NP Lookup Library Reference

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sceNpLookupInit

Initialize the NP Lookup library

Definition

Arguments

usesAsync Set to SCE TRUE if utilizing an asynchronous function.

When SCE TRUE is set, 1 thread will be generated internally.

threadPriority cpuAffinityMask option

Thread priority of the thread generated when *usesAsync* is SCE_TRUE. CPU affinity mask of the thread generated when *usesAsync* is SCE_TRUE.

Option for future extension. Always specify NULL

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_ALREADY_INITIALIZED	0x80550701	Library has already been
		initialized
SCE_NP_COMMUNITY_ERROR_OUT_OF_MEMORY	0x80550703	Not enough free memory
SCE_NP_COMMUNITY_ERROR_INVALID_ARGUMENT	0x80550704	Invalid argument
		(threadPriority is a
		negative value, etc.)
SCE_NP_COMMUNITY_ERROR_NO_RESOURCE	0x80550716	Could not allocate system
		resources

Description

This function initializes the NP Lookup library. This function must be called before using the NP Lookup library.

Notes

This function is not multithread safe. If called simultaneously from multiple threads, even if this function terminates normally, the library may not be able to function correctly afterwards. Therefore, program so as to avoid simultaneous calling.

Examples

Below is a usage example in case asynchronous functions are not used.

Below is a usage example in case asynchronous functions are used.

Set appropriate values for thread priority and CPU affinity mask.

See Also

sceNpLookupTerm()

sceNpLookupTerm

Terminate the NP Lookup library

Definition

#include <np.h>
int sceNpLookupTerm(void);

Arguments

None

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal Des	
SCE_NP_COMMUNITY_ERROR_NOT_INITIALIZED	0x80550702 Libr	ary is not initialized

Description

This function terminates the NP Lookup library

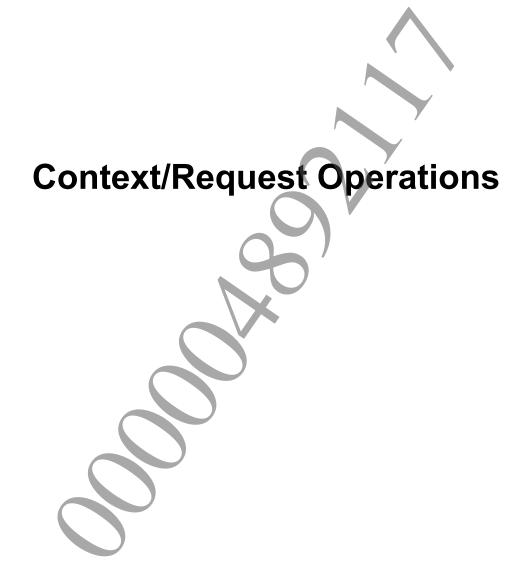
Notes

This function is not multithread safe. If called simultaneously from multiple threads, even if this function terminates normally, the library may not be able to function correctly afterwards. Therefore, program so as to avoid simultaneous calling.

See Also

sceNpLookupInit()





sceNpLookupCreateTitleCtx

Create an NP Lookup title context

Definition

```
#include <np.h>
int sceNpLookupCreateTitleCtx(
        const SceNpCommunicationId *communicationId,
        const SceNpId *selfNpId
);
```

Arguments

selfNpId

communicationId Pointer to the NP Communication ID Pointer to the NP ID structure of a login user

Return Values

Returns the ID (>0) of the NP Lookup title context upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_	0x80550702	Library is not initialized
NOT_INITIALIZED		
SCE_NP_COMMUNITY_ERROR_	0x80550703	Not enough free memory
OUT_OF_MEMORY		
SCE_NP_COMMUNITY_ERROR_	0x80550706	Created more than 32 title contexts at one time.
TOO_MANY_OBJECTS		(Check to see that
		sceNpLookupDeleteTitleCtx() was called as
		necessary.)
SCE_NP_COMMUNITY_ERROR_	0x8055070c	NULL was specified to selfNpId
INSUFFICIENT_ARGUMENT		-

Description

This function creates a title context of the NP Lookup library.

Up to 32 title contexts can be created at one time, however, try to use around one title context wherever possible.

When sceNpLookupTerm () is called, all title contexts will be deleted automatically. However, try to call sceNpLookupTerm() after sceNpLookupDeleteTitleCtx() to have the title contexts explicitly deleted beforehand.

