NP Friend List Dialog Reference

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NP Friend List Dialog Call

sceNpFriendListDialogParamInit

Macro for call parameter initialization

Definition

```
#include <np_friendlist_dialog.h>
static inline
void sceNpFriendListDialogParamInit(SceNpFriendListDialogParam *param)
{
        sceClibMemset(param, 0x0, sizeof(SceNpFriendListDialogParam));
        _sceCommonDialogSetMagicNumber(&param->commonParam);
        param->sdkVersion = SCE_PSP2_SDK_VERSION;
}
```

Arguments

param   Call parameter

Return Values

None

Description

This is a macro function for initializing the NP Friend List 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

```
SceNpFriendListDialogParam param;
sceNpFriendListDialogParamInit(&param);

param.mode = SCE_NP_FRIENDLIST_DIALOG_MODE_PLAYERHISTORY;
if (sceNpFriendListDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

SceNpFriendListDialogParam

sceNpFriendListDialogInit

Call various features of NP Friend List Dialog

Definition

```
#include <np_friendlist_dialog.h>
SceInt32 sceNpFriendListDialogInit(
        const SceNpFriendListDialogParam *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	(Number)	Description
SCE_COMMON_DIALOG_ERROR _BUSY	0x80020401	The Common Dialog feature is already being called (details below)
SCE_COMMON_DIALOG_ERROR _NULL	0x80020402	NULL was specified for the *param* argument
SCE_COMMON_DIALOG_ERROR _INVALID_ARGUMENT	0x80020403	Invalid value was specified for the *param* argument
SCE_COMMON_DIALOG_ERROR _UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function calls the NP Friend List Dialog feature.

This function can be called only when other Common Dialog features are not called (including the feature of NP Friend List 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 `sceNpFriendListDialogGetStatus()` section.

In *param*, specify the call parameter structure for which the call mode was set.

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

The *param* instance need not be allocated after this function is called, but some of the pointer reference parameters must be held until calling of the NP Friend List Dialog feature is terminated by calling `sceNpFriendListDialogTerm()`.

Examples

```
SceNpFriendListDialogParam param;

sceNpFriendListDialogParamInit( &param );
param.mode = SCE_NP_FRIENDLIST_DIALOG_MODE_PLAYERHISTORY;
if ( sceNpFriendListDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

```
SceNpFriendListDialogParam, sceNpFriendListDialogParamInit(),
sceNpFriendListDialogGetStatus()
```

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SceNpFriendListDialogParam

Structure for calling NP Friend List Dialog

Definition

```
#include <np_friendlist_dialog.h>
typedef struct SceNpFriendListDialogParam {
        SceUInt32 sdkVersion;
        SceCommonDialogParam commonParam;
        SceNpFriendListDialogMode mode;
        SceChar8 reserved[32];
} SceNpFriendListDialogParam;
```

Members

sdkVersion	SDK version
commonParam	Common parameters for Common Dialogs
mode	Calling mode (details below)
reserved	Reserved area (fill with all 0s)

Description

This is a structure passed to sceNpFriendListDialogInit() to display NP Friend List Dialog. Use sceNpFriendListDialogParamInit() to initialize it.

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

Specify the common parameters for Common Dialogs in commonParam.

For NP Friend List Dialog, info bar is displayed regardless of the value specified in commonParam.infobarParam.

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.
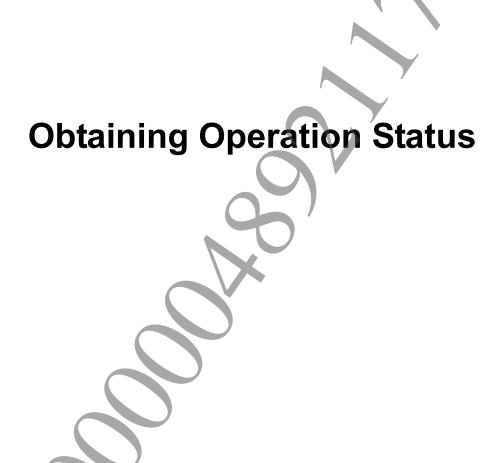
Specify the calling mode in mode. The following value is input.

Value	(Number)	Description
SCE_NP_FRIENDLIST_DIALOG_MODE_PLAYERHISTORY	2	Displays the shared play history as the selection target

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

See Also

sceNpFriendListDialogParamInit()

Obtaining Operation Status

sceNpFriendListDialogGetStatus

Get operation status of NP Friend List Dialog

Definition

