

libsysmodule Reference

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Load and Unload Functions

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sceSysmoduleLoadModule

Load a PRX

Definition

```
#include <libsysmodule.h>
int sceSysmoduleLoadModule(
    SceUInt16 id
)
```

Arguments

id ID identifying the PRX

Return Values

Returns SCE_OK (0) for normal termination.

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

Value	(Number)	Description
SCE_SYSMODULE_ERROR_INVALID_VALUE	0x805A1000	Tried to load an unknown PRX
SCE_SYSMODULE_ERROR_FATAL	0x805A10FF	Load failed

Description

This function loads the PRX specified with *id*.

SCE_OK will return even when the load is attempted on a PRX that is already loaded.

Examples

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

See Also

sceSysmoduleUnloadModule(), sceSysmoduleIsLoaded(), Module IDs

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sceSysmoduleUnloadModule

Unload a PRX

Definition

```
#include <libsysmodule.h>
int sceSysmoduleUnloadModule(
    SceUInt16 id
)
```

Arguments

id ID identifying the PRX

Return Values

Returns SCE_OK(0) for normal termination.

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

Value	(Number)	Description
SCE_SYSMODULE_ERROR_INVALID_VALUE	0x805A1000	Tried to unload an unknown PRX
SCE_SYSMODULE_ERROR_UNLOADED	0x805A1001	Not unloaded
SCE_SYSMODULE_ERROR_FATAL	0x805A10FF	Unload of PRX failed

Description

This function unloads the PRX specified with *id*.

SCE_SYSMODULE_ERROR_UNLOADED will return when the unload is attempted on a PRX that is already unloaded.

Examples

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

See Also

sceSysmoduleLoadModule(), sceSysmoduleIsLoaded(), Module IDs

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sceSysmoduleIsLoaded

Check if PRX is loaded

Definition

```
#include <libsysmodule.h>
int sceSysmoduleIsLoaded(
    SceUInt16 id
)
```

Arguments

id ID identifying the PRX

Return Values

Returns `SCE_SYSMODULE_LOADED = SCE_OK(0)` if the PRX is loaded.

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

Value	(Number)	Description
<code>SCE_SYSMODULE_ERROR_INVALID_VALUE</code>	0x805A1000	Unknown PRX
<code>SCE_SYSMODULE_ERROR_UNLOADED</code>	0x805A1001	PRX is not loaded
<code>SCE_SYSMODULE_ERROR_FATAL</code>	0x805A10FF	Unexpected error (function call failed)

Description

This functions returns whether or not the PRX specified with *id* is loaded.

Depending on the dependency relationship between modules, it is possible for the PRX specified with *id* to have already been unloaded when another module was unloaded. In such cases, `SCE_SYSMODULE_ERROR_UNLOADED` will return.

Examples

```
if ( sceSysmoduleIsLoaded(SCE_SYSMODULE_NET) != SCE_SYSMODULE_LOADED ) {
    //Error handling
}
```

See Also

`sceSysmoduleLoadModule()`, `sceSysmoduleUnloadModule()`, Module IDs

Constants

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Module IDs

Constants representing the PRX modules

Definition

Value	(Number)	Description	Size	Notes
SCE_SYSMODULE_NET	0x0001	libSceNet + libSceNetCtl (network)		Does not consume the memory from the game budget
SCE_SYSMODULE_HTTP	0x0002	libSceHttp (HTTP)		Depends on SCE_SYSMODULE_NET. Does not consume the memory from the game budget
SCE_SYSMODULE_SSL	0x0003	libSceSsl (SSL)		Does not consume the memory from the game budget
SCE_SYSMODULE_HTTPS	0x0004	libSceHttp + LibSceSsl (HTTPS)		Depends on SCE_SYSMODULE_HTTP and SCE_SYSMODULE_SSL. Does not consume the memory from the game budget
SCE_SYSMODULE_PERF	0x0005	libScePerf (performance monitor)		Does not consume the memory from the game budget because it is dedicated module for Development Kit
SCE_SYSMODULE_FIBER	0x0006	libSceFiber (fiber realization)	16 KiB	
SCE_SYSMODULE_ULT	0x0007	libSceUlt (user level thread)	160 KiB	Depends on SCE_SYSMODULE_FIBER
SCE_SYSMODULE_RAZOR_CAPTURE	0x0009	libSceRazorCapture (GPU command capture)		Does not consume the memory from the game budget because it is dedicated module for Development Kit
SCE_SYSMODULE_RAZOR_HUD	0x000a	libSceRazorHud (performance information screen display)		Does not consume the memory from the game budget because it is dedicated module for Development Kit
SCE_SYSMODULE_NGS	0x000b	libSceNgs (audio engine)	60 KiB	
SCE_SYSMODULE_SULPHA	0x000c	libSceSulpha (audio debugger)		Does not consume the memory from the game budget because it is dedicated module for Development Kit
SCE_SYSMODULE_SAS	0x000d	libSceSas (software synthesizer)	136 KiB	
SCE_SYSMODULE_PGF	0x000e	libScePgf (PSP™-compatible grayscale dot font)	44 KiB	

