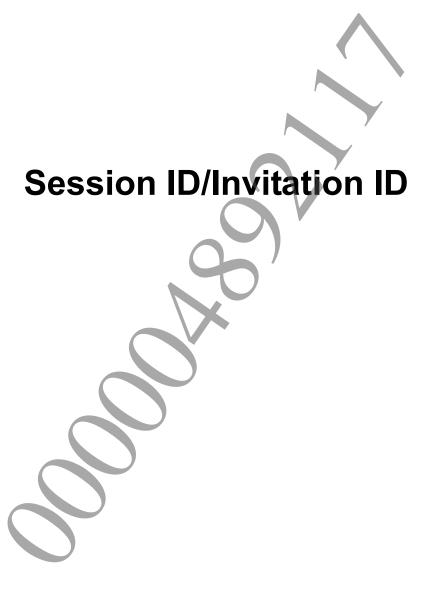
# InvitationDialog Library Reference

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## SceNpInvitationId

## Invitation ID

#### **Definition**

```
#include <np_common.h>
#define SCE_NP_INVITATION_ID_MAX_SIZE (60)
typedef struct SceNpInvitationId {
         char data[ SCE_NP_INVITATION_ID_MAX_SIZE ];
         char term;
         char padding[3];
} SceNpInvitationId;
```

### **Members**

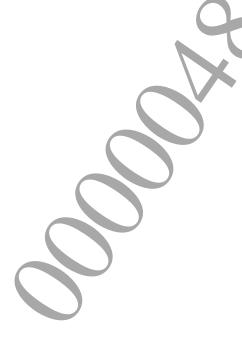
data Invitation ID string (maximum 60 bytes)

term Null terminator padding Reserved area

## **Description**

This structure represents the invitation ID.

For the invitation content, refer to the "Session/Invitation Web APIs Reference" document.



## SceNpSessionId

## Session ID

#### **Definition**

```
#include <np_common.h>
#define SCE_NP_SESSION_ID_MAX_SIZE (45)
typedef struct SceNpSessionId {
         char data[ SCE_NP_SESSION_ID_MAX_SIZE ];
         char term;
         char padding[2];
} SceNpSessionId;
```

### **Members**

data Session ID (maximum 45 bytes)
term Null terminator
padding Reserved area

## **Description**

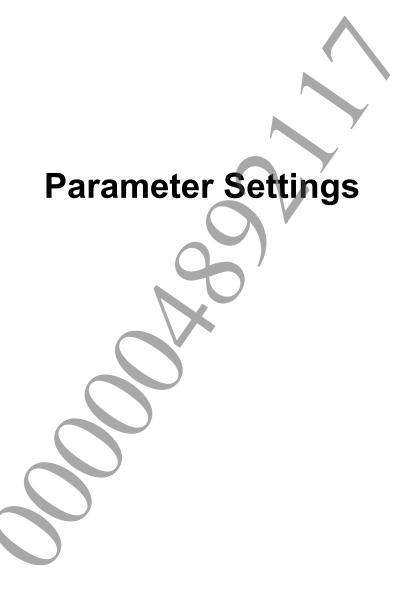
This structure represents the session ID.

For the session content, refer to the "Session/Invitation Web APIs Reference" document.

### See Also

sceInvitationDialogParamInit(), sceInvitationDialogInit(), SceInvitationDialogDataParam





## ScelnvitationDialogAddressInfo

## Invitation dialog addressee details

#### **Definition**

#### **Members**

onlineIds Array of target users

onlineIdsCount Number of target users (16 or less)

onlineIdsMaxCount Maximum number of target users (16 or less)

## **Description**

This is a union for specifying detailed information of addressees when sending an invitation with the invitation dialog.

To specify SCE\_INVITATION\_DIALOG\_ADDRESS\_TYPE\_USERDISABLE as the editing mode for the invitation addressee list and disable user edits, set the members <code>onlineIds</code> and <code>onlineIdsCount</code> in the <code>UserSelectDisableAddress</code> structure.

For <code>onlineIds</code>, specify the address for the target user array allocated in advance. Memory area allocated for <code>onlineIds</code> must be held until the invitation dialog is terminated with <code>sceInvitationDialogTerm()</code>.

For onlineIdsCount, specify the number of addressees specified in onlineIds.