```
#include <np_friendlist_dialog.h>
SceCommonDialogStatus sceNpFriendListDialogGetStatus()
```

Arguments

None

Return Values

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

Value	(Number)	Description
SCE_COMMON_DIALOG_STATUS_NONE	0x0	NP Friend List Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	NP Friend List Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	NP Friend List Dialog operation has finished

Description

This function obtains the operation status of NP Friend List Dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

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

The operation status of NP Friend List Dialog will not change to SCE_COMMON_DIALOG_STATUS_FINISHED before either the user finishes (or cancels) player selection or sceNpFriendListDialogAbort() is called.

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

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

Examples

```
SceCommonDialogStatus stat = sceNpFriendListDialogGetStatus();
```

See Also

```
sceNpFriendListDialogInit(),sceNpFriendListDialogAbort(),
sceNpFriendListDialogGetResult(),sceNpFriendListDialogTerm()
```

Obtaining NP Friend List Dialog Call Result

sceNpFriendListDialogGetResult

Get call result of NP Friend List Dialog

Definition

```
#include <np_friendlist_dialog.h>
SceInt32 sceNpFriendListDialogGetResult(
        SceNpFriendListDialogResult *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	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the *result* argument
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 obtains the call result of NP Friend List Dialog.

This function can be called only while the operation status of NP Friend List 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,
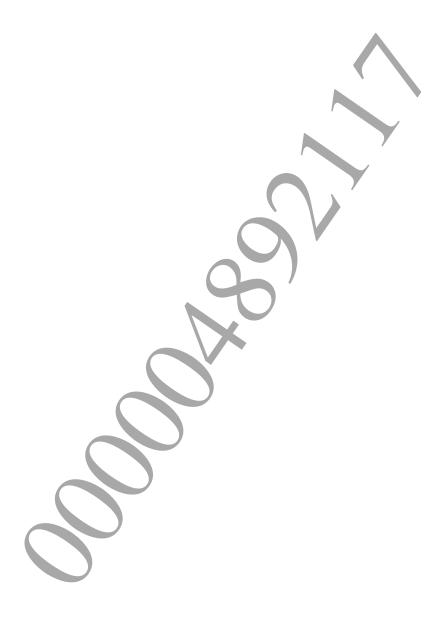refer to the sceNpFriendListDialogGetStatus() section.

The call result of NP Friend List Dialog is stored in *result*. For details on the call result, refer to the
SceNpFriendListDialogResult section.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceNpFriendListDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            SceNpFriendListDialogResult result;
            sceClibMemset( &result, 0, sizeof(result) );
            if( 0 > sceNpFriendListDialogGetResult( &result ) ) {
                    // error
            }
            sceNpFriendListDialogTerm();
            break;
        }
}
```

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See Also

SceNpFriendListDialogResult, sceNpFriendListDialogGetStatus()

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SceNpFriendListDialogResult

Structure for obtaining NP Friend List Dialog call result

Definition

```
#include <np_friendlist_dialog.h>
typedef struct SceNpFriendListDialogResult {
        SceInt32 result;
        SceNpId npId;
        SceUInt8 reserved[32];
} SceNpFriendListDialogResult;
```

Members

result	Stores the call result (details below)
npId	ID of the player selected by the user
reserved	Reserved area (fill with all 0s)

Description

This structure receives the NP Friend List Dialog call result. It is passed to `sceNpFriendListDialogGetResult()`. Fill it with all 0s during initialization.

The call result of NP Friend List Dialog is stored in *result*. In the case of success, one of the following positive values is stored.

Value	(Number)	Description
SCE_COMMON_DIALOG_RESULT_OK	0x0	User selected a player
SCE_COMMON_DIALOG_RESULT_USER_CANCELED	0x1	User performed cancel operation
SCE_COMMON_DIALOG_RESULT_ABORTED	0x2	Aborted through `sceNpFriendListDialogAbort()`

The ID of the player selected by the user is stored in *npId*.

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

See Also

`sceNpFriendListDialogInit()`, `sceNpFriendListDialogAbort()`, `sceNpFriendListDialogGetResult()`, `SceNpFriendListDialogParam`

Aborting NP Friend List Dialog

sceNpFriendListDialogAbort

Abort call of NP Friend List Dialog

Definition