Notes

When NULL is passed to the NP communication ID of this function, the NP communication ID set with the sceNpInit() function of the NP library is used.

Although data based on the NP Communication ID is not handled in current specifications, the correct NP Communication ID must be input. When multiple NP Communication IDs are used by a single title, select and set any one.

See Also

sceNpLookupDeleteTitleCtx(), SCE NP LOOKUP MAX CTX NUM

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sceNpLookupDeleteTitleCtx

Destroy the NP Lookup title context

Definition

Arguments

titleCtxId ID of the NP Lookup title context to be destroyed

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_NOT_INITIALIZED	0x80550702	Library is not initialized
SCE_NP_COMMUNITY_ERROR_INVALID_ID	0x8055070e	ID specified for titleCtxId
		does not exist

Description

This function destroys the NP lookup title context used by the NP Lookup library.

See Also

sceNpLookupCreateTitleCtx()



sceNpLookupCreateRequest

Create an NP Lookup request

Definition

Arguments

titleCtxId NP Lookup title context ID

Return Values

Returns the ID (>0) of the NP Lookup request upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_	0x80550702	Library is not initialized
NOT_INITIALIZED		
SCE_NP_COMMUNITY_ERROR_	0x80550703	Not enough free memory
OUT_OF_MEMORY		
SCE_NP_COMMUNITY_ERROR_	0x80550706	Created more than 32 requests at one time.
TOO_MANY_OBJECTS		(Check to see that sceNpLookupDeleteRequest()
		was called as necessary.)
SCE_NP_COMMUNITY_ERROR_	0x8055070e	ID specified for titleCtxId does not exist
INVALID ID		•

Description

This function creates a request of the NP Lookup library.

A request ID is an ID that is used up for each communication processing function, such as retrieving NP ID or retrieving Avatars. A request ID must always be created before using these functions. Moreover, a used up request must be deleted with sceNpLookupDeleteRequest().

Up to 32 requests can exist simultaneously.

When sceNpLookupTerm() is called, all requests will be deleted automatically. However, try to call sceNpLookupTerm() after delete the title contexts explicitly beforehand.

See Also

sceNpLookupDeleteRequest(), SCE NP LOOKUP MAX REQUEST NUM

sceNpLookupDeleteRequest

Destroy the NP Lookup request

Definition

```
#include <np.h>
int sceNpLookupDeleteRequest(
        SceInt32 reqId
);
#define sceNpLookupDestroyTransactionCtx(id) \
              sceNpLookupDeleteRequest(id)
```

Arguments

reqId NP Lookup request ID

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_NOT_INITIALIZED	0x80550702	Library is not initialized
SCE_NP_COMMUNITY_ERROR_OUT_OF_MEMORY	0x80550703	Not enough free memory
SCE_NP_COMMUNITY_ERROR_INVALID_ID	0x8055070e	ID specified for reqId does not
	. /	exist

Description

This function destroys the NP Lookup request used by the NP Lookup library.

See Also

sceNpLookupCreateRequest()



sceNpLookupSetTimeout

Set a timeout period for communication processing functions

Definition

Arguments

idID of an NP Lookup title context or NP Lookup requestresolveRetryName resolution retry timesresolveTimeoutName resolution timeout time (microseconds)connTimeoutTimeout time when connecting (microseconds)sendTimeoutSending timeout time (microseconds)recvTimeoutReceiving timeout time (microseconds)

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_NOT_INITIALIZED	0x80550702	Library is not initialized
SCE_NP_COMMUNITY_ERROR_INVALID_ARGUMENT	0x80550704	Invalid value was specified for
		timeout
SCE_NP_COMMUNITY_ERROR_INVALID_ID	0x8055070e	Title context or request
		specified for id does not exist

Description

This function sets the timeout period for communication processing.

For *id*, specify an NP Lookup title context ID if you want to set a uniform timeout period, or specify an NP Lookup request ID if you want to set a timeout period per request. When setting a timeout period for a title context, it will be applied to all transaction contexts that you subsequently create after this function. It will not, however, be applied to already-existing transaction contexts.

Specify the timeout period in microseconds.

Only the following values can be set for each value.

Argument	Settable values
resolveRetry	1 or more, or SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT
resolveTimeout	1 second or more, or SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT
connTimeout	10 seconds or more, or SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT
sendTimeout	10 seconds or more, or SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT
recvTimeout	10 seconds or more, or SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT

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Timeout time settings will result in error if resolveTimeout is set to a value under 1,000,000 (1 second), or other values are set to a value below 10,000,000 (10 seconds).

When SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT is set in any of the arguments, the internal default value will be used as setting value of that argument.

It is not possible to set SCE NP LOOKUP TIMEOUT NO EFFECT in all arguments.

Notes

Instead of using this function to set your own timeout period, try to use the default timeout period wherever possible. When using it to avoid user operation from becoming impossible for an extensive period of time, consider implementing user cancellation using sceNplookupAbortRequest().

With the values set with this function, it is possible to set the timeout time for each processing, but not the total timeout time.

Most communication processing of the NP Lookup library end within two seconds. However, an extensive delay may occur depending on the user's network environment and it is recommended that you set a timeout period of at least 30 seconds.

See Also

sceNpLookupCreateTitleCtx(), sceNpLookupCreateRequest(),
sceNpLookupAbortRequest(), SCE NP LOOKUP TIMEOUT NO EFFECT

sceNpLookupAbortRequest

Abort communication processing

Definition

```
#include <np.h>
int sceNpLookupAbortRequest(
        SceInt32 reqId
);
#define sceNpLookupAbortTransaction(id) \
              sceNpLookupAbortRequest(id)
```

Arguments

reqId NP Lookup request ID

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_NOT_INITIALIZED	0x80550702	Library is not initialized
SCE_NP_COMMUNITY_ERROR_INVALID_ID	0x8055070e	ID specified for reqId does not
	r 1	exist

Description

This function aborts communication processing.

For reqId, specify the ID of the request for the communication processing you wish to abort.

See Also

sceNpLookupCreateRequest()



sceNpLookupWaitAsync, sceNpLookupPollAsync

Obtain the execution result for an asynchronous request

Definition

Arguments

reqId NP Lookup request ID

result Pointer to a variable storing the result of the request that was asynchronously executed

Return Values

Value	Description
0	Asynchronous processing completed
1	Asynchronous processing still in execution

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_NOT_INITIALIZED	0x80550702	Library is not initialized
SCE_NP_COMMUNITY_ERROR_INVALID_ID	0x8055070e	ID specified for reqId does not
		exist

Description

This function obtains the execution result of a request executed asynchronously.

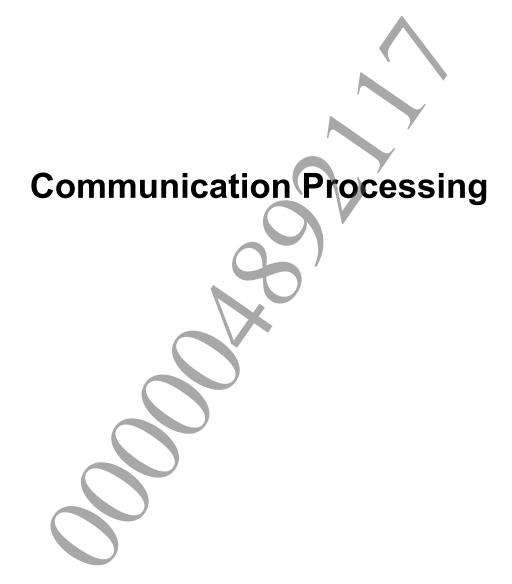
For reqId, specify the ID of the request started by the asynchronous function, sceNpLookupXXXAsync().

sceNpLookupWaitAsync() waits for this request to complete if it hasn't already done so, stores the result of the request in *result and returns 0.

sceNpLookupPollAsync() returns 1 if the request has not completed yet. In this case, the value of *result does not change. If the request is already completed, the result of the request will be stored in *result and the return value will be 0.

See Also

sceNpLookupCreateRequest()



sceNpLookupNpId

Look up an NP ID (synchronous)

Definition

Arguments

reqId NP Lookup request ID (IN) onlineId Target Online ID (IN)

npId Pointer to the structure storing the obtained NP ID (OUT) option Option for future extension. Always specify NULL