To specify SCE\_INVITATION\_DIALOG\_ADDRESS\_TYPE\_USERENABLE as the editing mode for the invitation addressee list and enable user edits, set the <code>onlineIdsMaxCount</code> member of the <code>UserSelectEnableAddress</code> structure.

For onlineIdsMaxCount, specify the maximum number of addressees that users can arbitrarily specify.

In either editing modes for the invitation addressee list, the maximum number of users that can be specified as addressees is SCE INVITATION DIALOG ADDRESS USER LIST MAX NUMBER.

#### See Also

sceInvitationDialogParamInit(), sceInvitationDialogInit(), SceInvitationDialogAddressParam

## ScelnvitationDialogAddressParam

## Invitation dialog addressee parameters

#### **Definition**

#### **Members**

addressType Addressee edit mode addressInfo Addressee details

### **Description**

This structure is for specifying the addressee parameters when calling sceInvitationDialogInit() in send mode.

For addressType, set the edit mode of the invitation addressee list. Specify one of the following values.

Value	(Number)	Description
SCE_INVITATION_DIALOG_ADDRESS_TYPE_USERDISABLE	1	Disable addressee list
		editing
SCE_INVITATION_DIALOG_ADDRESS_TYPE_USERENABLE	2	Enable addressee list
		editing

If  $SCE_INVITATION_DIALOG_ADDRESS_TYPE_USERDISABLE$  is specified for address Type, the user cannot edit the addressee list set by the application.

When SCE\_INVITATION\_DIALOG\_ADDRESS\_TYPE\_USERENABLE is specified for addressType, the user can edit the addressee list when invitation dialog is displayed.

For addressInfo, specify the detailed information of the addressees. For details, refer to the "SceInvitationDialogAddressInfo" section.

## See Also

SceInvitationDialogDataParam, SceInvitationDialogAddressType, SceInvitationDialogAddressInfo

## **SceInvitationDialogAddressType**

Invitation addressee list editing mode

#### **Definition**

#include <invitation\_dialog.h>
typedef SceInt32 SceInvitationDialogAddressType;

## **Description**

These constants represent the edit mode of the invitation addressee list.

Value	(Number)	Description
SCE_INVITATION_DIALOG_ADDRESS_TYPE_INVALID	0	Invalid mode/initial
	,	value
SCE_INVITATION_DIALOG_ADDRESS_TYPE_USERDISABLE	1	Addressee list editing
,		disabled
SCE_INVITATION_DIALOG_ADDRESS_TYPE_USERENABLE	2	Addressee list editing
		enabled

When SCE\_INVITATION\_DIALOG\_ADDRESS\_TYPE USERDISABLE is specified for the editing mode, the user cannot edit the addressee list set by the application.

When  $SCE_INVITATION_DIALOG_ADDRESS_TYPE_USERENABLE$  is specified for the edit mode, the user can edit the addressee list when the invitation dialog is displayed.

### See Also

SceInvitationDialogAddressParam



## ScelnvitationDialogDataParam

Invitation send/receive data parameters

#### **Definition**

#### Members

userMessage Application-specified message string (UTF-8, NULL-terminated, 512 characters or

less) or NULL

sessionId Session ID obtained from the server

addressParam Addressee parameters

options Options

reserved Reserved area (fill with 0's)

#### Description

This data parameter union is required for sending or receiving invitations using the invitation dialog.

An arbitrary message string can be specified for *userMessage*. The string must be UTF-8, NULL-terminated, with a maximum size of

SCE\_INVITATION\_DIALOG\_MAX\_USER\_MESSAGE\_LENGTH (characters). Specify NULL when not setting a string. The memory area allocated for <code>userMessage</code> must be held until the invitation dialog is terminated with <code>sceInvitationDialogTerm()</code>.

For <code>sessionId</code>, specify the session ID obtained from the server. The memory area allocated for <code>sessionId</code> must be held until the invitation dialog is terminated with <code>sceInvitationDialogTerm()</code>.

For addressParam, specify the addressee parameters that indicate the addressee of the invitation. For details, refer to the "SceInvitationDialogAddressParam" section.

For addressParam, specify the addressee parameters that indicate the addressees of the invitation. For details, refer to the "SceInvitationDialogAddressParam" section.

For options, set options of the invitation dialog. For details, refer to the "SceInvitationDialogOptions" section.

