. Specify NULL for it.

See Also

`sceScreenShotSetParam()`

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sceScreenShotSetParam

Set parameters for screenshot

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotSetParam(
    const SceScreenShotParam *param
)
```

Arguments

param Parameter to be set to the screenshot (photo file)

Return Values

Returns SCE_OK (0) for success.

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

Value	(Number)	Description
SCE_SCREENSHOT_ERROR_INVALID_ARGUMENT	0x80102f01	Parameter error
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Insufficient memory
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error

Description

This function sets the parameters of the photo file to be created from the screenshot captured using the screenshot feature.

For the contents of *param*, refer to the Description of SceScreenShotParam.

It is recommended that this function be executed before `sceScreenShotEnable()`.

Examples

```
SceScreenShotParam param = {0, 0, 0, 0};

param.photoTitle = "screenshot custom title";
param.gameTitle = "screenshot custom album";
param.gameComment = "screenshot custom comment";

ret = sceScreenShotSetParam( param );
```

See Also

`sceScreenShotEnable()`, `SceScreenShotParam`

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sceScreenShotSetOverlayImage

Set image to overlay on screenshot

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotSetOverlayImage (
    const SceChar8 *filePath,
    SceInt32 offsetX,
    SceInt32 offsetY
)
```

Arguments

<i>filePath</i>	Filename of the overlay image
<i>offsetX</i>	X coordinate offset of the overlay image's upper left corner (from the upper left corner of the screenshot)
<i>offsetY</i>	Y coordinate offset of the overlay image's upper left corner (from the upper left corner of the screenshot)

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	(Number)	Description
SCE_SCREENSHOT_ERROR_INVALID_ARGUMENT	0x80102f01	Parameter error
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Insufficient memory
SCE_SCREENSHOT_ERROR_FILE_NOT_FOUND	0x80102f03	File not found
SCE_SCREENSHOT_ERROR_NOT_SUPPORTED_FORMAT	0x80102f04	Invalid file format
SCE_SCREENSHOT_ERROR_MEDIA_FULL	0x80102f05	Insufficient media capacity
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error

Description

This function specifies the overlay image - such as, a copyright display - to superimpose over the screenshot.

Specify the file of the overlay image with *filePath*.

Make sure the overlay image is in the PNG format and that its size is 480 x 272 pixels or less.

Specify the position at which to place the upper left corner of the overlay image with *offsetX* and *offsetY*.

The setting of an overlay image is optional. However, make sure to execute this function between the execution of `sceScreenShotDisable()` and `sceScreenShotEnable()` if you are setting an overlay image.

Examples

```
ret = sceScreenShotSetOverlayImage( "overlay.png", 0, 0 );
```

See Also

`sceScreenShotEnable()`

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sceScreenShotEnable

Enable screenshot capturing

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotEnable ()
```

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	(Number)	Description
SCE_SCREENSHOT_ERROR_INVALID_ARGUMENT	0x80102f01	Parameter error
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Insufficient memory
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error

Description

This function notifies the system software to enable the capturing of screenshots. Upon application startup, screenshot capturing is enabled by default.

While enabled, screenshots are captured by simultaneously pressing the PS button and START button.

Examples

```
ret = sceScreenShotEnable();
```

See Also

```
sceScreenShotDisable()
```

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sceScreenShotDisable

Disable screenshot capturing

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotDisable()
```

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	(Number)	Description
SCE_SCREENSHOT_ERROR_INVALID_ARGUMENT	0x80102f01	Parameter error
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Insufficient memory
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error

Description

This function notifies the system software to disable the capturing of screenshots. Upon application startup, screenshot capturing is enabled by default.

While disabled, it is not possible to capture screenshots by simultaneously pressing the PS button and START button.