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_	0x80550702	Library is not initialized
NOT_INITIALIZED		
SCE_NP_COMMUNITY_ERROR_	0x80550704	Value other than NULL was specified to option
INVALID_ARGUMENT		-
SCE_NP_COMMUNITY_ERROR_	0x80550707	Request was aborted with
ABORTED		sceNpLookupAbortRequest() or
		sceNpLookupDeleteRequest()
SCE_NP_COMMUNITY_ERROR_	0x8055070c	NULL was specified to onlineId or npId
INSUFFICIENT_ARGUMENT		-
SCE_NP_COMMUNITY_ERROR	0x8055070e	ID specified for reqId does not exist
INVALID_ID		•
SCE_NP_COMMUNITY_ERROR_	0x80550711	Request used for communication processing was
INVALID_TYPE		specified.
		Make sure to destroy the request used for
		communication processing.
SCE_NP_COMMUNITY_SERVER_	0x8055081b	User does not exist
ERROR_NO_SUCH_USER_NPID		

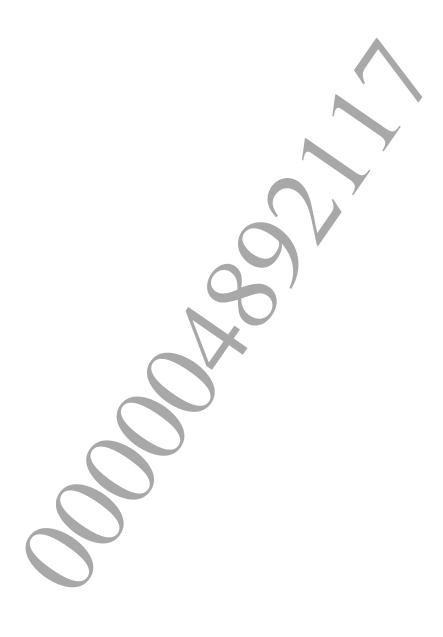
Description

This function looks up the user corresponding to the specified Online ID string, and obtains his/her NP ID.

This function performs synchronous processing. It blocks until communication completes and the NP ID can be obtained. Once returning from this function, destroy the used request with sceNpLookupDeleteRequest().

See Also

sceNpLookupCreateRequest(), sceNpLookupDeleteRequest(), sceNpLookupAbortRequest()



sceNpLookupNpldAsync

Look up an NP ID (asynchronous)

Definition

Arguments

reqId NP Lookup request ID (IN) onlineId Target Online ID (IN)

npId Pointer to the structure storing the obtained NP ID (OUT) option Option for future extension. Always specify NULL

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_	0x80550702	Library is not initialized
NOT_INITIALIZED		
SCE_NP_COMMUNITY_ERROR_	0x80550704	Value other than NULL was specified to option
INVALID_ARGUMENT		-
SCE_NP_COMMUNITY_ERROR_	0x80550707	Request was aborted with
ABORTED		sceNpLookupAbortRequest() or
		sceNpLookupDeleteRequest()
SCE_NP_COMMUNITY_ERROR_	0x8055070c	NULL was specified to onlineId or npId
INSUFFICIENT_ARGUMENT		-
SCE_NP_COMMUNITY_ERROR	0x8055070e	ID specified for reqId does not exist
INVALID_ID		•
SCE_NP_COMMUNITY_ERROR_	0x80550711	Request used for communication processing was
INVALID_TYPE		specified.
		Make sure to destroy the request used for
		communication processing.
SCE_NP_COMMUNITY_SERVER_	0x8055081b	User does not exist
ERROR_NO_SUCH_USER_NPID		

Description

This function looks up the user corresponding to the specified Online ID string, and obtains his/her NP ID.

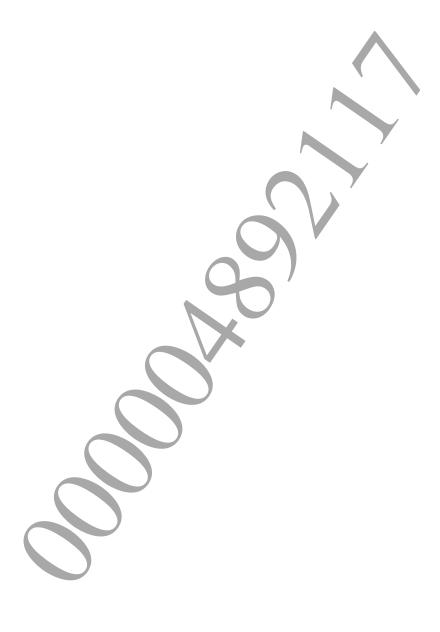
This function performs asynchronous processing. It starts the request and returns immediately without waiting to obtain the result from the server. The processing result must be received using <code>sceNpLookupWaitAsync()</code> or <code>sceNpLookupPollAsync()</code>. Once the result is received using one of these functions, destroy the request.