#### See Also

SceInvitationDialogParam, SceInvitationDialogAddressParam, SceInvitationDialogOptions

## ScelnvitationDialogMode

Invitation dialog display mode

## **Definition**

#include <invitation\_dialog.h>
typedef int32\_t SceInvitationDialogMode;

## **Description**

These constants indicate the display mode for the invitation dialog.

Value	(Number)	Description
SCE_INVITATION_DIALOG_MODE_INVALID	0	Invalid mode/initial value
SCE_INVITATION_DIALOG_MODE_SEND	1	Send mode
SCE INVITATION DIALOG MODE RECV	2	Receive mode

## See Also

SceInvitationDialogParam

## ScelnvitationDialogOptions

## Invitation dialog options

#### **Definition**

#include <invitation\_dialog.h>
typedef SceInt32 SceInvitationDialogOptions;

## **Description**

These options can be specified upon sending/receiving invitations using the invitation dialog. Set the behavior upon calling the invitation dialog by specifying the bit OR of the following values to the <code>options</code> member of the <code>SceInvitationDialogDataParamstructure</code>.

Value	(Number)	Description
-	0x0	No option specification
SCE_INVITATION_DIALOG_OPTION_	0x1	In send mode, send invitation without the user
ASSUME_SEND		having to press the send button of the invitation dialog
SCE_INVITATION_DIALOG_OPTION_	0x2	Prevent transitioning to the suspended state
SUSPEND_BLOCK		while sending or receiving

When SCE\_INVITATION\_DIALOG\_OPTION\_ASSUME\_SEND is specified, an invitation can be sent upon calling the invitation dialog without the user having to press the send button of the invitation dialog. This option specification is equivalent to SCE\_NP\_MESSAGE\_DIALOG\_OPTION\_ASSUME\_SEND provided by the NP Message Dialog library.

When SCE\_INVITATION\_DIALOG\_OPTION\_SUSPEND\_BLOCK is specified, PlayStation®Vita will not transition to the suspended state while an invitation is being sent/received.

#### See Also

SceInvitationDialogDataParam



## **SceInvitationDialogParam**

## Invitation dialog parameters

#### **Definition**

#### **Members**

sdkVersion SDK version

commonParammodecallbackArgCommon dialog base parametersInvitation dialog display modeApplication-defined data or NULL

dataParam Data parameters required for sending or receiving invitations

reserved Reserved area (fill with 0's)

### **Description**

This structure is for specifying parameters for the invitation dialog when the dialog is displayed with sceInvitationDialogInit(). Before using this structure, it must be initialized using sceInvitationDialogParamInit().

For mode, specify the display mode of the invitation dialog. Specify one of the following values.

Value		(Number)	Description
SCE_INVITATION_DIALOG_MODE_SEN	D	1	Send mode
SCE_INVITATION_DIALOG_MODE_REC	V	2	Receive mode

An arbitrary pointer can be specified for <code>callbackArg</code>. The pointer specified here will be stored as-is in the <code>callbackArg</code> member of the <code>SceInvitationDialogResult</code> structure when the call result is obtained with <code>sceInvitationDialogGetResult()</code>. Specify NULL when not requiring application-defined data.

For dataParam, specify the data parameters (invitation message, addressees, etc.) required for sending or receiving invitations. For details, refer to the "SceInvitationDialogDataParam" section.

For common Param, specify common parameters for the Common dialog.

Although the display status of the info bar should be specified to <code>commonParam.infobarParam</code>, always specify NULL for this value as the info bar is always displayed in the invitation dialog and the application cannot control its display status.

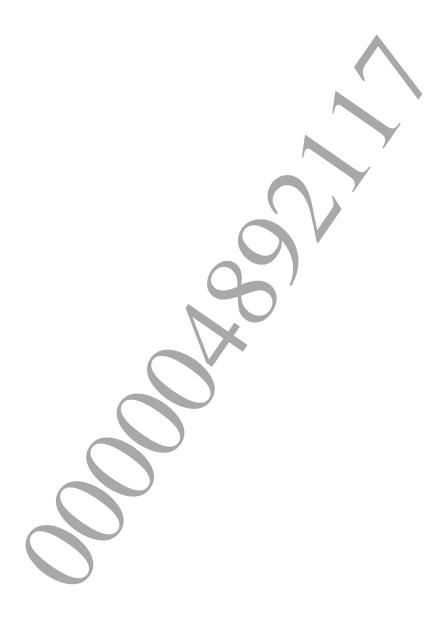
Although the background color in ARGB format should be specified to <code>commonParam.bgColor</code>, when using the invitation dialog in a game, only 0 (completely transparent) or 255 (completely opaque) can be specified to <code>commonParam.bgColor.a</code> (alpha component of the background color).