Examples

```
ret = sceScreenShotDisable();
```

See Also

```
sceScreenShotEnable()
```


Screenshot Capturing

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SceScreenShotCaptureFileInfo

Screenshot file data

Definition

```
#include <screenshot.h>
typedef SceScreenShotCaptureFileInfo {
    SceChar8 path[SCE_SCREENSHOT_MAX_FS_PATH];
} SceScreenShotCaptureFileInfo;
```

Members

path Path of the captured screenshot image (NULL-terminated)

Description

This structure stores data of the screenshot image captured by `sceScreenShotCapture()`.

The file path to the captured screenshot image will be set to *path*. The end of the character string is NULL-terminated.

To access the obtained file path, call `sceAppUtilPhotoMount()` and mount the photo0: device. When access to photo0: is no longer necessary, call `sceAppUtilPhotoUmount()` and un-mount the device.

See Also

`sceScreenShotCapture()`, `sceAppUtilPhotoMount()`, `sceAppUtilPhotoUmount()`

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SceScreenShotCaptureCancelFunc

Callback function to notify the canceling of the screenshot capturing process

Definition

```
#include <screenshot.h>
typedef SceBool (*SceScreenShotCaptureCancelFunc) (void *userdata);
```

Arguments

userdata Pointer to user data

Return Values

Screenshot capturing process is cancelled when SCE_TRUE is returned.

Screenshot capturing will be continued if SCE_FALSE is returned.

Description

This is the cancel callback function to be specified to `sceScreenShotCapture()`.

It is called periodically during screenshot processing. Return SCE_TRUE to cancel the screenshot capturing process. Do not write processing that will take time within this function and make sure it returns immediately with the return value.

See Also

`sceScreenShotCapture()`

sceScreenShotCapture

Capture screenshot

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotCapture (
    SceScreenShotCaptureMode mode,
    SceScreenShotCaptureFileInfo *captureFileInfo,
    SceScreenShotCaptureCancelFunc cancelFunc,
    void *userdata
)
```

Arguments

<i>mode</i>	Capturing mode
<i>captureFileInfo</i>	File data of the screenshot
<i>cancelFunc</i>	Pointer to the cancel callback function
<i>userdata</i>	Pointer to the user data to serve as the argument of the cancel callback function

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	(Number)	Description
SCE_SCREENSHOT_ERROR_INVALID_ARGUMENT	0x80102f01	Parameter error
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Insufficient memory
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error
SCE_SCREENSHOT_ERROR_SCREENSHOT_DISABLED	0x80102f07	Screenshot feature disabled
SCE_SCREENSHOT_ERROR_CAPTURE_FAILED	0x80102f08	Capturing failed
SCE_SCREENSHOT_ERROR_CAPTURE_BUSY	0x80102f09	Other capture in progress
SCE_SCREENSHOT_ERROR_CAPTURE_CANCELED	0x80102f0a	Canceled by user
SCE_SCREENSHOT_ERROR_MEDIA_NOT_EXIST	0x80102f0b	No memory card
SCE_SCREENSHOT_ERROR_CONTENT_FULL	0x80102f0c	Content exceeds limit

Description

This function carries out screenshot capturing.

For *mode*, specify one of the following values for the capturing mode.

Value	(Number)	Description
SCE_SCREENSHOT_CAPTURE_MODE_NORMAL	0	Normal capturing mode
SCE_SCREENSHOT_CAPTURE_MODE_FORCE_CAPTURE	1	Forced capturing mode

When SCE_SCREENSHOT_CAPTURE_MODE_NORMAL is specified and the screenshot feature is disabled by `sceScreenShotDisable()`, the function returns SCE_SCREENSHOT_ERROR_SCREENSHOT_DISABLED.

When SCE_SCREENSHOT_CAPTURE_MODE_FORCE_CAPTURE is specified, screenshots will be captured regardless of the call status of `sceScreenShotDisable()`. However, when the calling source process is suspended immediately after this function is called, SCE_SCREENSHOT_ERROR_CAPTURE_FAILED will return.

For *captureFileInfo*, specify the pointer to the `SceScreenShotCaptureFileInfo` structure for receiving data of the captured screenshot image.

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For *cancelFunc*, specify the cancel callback function. Specify NULL if the cancel callback function is not required.

For *userdata*, specify the pointer to the data that will be serving as the argument to the cancel callback function. Specify NULL if an argument is not required for the cancel callback function.

When this function is called while a screenshot is being captured, SCE_SCREENSHOT_ERROR_CAPTURE_BUSY will return.

Examples