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Value	(Number)	Description	Size	Notes
SCE_SYSMODULE_IME	0x0011	libSceIme (text input)	32 KiB	
SCE_SYSMODULE_NP_BASIC	0x0012	libSceNpBasic (instant messaging)	36 KiB	Depends on SCE_SYSMODULE_NP
SCE_SYSMODULE_SYSTEM_GESTURE	0x0013	libSceSystemGesture (touch gesture)	20 KiB	
SCE_SYSMODULE_LOCATION	0x0014	libSceLocation (location information providing)	20 KiB	
SCE_SYSMODULE_NP	0x0015	NP library		Depends on SCE_SYSMODULE_NET. Does not consume the memory from the game budget
SCE_SYSMODULE_PHOTO_EXPORT	0x0016	libScePhotoExport (photo export library)	20 KiB	
SCE_SYSMODULE_XML	0x0017	libSceXml (XML parser)	104 KiB	
SCE_SYSMODULE_NP_COMMERCE2	0x0018	libSceNpCommerce2 (NP IN-GAME Commerce 2 library)	220 KiB	Depends on SCE_SYSMODULE_NP and SCE_SYSMODULE_HTTPS
SCE_SYSMODULE_NP_UTILITY	0x0019	libSceNpUtility (NP Lookup library, NP BandwidthTest library)		Depends on SCE_SYSMODULE_NP and SCE_SYSMODULE_HTTP. Does not consume the memory from the game budget
SCE_SYSMODULE_VOICE	0x001a	libSceVoice (audio data)	140 KiB	
SCE_SYSMODULE_VOICEQOS	0x001b	libSceVoiceQoS (audio quality)	32 KiB	Depends on SCE_SYSMODULE_VOICE
SCE_SYSMODULE_NP_MATCHING2	0x001c	libSceNpMatching2 (NP Matching 2 library)	228 KiB	Depends on SCE_SYSMODULE_NP and SCE_SYSMODULE_HTTPS
SCE_SYSMODULE_SCREEN_SHOT	0x001d	libSceScreenShot (Screenshot library)	16 KiB	
SCE_SYSMODULE_NP_SCORE_RANKING	0x001e	libSceNpScore (NP ScoreRanking library)	60 KiB	Depends on SCE_SYSMODULE_NP
SCE_SYSMODULE_SQLITE	0x001f	libSceSqlite (SQLite with PlayStation®Vita porting layers)	520 KiB	
SCE_SYSMODULE_RUDP	0x0021	libSceRudp (reliable UDP library)	256 KiB	
SCE_SYSMODULE_CODECENGINE_PERF	0x0022	libSceCodecEnginePerf (Codec Engine performance measurement)		Does not consume the memory from the game budget because it is dedicated module for Development Kit
SCE_SYSMODULE_LIVEAREA	0x0023	libSceLiveArea (LiveArea™ update)	128 KiB	
SCE_SYSMODULE_NP_ACTIVITY	0x0024	libSceNpActivity (NP Activity library)	20 KiB	
SCE_SYSMODULE_NP_TROPHY	0x0025	libSceNpTrophy (NP Trophy library)	84 KiB	Depends on SCE_SYSMODULE_NP