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

reserved is a reserved area. This area must be filled with 0's.

## See Also

SceInvitationDialogDataParam, sceInvitationDialogParamInit(),
sceInvitationDialogInit()



## scelnvitationDialogParamInit

Macro for initializing call parameters

#### **Definition**

### **Arguments**

param Call parameters to initialize

### **Return Values**

None

## **Description**

This macro function initializes parameters for calling the invitation dialog.

Before making individual settings to call parameters, always use this macro to initialize the structure. The appropriate SDK version will be set and the reserved area will be filled with 0's.

### **Examples**

```
SceInvitationDialogParam param;
sceInvitationDialogParamInit(&param);
```

## See Also

SceInvitationDialogParam



## scelnvitationDialogInit

## Call the invitation dialog

#### **Definition**

### **Arguments**

param Call parameters

#### **Return Values**

Returns SCE\_OK (0) as the value of the function for normal termination. Returns one of the following error codes (a negative value) for an error.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Another Common dialog is
		running
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for param
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	The content of param is invalid
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

## **Description**

This function calls the invitation dialog.

For \*param, specify the invitation dialog parameter structure. Have the structure initialized in advance with sceInvitationDialogParamInit() and set with the required parameters (operation mode, for example).

This function can only be called while other Common dialogs (including the invitation dialog itself) are not called. When called at any other time, SCE COMMON DIALOG ERROR BUSY returns.

When the call of this function succeeds, the operation status will immediately transition to SCE\_COMMON\_DIALOG\_STATUS\_RUNNING. For details on operation statuses, refer to the "sceInvitationDialogGetStatus" section and the "Common Dialog Overview" document.

## **Examples**

#### See Also

SceInvitationDialogParam, sceInvitationDialogParamInit()

## scelnvitationDialogTerm

Terminate the invitation dialog

### **Definition**

```
#include <invitation_dialog.h>
SceInt32 sceInvitationDialogTerm()
```

## **Arguments**

None

#### **Return Values**

Returns SCE\_OK (0) as the value of the function for normal termination. Returns one of the following error codes (a negative value) for an error.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED		Called at a time other than during the appropriate operation status
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0×80020411	sceInvitationDialogInit() has not been called

## **Description**

This function terminates the invitation dialog. The invitation dialog must always be terminated with this function after being called with sceInvitationDialogInit().

This function can only be called while the operation status of the invitation dialog is SCE\_COMMON\_DIALOG\_STATUS\_FINISHED. If the invitation dialog has not been called, SCE\_COMMON\_DIALOG\_ERROR\_NOT\_IN\_USE returns. If this function is called at times other than the above, SCE\_COMMON\_DIALOG\_ERROR\_NOT\_FINISHED returns.

When the call of this function succeeds, the operation status will immediately transition to SCE COMMON DIALOG STATUS NONE.

For details on operation statuses, refer to the "sceInvitationDialogGetStatus" section.

#### **Examples**

```
SceCommonDialogStatus stat;
while(1) {
    stat = sceInvitationDialogGetStatus();
    if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
        seeInvitationDialogTerm();
        break;
    }
}
```

#### See Also

sceInvitationDialogInit(), sceInvitationDialogGetStatus()



## scelnvitationDialogAbort

Abort call of the invitation dialog

### **Definition**

```
#include <invitation_dialog.h>
SceInt32 sceInvitationDialogAbort()
```

### **Arguments**

None

#### **Return Values**

Returns SCE\_OK (0) as the value of the function for normal termination. Returns the following error code (a negative value) for an error.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceInvitationDialogInit() has
		not been called

### **Description**

This function aborts the invitation dialog. Use this function to immediately abort display of the invitation dialog when, for example, interrupt processing must suddenly be carried out.