```
SceScreenShotCaptureFileInfo captureFileInfo;
memset(&captureFileInfo, 0, sizeof(captureFileInfo));
ret = sceScreenShotCapture(SCE_SCREENSHOT_CAPTURE_MODE_FORCE_CAPTURE,
                          &captureFileInfo, NULL, NULL);
```

See Also

sceScreenShotEnable(), sceScreenShotDisable(), SceScreenShotCaptureFileInfo,
SceScreenShotCaptureCancelFunc

Screenshot Capture Notification Settings

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sceScreenShotEnableNotification

Enable screenshot capture notification

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotEnableNotification()
```

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	(Number)	Description
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Parameter error
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error

Description

This function notifies the system software to enable screenshot capture notifications. The default setting of screenshot capture notification upon application startup is disabled.

When screenshot capture notification is enabled and a screenshot is captured, an application event will be notified.

For details on the application event feature, refer to the “Application Utility Overview” and “Application Utility Reference” documents.

Examples

```
ret = sceScreenShotEnableNotification();
```

See Also

```
sceScreenShotDisableNotification()
```

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sceScreenShotDisableNotification

Disable screenshot capture notification

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotDisableNotification()
```

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	(Number)	Description
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Parameter error
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error

Description

This function notifies the system software to disable screenshot capture notifications. The default setting of screenshot capture notification upon application startup is disabled.

When screenshot capture notification is disabled and a screenshot is captured, an application event will not be notified.

For details on the application event feature, refer to the “Application Utility Overview” and “Application Utility Reference” documents.

Examples

```
ret = sceScreenShotDisableNotification();
```

See Also

```
sceScreenShotEnableNotification()
```


Acquisition of Screenshot Image Parameters

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SceScreenShotGameInfo

Parameter structure for obtaining screenshot image parameters

Definition

```
#include <screenshot.h>
typedef struct SceScreenShotGameInfo {
    SceChar8 photoTitle[SCE_SCREENSHOT_MAX_PHOTO_TITLE_SIZE];
    SceChar8 gameTitle[SCE_SCREENSHOT_MAX_GAME_TITLE_SIZE];
    SceChar8 gameComment[SCE_SCREENSHOT_MAX_GAME_COMMENT_SIZE];
    SceDateTime createdAt;
} SceScreenShotGameInfo;
```

Members

<i>photoTitle</i>	Photo title displayed by system software (NULL termination)
<i>gameTitle</i>	Game title (album name) (NULL termination)
<i>gameComment</i>	Comment (detailed information) (NULL termination)
<i>createdAt</i>	Screenshot image creation date and time

Description

These are parameters passed to `sceScreenShotGetParam()` for obtaining the parameters set during capture using the screenshot feature of the system software from screenshot images (JPEG).

photoTitle stores the character string (UTF-8) displayed as the photo title on the system software screen.

gameTitle stores the character string (UTF-8) displayed as the album name on the system software screen.

gameComment stores the character string (UTF-8) for detailed information on the screenshot image. If detailed information has not been set to the screenshot image, NULL is stored.

createdAt stores the creation date and time of the screenshot image. It contains the year, month, day, hour, minute and second at which the screenshot image was created.

See Also

`sceScreenShotSetParam()`, `sceScreenShotGetParam()`

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sceScreenShotGetParam

Get parameters from screenshot image

Definition