Notes

In order to use this function, it is necessary to set usesAsync of sceNpLookupInit() to SCE_TRUE, and to generate a thread for asynchronous functions.

See Also

sceNpLookupCreateRequest(), sceNpLookupAbortRequest(), sceNpLookupWaitAsync(),
sceNpLookupPollAsync()



sceNpLookupUserProfile

Obtain a user profile (synchronous)

Definition

Arguments

option

NP Lookup request ID (IN) reqId avatarSizeType Size type of the Avatar to be obtained (details below) (IN) npId Target NP ID (IN) Pointer to the structure storing the obtained user information (OUT) userInfo Pointer to the structure storing the obtained self introduction (OUT) aboutMe languages Pointer to the structure storing the obtained language preference countryCode Pointer to the structure storing the obtained country or region (OUT) avatarImageData Pointer to the structure storing the obtained Avatar image (OUT) avatarImageDataMaxSize Buffer size specified in avatarImageData (details below) (IN) avatarImageDataSize Pointer to the variable storing the size of the actually obtained Avatar

Option for future extension. Always specify NULL

Specify one of the following values in avatarSizeType.

Value	Description
SCE_NP_AVATAR_SIZE_LARGE	Large-sized Avatar image
SCE_NP_AVATAR_SIZE_MIDDLE	Middle-sized Avatar image
SCE_NP_AVATAR_SIZE_SMALL	Small-sized Avatar image

Specify one of the following values in avatarImageDataMaxSize based on the value of avatarSizeType.

avatarSizeType Value	Value to be specified	Value
SCE_NP_AVATAR_SIZE_LARGE	SCE_NP_AVATAR_IMAGE_MAX_SIZE_LARGE	200*1024
SCE_NP_AVATAR_SIZE_MIDDLE	SCE_NP_AVATAR_IMAGE_MAX_SIZE_MIDDLE	100*1024
SCE_NP_AVATAR_SIZE_SMALL	SCE_NP_AVATAR_IMAGE_MAX_SIZE_SMALL	10*1024

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_	0x80550702	Library is not initialized
NOT_INITIALIZED		•
SCE_NP_COMMUNITY_ERROR_	0x80550704	Value other than NULL was specified to option
INVALID_ARGUMENT		
SCE_NP_COMMUNITY_ERROR_	0x80550707	Request was aborted with
ABORTED		sceNpLookupAbortRequest() or
		sceNpLookupDeleteRequest()
SCE_NP_COMMUNITY_ERROR_	0x8055070c	NULL was specified to npId
INSUFFICIENT_ARGUMENT		
SCE_NP_COMMUNITY_ERROR_	0x8055070e	ID specified for reqId does not exist
INVALID_ID		
SCE_NP_COMMUNITY_ERROR_	0x80550711	Invalid value was specified for avatarSizeType,
INVALID_TYPE		or request used for communication processing was
		specified.
		Make sure to destroy the request used for
		communication processing.
SCE_NP_COMMUNITY_SERVER_	0x8055081b	User does not exist
ERROR_NO_SUCH_USER_NPID		

Description

This function obtains profile information and an Avatar image of the user from the server with the specified NP ID and the Avatar size type. The URL of an Avatar of a size specified in avatarSizeType is stored in icon of userInfo.

Make sure to always allocate the size specified with avatarImageDataMaxSize in avatarImageData.

When an Avatar image is not necessary, specify NULL in avatarImageData and avatarImageDataMaxSize. In this case, processing will be omitted, decreasing the load.

If not necessary, it is also possible to specify NULL for userInfo, aboutMe, languages and countryCode. However, since this information is handled collectively, the load will not decrease.

This function performs synchronous processing. It blocks until communication completes and the profile information can be obtained. Once returning from this function, call sceNplookupDeleteRequest() to destroy the used request.

Notes

The Avatar image, if the SceNpAvatarUrl structure of desired size type has already been obtained, can be obtained using sceNpLookupAvatarImage() or sceNpLookupAvatarImageAsync(). Moreover, the application can directly obtain image data from the URL of the Avatar, however, make sure to note the data size in this case.