This function can be called at any time after calling sceInvitationDialogInit() and before calling sceInvitationDialogTerm(). If this function is called at times other than the above, SCE COMMON DIALOG ERROR NOT IN USE returns.

When the call of this function succeeds, the process to close the displayed invitation dialog will start and the operation status will transition to SCE\_COMMON\_DIALOG\_STATUS\_FINISHED after close processing completes.

For details on operation statuses, refer to the "sceInvitationDialogGetStatus" section.

When this function is used to close the invitation dialog, the call result obtained with sceInvitationDialogSetResult() will be SCE COMMON DIALOG RESULT ABORTED.

### **Examples**

## See Also

sceInvitationDialogGetResult()





## scelnvitationDialogGetStatus

## Get invitation dialog operation status

#### **Definition**

#include <invitation\_dialog.h>
SceCommonDialogStatus sceInvitationDialogGetStatus()

## **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	0	Invitation dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	1	Invitation dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	2	Invitation dialog operation has finished

### **Description**

This function obtains the invitation dialog operation status.

The operation status will be SCE\_COMMON\_DIALOG\_STATUS\_NONE before the call of the invitation dialog.

The operation status will transition to SCE\_COMMON\_DIALOG\_STATUS\_RUNNING when the call of the invitation dialog succeeds with sceInvitationDialogInit().

The operation status will transition to SCE\_COMMON\_DIALOG\_STATUS\_FINISHED a little while after the close of the invitation dialog by user operation or sceInvitationDialogAbort(). sceInvitationDialogGetResult() and sceInvitationDialogTerm() can only be called while the operation status is SCE\_COMMON\_DIALOG\_STATUS\_FINISHED.

The operation status will immediately transition to SCE\_COMMON\_DIALOG\_STATUS\_NONE when sceInvitationDialogTerm() is called.

#### See Also

sceInvitationDialogInit(), sceInvitationDialogAbort(),
sceInvitationDialogGetResult(), sceInvitationDialogTerm()



## ScelnvitationDialogOnlineIdList

## Online ID list handled by the invitation dialog

#### **Definition**

#### **Members**

count Number of online IDs
onlineId Online IDs

### **Description**

This structure represents the list of online IDs handled as a batch by the invitation dialog.

#### See Also

SceInvitationDialogResult



## ScelnvitationDialogResult

## Invitation dialog call result

#### **Definition**

```
#include <invitation_dialog.h>
typedef struct SceInvitationDialogResult {
    void * callbackArg;
    SceInt32 errorCode;
    SceCommonDialogResult result;
    SceInvitationDialogOnlineIdList *sentOnlineIds;
    SceUChar8 reserved[32];
} SceInvitationDialogResult;
```

#### **Members**

callbackArg Application-defined argument specified upon calling the invitation dialog

errorCode Invitation dialog close status result Invitation dialog call result

sentOnlineIds List of addressees to whom message was actually sent or NULL

reserved Reserved area (fill with 0's)

## Description

This structure is for obtaining the invitation dialog call result with

sceInvitationDialogGetResult(). This structure must be used after all values are filled with 0's and the structure is initialized in advance.

In <code>callbackArg</code>, the value for the <code>callbackArg</code> member of the argument <code>param</code> that was specified when <code>sceInvitationDialogInit()</code> was called will be stored as-is. This member can be used by applications for arbitrary purposes.

In errorCode, the error that occurred upon termination of the invitation dialog will be stored. SCE\_OK (0) will be stored for normal termination, and a non-0 value will be stored for a fatal error. The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

For error codes, also refer to the list of return codes in the "NpWebApi Library Reference" document, include/net/errno.h, include/libnetctl.h, and the list of error codes in the "Session/Invitation Web APIs Reference" document.

Value	(Number)	Description
SCE_NP_MANAGER_ERROR_	0x8055050b	Called without carrying out sign-in
NEED_CALL_NETCHECK_DIALOG		processing with Network Check
		Dialog
SCE_NET_ERROR EIPADDRCHANGED	0x804101a3	Connection to the network was
SCE_NET_ERROR_EINACTIVEDISABLED		disconnected
SCE_NET_CTL_ERROR_WIFI_DISABLED	0x80412113	Wi-Fi is off
SCE_NP_WEBAPI_SERVER_ERROR_	0x82204185	Attempted to send to a user
SESSION_INVITATION_BLOCKED_USER_EXISTS		registered to the blocked user list
SCE_INVITATION_DIALOG_ERROR_	0x80109201	Remaining amount of the libhttp
LACK_OF_LIBHTTP_POOL_SIZE		memory pool is insufficient
SCE_INVITATION_DIALOG_ERROR_	0x80109202	Remaining amount of the libssl
LACK_OF_LIBSSL_POOL_SIZE		memory pool is insufficient

result is the invitation dialog call result. One of the following values will be stored.