```
#include <screenshot.h>
SceInt32 sceScreenShotGetParam(
    const SceChar8 *filePath,
    SceScreenShotGameInfo *param
)
```

Arguments

filePath Path of photo content
param Storing destination of the parameters obtained from the screenshot image

Return Values

Returns SCE_OK (0) for success.

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

Value	(Number)	Description
SCE_SCREENSHOT_ERROR_FILE_NOT_FOUND	0x80102f03	File not found
SCE_SCREENSHOT_ERROR_NOT_SUPPORTED_FORMAT	0x80102f04	Invalid file format
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error
SCE_SCREENSHOT_ERROR_NOT_SUPPORTED_DATA	0x80102f0d	Invalid data

Description

This function is for obtaining the parameters (title, album name, and detailed information) set to a screenshot image along with the screenshot image's creation date and time.

For the content of *param*, refer to the description of *SceScreenShotGameInfo*.

Note that no information can be obtained from photo files that have been captured with a function other than the screenshot feature.

Examples

```
SceInt32 ret;

SceScreenShotGameInfo param;

const SceChar8 *srcPath = "test.jpg";

ret = sceScreenShotGetParam( srcPath, &param );

if (ret != SCE_OK) {
    // Error handling
}
```

See Also

SceScreenShotGameInfo

Constants

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Character string size

Maximum size of character strings of screenshot

Definition

Value	(Number)	Description
SCE_SCREENSHOT_MAX_FS_PATH	1024	Character string size of the file name of the overlay image (including device name)
SCE_SCREENSHOT_MAX_PHOTO_TITLE_LENGTH	64	Maximum number of characters of title set for a screenshot file (not data size)
SCE_SCREENSHOT_MAX_PHOTO_TITLE_SIZE	256	Title character string size set for a screenshot file
SCE_SCREENSHOT_MAX_GAME_TITLE_LENGTH	64	Maximum number of characters of the game title set for a screenshot file (not data size)
SCE_SCREENSHOT_MAX_GAME_TITLE_SIZE	256	Character string size of the game title set for a screenshot file
SCE_SCREENSHOT_MAX_GAME_COMMENT_LENGTH	128	Maximum number of characters of a comment set for a screenshot file (not data size)
SCE_SCREENSHOT_MAX_GAME_COMMENT_SIZE	512	Character string size of a comment set for a screenshot file

Description

With the screenshot library, it is possible to set the file name of an overlay file, and the game title, album name and detailed information of screenshot files. The maximum size of the character string that can be specified is fixed for each item, so specify the character string within the above values. The values are the size including NULL termination.

Specify all the character strings with UTF-8

Return Codes

List of return codes returned by screenshot library

Definition

Value	(Number)	Description
SCE_SCREENSHOT_ERROR_INVALID_ARGUMENT	0x80102f01	Parameter error
SCE_SCREENSHOT_ERROR_NO_MEMORY	0x80102f02	Insufficient memory
SCE_SCREENSHOT_ERROR_FILE_NOT_FOUND	0x80102f03	File not found
SCE_SCREENSHOT_ERROR_NOT_SUPPORTED_FORMAT	0x80102f04	Invalid file format
SCE_SCREENSHOT_ERROR_MEDIA_FULL	0x80102f05	Insufficient storage capacity
SCE_SCREENSHOT_ERROR_INTERNAL	0x80102f06	Other internal error
SCE_SCREENSHOT_ERROR_SCREENSHOT_DISABLED	0x80102f07	Screenshot feature disabled
SCE_SCREENSHOT_ERROR_CAPTURE_FAILED	0x80102f08	Capturing failed
SCE_SCREENSHOT_ERROR_CAPTURE_BUSY	0x80102f09	Other capture in progress
SCE_SCREENSHOT_ERROR_CAPTURE_CANCELED	0x80102f0a	Canceled by user
SCE_SCREENSHOT_ERROR_MEDIA_NOT_EXIST	0x80102f0b	No memory card
SCE_SCREENSHOT_ERROR_CONTENT_FULL	0x80102f0c	Content exceeds limit
SCE_SCREENSHOT_ERROR_NOT_SUPPORTED_DATA	0x80102f0d	Invalid data

Description

When displaying errors returned by the screenshot library, make sure to use the error code display feature of Message Dialog. For Message Dialog, refer to the "Message Dialog Overview" and "Message Dialog Reference" documents.