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Value	(Number)	Description	Size	Notes
SCE_SYSMODULE_ NP_MESSAGE	0x0026	libSceNpMessage (NP Message library)	600 KiB	
SCE_SYSMODULE_ SHUTTER_SOUND	0x0027	libSceShutterSound (shutter sound library)	8 KiB	
SCE_SYSMODULE_ CLIPBOARD	0x0028	libSceClipboard (Clipboard library)	8 KiB	
SCE_SYSMODULE_ NP_PARTY	0x0029	libSceNpParty (NP Party library)	24 KiB	
SCE_SYSMODULE_ NET_ADHOC_ MATCHING	0x002a	libSceNetAdhocMatching (Ad hoc Matching library)	36 KiB	Depends on SCE_SYSMODULE_NET
SCE_SYSMODULE_ NEAR_UTIL	0x002b	libSceNearUtil ("near" Utility)	44 KiB	Depends on SCE_SYSMODULE_NP
SCE_SYSMODULE_ NP_TUS	0x002c	libSceNpTus (NP Title User Storage library)	48 KiB	Depends on SCE_SYSMODULE_NP
SCE_SYSMODULE_ HANDWRITING	0x002f	libSceHandwriting (handwritten characters recognizing library)	292 KiB	
SCE_SYSMODULE_ ATRAC	0x0030	libSceAtrac (libatrac library)	36 KiB	
SCE_SYSMODULE_ NP_SNS_ FACEBOOK	0x0031	libSceNpSnsFacebook (NP SNS Facebook library)	36 KiB	
SCE_SYSMODULE_ FACE	0x0038	libSceFace (face recognition library)	92 KiB	
SCE_SYSMODULE_ SMART	0x0039	libSceSmart (Augmented Reality library)	2032 KiB	
SCE_SYSMODULE_ PSPNET_ADHOC	0x0043	pspnet_adhoc (PSPNET adhoc library)	64KiB	Depends on SCE_SYSMODULE_NET
SCE_SYSMODULE_ NP_SIGNALING	0x0046	libSceNpSignaling (NP Signaling library)	72KiB	Depends on SCE_SYSMODULE_NP
SCE_SYSMODULE_ MUSIC_EXPORT	0x0049	libSceMusicExport (music export library)	20 KiB	
SCE_SYSMODULE_ NEAR_DIALOG_ UTIL	0x004a	libSceNearDialogUtil ("near" Dialog utility)	36 KiB	Depends on SCE_SYSMODULE_NP
SCE_SYSMODULE_ LOCATION_ EXTENSION	0x004b	libSceLocationExtension (location information extension feature)	16 KiB	Depends on SCE_SYSMODULE_LOCATION
SCE_SYSMODULE_ AVPLAYER	0x004c	libSceAvPlayer (video player library)	264 KiB	
SCE_SYSMODULE_ GAME_UPDATE	0x004d	libSceGameUpdate (GameUpdate library)	36 KiB	Depends on SCE_SYSMODULE_HTTPS
SCE_SYSMODULE_ TELEPORT_ CLIENT	0x004f	libSceTeleportClient (Teleport library)	84KiB	
SCE_SYSMODULE_ TELEPORT_ SERVER	0x0050	libSceTeleportServer (Teleport library)	12KiB	
SCE_SYSMODULE_ MP4_RECORDER	0x0051	libSceMp4Rec (Mp4Rec library)	592 KiB	
SCE_SYSMODULE_ APPUTIL_EXT	0x0052	libSceAppUtilExt (application utility extension library)	64 KiB	

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Value	(Number)	Description	Size	Notes
SCE_SYSMODULE_ NP_WEBAPI	0x0053	libSceNpWebApi (NpWebApi library)		Depends on SCE_SYSMODULE_NP and SCE_SYSMODULE_HTTPS. Does not consume the memory from the game budget
SCE_SYSMODULE_ JSON	0x0055	libSceJson (Json library)	32KiB	

Description

These constants indicate specific PRX. They are used for `sceSysmoduleLoadModule()` and `sceSysmoduleUnloadModule()` to specify the PRX to load and unload. The size represents the memory size required when the functions are executed. Note that the memory of 128 KiB will be temporarily necessary for load processing (192 KiB when the NP Message library is loaded). Since PRX is loaded one by one, the memory size temporarily required will never exceed 128 KiB (if the NP Message library is not loaded) or 192 KiB (if the NP Message library is loaded) even when multiple PRXs are loaded.

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Return Codes

Return codes returned by libsysmodule

Definition

Value	(Number)	Description
SCE_OK	0	Normal termination
SCE_SYSMODULE_LOADED	0x00000000	Module is loaded (= SCE_OK)
SCE_SYSMODULE_ERROR_INVALID_VALUE	0x805A1000	Tried to load an unknown PRX
SCE_SYSMODULE_ERROR_UNLOADED	0x805A1001	Tried to unload a PRX that is already unloaded, or the module is not loaded
SCE_SYSMODULE_ERROR_FATAL	0x805A10FF	Function call failed