Examples

```
SceInt32 ret;
SceInt32 reqId, titleCtxId;
SceNpId npId;
SceNpUserInformation userInfo;
SceNpAboutMe aboutMe;
SceNpMyLanguages languages;
SceNpCountryCode countryCode;
void *avatarImageData=NULL;
SceSize avatarImageDataSize=0;
// reqId, titleCtxId, npId assumed to store an appropriate value
avatarImageData = malloc(SCE NP AVATAR IMAGE MAX SIZE
if (avatarImageData == NULL) {
        // Error handling
ret = sceNpLookupUserProfile(
        reqId,
        SCE NP AVATAR SIZE SMALL,
        &npId,
        &userInfo,
        &aboutMe,
        &languages,
        &countryCode,
        avatarImageData,
        SCE NP AVATAR IMAGE MAX SIZE SMALI
        &avatarImageDataSize,
        NULL);
If (ret < 0) {
        // Error handling
// Use of retrieved data
```

See Also

sceNpLookupCreateRequest(), sceNpLookupAbortRequest(),
sceNpLookupUserProfileAsync()

sceNpLookupUserProfileAsync

Obtain a user profile (asynchronous)

Definition

```
#include <np.h>
int sceNpLookupUserProfileAsync(
        SceInt32 reqId,
        SceInt32 avatarSizeType,
        const SceNpId *npId,
        SceNpUserInformation *userInfo,
        SceNpAboutMe *aboutMe,
        SceNpMyLanguages *languages,
        SceNpCountryCode *countryCode,
        void *avatarImageData,
        SceSize avatarImageDataMaxSize,
        SceSize *avatarImageDataSize,
        void *option
);
```

Arguments

NP Lookup request ID (IN) reqId avatarSizeType Size type of the Avatar to be obtained (details below) (IN) npId Target NP ID (IN) Pointer to the structure storing the obtained user information (OUT) userInfo Pointer to the structure storing the obtained self introduction (OUT) aboutMe languages Pointer to the structure storing the obtained language preference countryCode Pointer to the structure storing the obtained country or region (OUT) avatarImageData Pointer to the structure storing the obtained Avatar image(OUT) Size of the buffer specified in avatar ImageData (details below) (IN)

avatarImageDataMaxSize avatarImageDataSize Pointer to the variable storing the size of the actually obtained Avatar

option Option for future extension. Always specify NULL

Specify one of the following values in avatarSizeType.

Value	Description
SCE_NP_AVATAR_SIZE_LARGE	Large-sized Avatar image
SCE_NP_AVATAR_SIZE_MIDDLE	Middle-sized Avatar image
SCE_NP_AVATAR_SIZE_SMALL	Small-sized Avatar image

Specify one of the following values in avatarImageDataMaxSize based on the value of avatarSizeType.

avatarSizeType Value	Value to be specified	Value
SCE_NP_AVATAR_SIZE_LARGE	SCE_NP_AVATAR_IMAGE_MAX_SIZE_LARGE	200*1024
SCE_NP_AVATAR_SIZE_MIDDLE	SCE_NP_AVATAR_IMAGE_MAX_SIZE_MIDDLE	100*1024
SCE_NP_AVATAR_SIZE_SMALL	SCE_NP_AVATAR_IMAGE_MAX_SIZE_SMALL	10*1024

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_	0x80550702	Library is not initialized
NOT_INITIALIZED		•
SCE_NP_COMMUNITY_ERROR_	0x80550704	Value other than NULL was specified to option
INVALID_ARGUMENT		
SCE_NP_COMMUNITY_ERROR_	0x80550707	Request was aborted with
ABORTED		sceNpLookupAbortRequest() or
		sceNpLookupDeleteRequest()
SCE_NP_COMMUNITY_ERROR_	0x8055070c	NULL was specified to npId
INSUFFICIENT_ARGUMENT		
SCE_NP_COMMUNITY_ERROR_	0x8055070e	ID specified for reqId does not exist
INVALID_ID		
SCE_NP_COMMUNITY_ERROR_	0x80550711	Invalid value was specified for avatarSizeType,
INVALID_TYPE		or request used for communication processing was
		specified.
		Make sure to destroy the request used for
		communication processing.
SCE_NP_COMMUNITY_SERVER_	0x8055081b	User does not exist
ERROR_NO_SUCH_USER_NPID		

Description

This function obtains profile information and an Avatar image of the user from the server with the specified NP ID and the Avatar size type. The URL of an Avatar of the size specified in avatarSizeType is stored in icon of userInfo.