```
#include <np_friendlist_dialog.h>
SceInt32 sceNpFriendListDialogAbort()
```

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_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceNpFriendListDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function aborts calling of NP Friend List Dialog.

It can be called at any time between when sceNpFriendListDialogInit() is called and sceNpFriendListDialogTerm() 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, NP Friend List 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 sceNpFriendListDialogGetStatus() section.

When NP Friend List Dialog is closed with this function, calling sceNpFriendListDialogGetResult() returns the following.

SceNpFriendListDialogResult.*result* :SCE_COMMON_DIALOG_RESULT_ABORTED

This function is used to abort the NP Friend List Dialog display, for example when an urgent interrupt must be processed.

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Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceNpFriendListDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_RUNNING ) {
              if( need_abort ) {
                      sceNpFriendListDialogAbort();
                      break;
              }
        }
        else if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
              sceNpFriendListDialogTerm();
              break;
        }
}
```

See Also

sceNpFriendListDialogGetStatus(),sceNpFriendListDialogGetResult()

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Terminating NP Friend List Dialog

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sceNpFriendListDialogTerm

Terminate call of NP Friend List Dialog

Definition

```
#include <np_friendlist_dialog.h>
SceInt32 sceNpFriendListDialogTerm()
```

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_COMMON_DIALOG_ERROR _NOT_FINISHED	0x80020410	Called during other than the appropriate operation status (details below)
SCE_COMMON_DIALOG_ERROR _NOT_IN_USE	0x80020411	sceNpFriendListDialogInit() is not called
SCE_COMMON_DIALOG_ERROR _UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function terminates calling of NP Friend List Dialog. Calling must be terminated with this function after NP Friend List Dialog has been called with sceNpFriendListDialogInit().

This function can be called only while the operation status of NP Friend List 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 NP Friend List Dialog feature 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 sceNpFriendListDialogGetStatus() section.
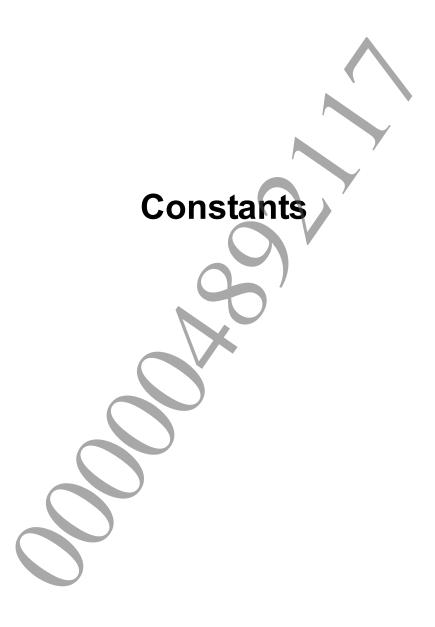
Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceNpFriendListDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            sceNpFriendListDialogTerm();
            break;
        }
}
```

See Also

sceNpFriendListDialogInit(),sceNpFriendListDialogGetStatus()

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Constants

Return Codes

List of return codes returned by NP Friend List Dialog

Definition

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Calling another Common Dialog feature
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified as the function's argument
SCE_COMMON_DIALOG_ERROR_INVA LID_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	sceNpFriendListDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEX PECTED_FATAL	0x8002047F	Internal error
SCE_NP_FRIENDLIST_DIALOG_ERR OR_INVALID_PARAM	0x80101e01	Invalid value was set
SCE_NP_FRIENDLIST_DIALOG_ERR OR_REQUIRED_MODULES_NOT_LOAD ED	0x80101e02	Necessary module is not loaded
SCE_NP_FRIENDLIST_DIALOG_ERR OR_NOT_SIGNED_IN	0x80101e03	Not signed in
SCE_NP_FRIENDLIST_DIALOG_ERR OR_LACK_OF_LIBHTTP_POOL_SIZE	0x80100e04	Remaining amount of the libhttp memory pool is insufficient
SCE_NP_FRIENDLIST_DIALOG_ERR OR_LACK_OF_LIBSSL_POOL_SIZE	0x80100e05	Remaining amount of the libssl memory pool is insufficient