Please make sure to allocate the size specified with avatarImageDataMaxSize in avatarImageData.

When an Avatar image is not necessary, specify NULL in avatarImageData and avatarImageDataMaxSize. In this case, processing will be omitted, decreasing the load.

If not necessary, it is also possible to specify NULL for userInfo, aboutMe, languages, and countryCode. However, since this information is handled collectively, the load will not decrease.

This function performs asynchronous processing. When the request is started, the function returns without waiting to obtain the result of the processing from the server. The result of the processing can be obtained by sceNpLookupWaitAsync() or sceNpLookupPollAsync(). After receiving the result from one of these functions, destroy the used request.

Notes

The Avatar image, if the SceNpAvatarUrl structure of desired size type has already been obtained, can be obtained using sceNpLookupAvatarImage() or sceNpLookupAvatarImageAsync(). Moreover, the application can directly obtain image data from the URL of the Avatar, however, make sure to note the data size in this case.

In order to use this function, it is necessary to set *usesAsync* of sceNpLookupInit() to SCE_TRUE, and to generate a thread for asynchronous functions.

See Also

 ${\tt sceNpLookupCreateRequest(), sceNpLookupAbortRequest(), sceNpLookupWaitAsync(), sceNpLookupPollAsync()}\\$



sceNpLookupAvatarImage

Obtain an Avatar image (synchronous)

Definition

Arguments

reqId NP Lookup request ID (IN)
avatarUrl Target Avatar URL (IN)

avatarImage Structure for storing the obtained Avatar image (OUT) option Option for future extension. Always specify NULL

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Value	Hexadecimal	Description
SCE_NP_COMMUNITY_ERROR_	0x80550702	Library is not initialized
NOT_INITIALIZED		
SCE_NP_COMMUNITY_ERROR_	0x80550704	Value other than NULL was specified to option
INVALID_ARGUMENT	\ X	-
SCE_NP_COMMUNITY_ERROR_	0x80550707	Request was aborted with
ABORTED		sceNpLookupAbortRequest() or
		sceNpLookupDeleteRequest()
SCE_NP_COMMUNITY_ERROR_	0x8055070c	NULL was specified to avatarUrl or avatarImage
INSUFFICIENT_ARGUMENT		-
SCE_NP_COMMUNITY_ERROR	0x8055070e	ID specified for reqId does not exist
INVALID_ID		-
SCE_NP_COMMUNITY_ERROR_	0x80550711	Request used for communication processing was
INVALID_TYPE)	specified.
	1	Make sure to destroy the request used for
		, <u> </u>
INVALID ARGUMENT SCE_NP_COMMUNITY_ERROR_ ABORTED SCE_NP_COMMUNITY_ERROR_ INSUFFICIENT_ARGUMENT SCE_NP_COMMUNITY_ERROR_ INVALID_ID SCE_NP_COMMUNITY_ERROR_	0x80550707 0x8055070c 0x8055070e	Request was aborted with sceNpLookupAbortRequest() or sceNpLookupDeleteRequest() NULL was specified to avatarUrl or avatarIm ID specified for reqId does not exist Request used for communication processing was

Description

This function obtains the Avatar image specified by <code>avatarUrl</code> from the server. Do not use this function for obtaining any other files.

This function performs synchronous processing. It blocks until the obtainment of the Avatar image completes. Once returning from this function, call sceNpLookupDeleteRequest() to destroy the used request.

Notes

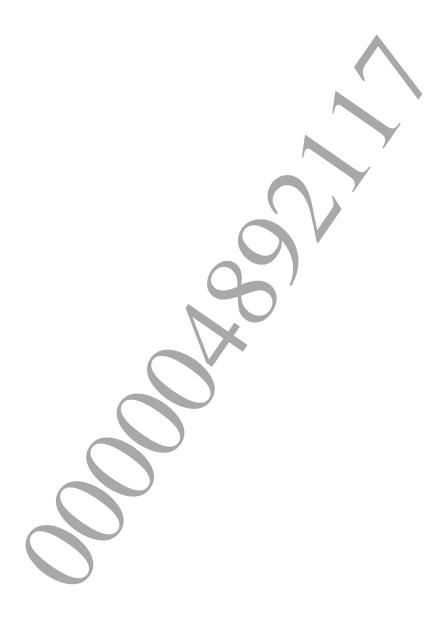
In addition to obtaining the Avatar image, this function prevents the problem of an application's operation stopping because of the change in the user's Avatar size. The application can obtain the

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Avatar image on its own using libhttp, for example, but in that case, note that the Avatar size will increase to $SCE_NP_AVATAR_IMAGE_MAX_SIZE$.

See Also

sceNpLookupCreateRequest(), sceNpLookupDeleteRequest(), sceNpLookupAbortRequest()



sceNpLookupAvatarImageAsync

Obtain an Avatar image (asynchronous)

Definition

Arguments

reqId NP Lookup request ID (IN)
avatarUrl Target Avatar URL (IN)

avatarImage Structure for storing the obtained Avatar image (OUT)

option Option for future extension. Always specify NULL

Return Values

Returns 0 upon normal termination.

Returns a negative value for an error. The main error codes are shown below. (The application must not malfunction even if other error codes are returned.)

Hexadecimal	Description
0x80550702	Library is not initialized
0x80550704	Value other than NULL was specified to option
\ X	-
0x80550707	Request was aborted with
	sceNpLookupAbortRequest() or
	sceNpLookupDeleteRequest()
0x8055070c	NULL was specified to avatarUrl or
	avatarImage
0x8055070e	ID specified for reqId does not exist
	_
0x80550711	Request used for communication processing was
/	specified.
	Make sure to destroy the request used for
	communication processing.
	0x80550702 0x80550704 0x80550707 0x8055070c 0x8055070e

Description

This function obtains the Avatar image specified by <code>avatarUrl</code> from the server. Do not use this function for obtaining any other files.

This function performs asynchronous processing. When the transaction is started, the function returns without waiting to obtain the result of the processing from the server. The result of the processing can be obtained by sceNpLookupWaitAsync() or sceNpLookupPollAsync(). After receiving the result from one of these functions, destroy the used request.

Notes

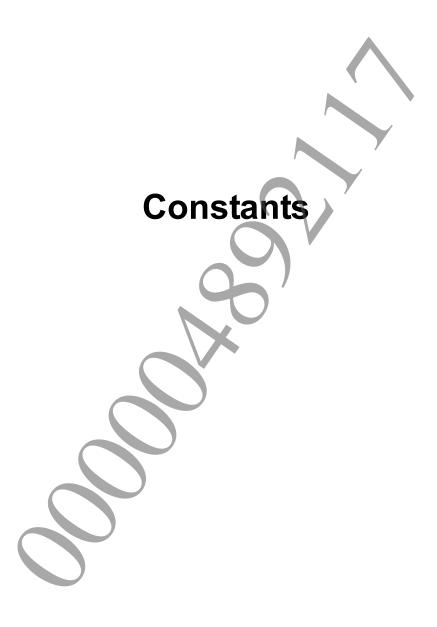
In addition to obtaining the Avatar image, this function prevents the problem of an application's operation stopping because of the change in the user's Avatar size. The application can obtain the Avatar image on its own using libhttp, for example, but in that case, note that the Avatar size will increase to SCE NP AVATAR IMAGE MAX SIZE.

In order to use this function, it is necessary to set usesAsync of sceNpLookupInit() to SCE_TRUE, and to generate a thread for asynchronous functions.

See Also

sceNpLookupCreateRequest(), sceNpLookupAbortRequest(), sceNpLookupWaitAsync(),
sceNpLookupPollAsync()





SCE_NP_LOOKUP_MAX_CTX_NUM

Maximum number of contexts

Definition

#include <np.h>

#define SCE_NP_LOOKUP_MAX_CTX_NUM (32)

Description

This constant indicates the maximum number of contexts that can exist at one time in the NP Lookup library.

See Also

sceNpLookupCreateTitleCtx()

SCE_NP_LOOKUP_MAX_REQUEST_NUM

Maximum number of requests

Definition

#include <np.h>

#define SCE_NP_LOOKUP_MAX_REQUEST_NUM (32)

Description

This constant indicates the maximum number of requests that can exist at one time in the NP Lookup library.

See Also

sceNpLookupCreateRequest()

SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT

System default values

Definition

#include <np.h>
#define SCE_NP_LOOKUP_TIMEOUT_NO_EFFECT (0)

Description

This is a constant set to the arguments for which one wishes to use system default values among the arguments of sceNpLookupSetTimeout() of the NP Lookup library.

See Also

sceNpLookupSetTimeout()