Value	(Number)	Description
SCE_COMMON_DIALOG_	0	User carried out one of the following "OK" operations
RESULT_OK		- Send completed and the dialog closed
		- Performed operation to join session and closed the dialog
SCE_COMMON_DIALOG_	1	User carried out one of the following cancel operations
RESULT_USER_CANCEL		- Closed the dialog with the close button at the upper right
ED		- Pressed the cancel button during a send in the
		SCE_INVITATION_DIALOG_OPTION_ASSUME_SEND
		mode and closed the dialog
SCE_COMMON_DIALOG_	2	Aborted with sceInvitationDialogAbort()
RESULT_ABORTED		

For <code>sentOnlineIds</code>, specify a pointer to the <code>SceInvitationDialogOnlineIdList</code> structure. When the invitation send processing by the invitation dialog succeeds, the number of addressees to whom the send was actually performed and a list of their online IDs will be stored in <code>sentOnlineIds</code>. If the online IDs of the addressees to whom send processing was performed are not needed, specify <code>NULL</code> for <code>sentOnlineIds</code>.

reserved is a reserved area. This area must be filled with 0's

### See Also

sceInvitationDialogGetResult()

## scelnvitationDialogGetResult

Get invitation dialog call result

#### **Definition**

### **Arguments**

result Destination to store the obtained call result

#### **Return Values**

Returns SCE\_OK (0) as the value of the function for normal termination. Returns one of the following error codes (a negative value) for an error.

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified to result
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called at a time other than during the
		appropriate operation status
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceInvitationDialogInit() has
		not been called

## Description

This function obtains the invitation dialog call result.

This function can only be called when the invitation dialog operation status is SCE\_COMMON\_DIALOG\_STATUS\_FINISHED. Otherwise, SCE\_COMMON\_DIALOG\_ERROR\_NOT\_FINISHED will return.

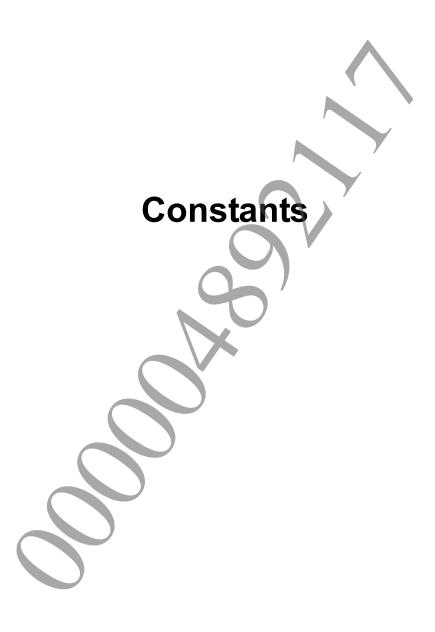
For details on operation statuses, refer to the "sceInvitationDialogGetStatus" section.

The invitation dialog call result will be stored in \*result upon normal termination of this function. For details on the call result, refer to the "SceInvitationDialogResult" section.

\* result must always be initialized before it is passed to this function.

## See Also

SceInvitationDialogResult, sceInvitationDialogGetStatus()



## **Return Codes**

List of return codes returned by the InvitationDialog library

### **Definition**

Value	(Number)	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Another Common dialog is in use
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for argument
SCE_COMMON_DIALOG_ERROR_	0x80020403	The content of argument is invalid
INVALID_ARGUMENT		
SCE_COMMON_DIALOG_ERROR_	0x80020410	Called at a time other than during the appropriate
NOT_FINISHED		operation status
SCE_COMMON_DIALOG_ERROR_	0x80020411	sceInvitationDialogInit() has not been
NOT_IN_USE		called
SCE_COMMON_DIALOG_ERROR_	0x8002047F	Internal error
UNEXPECTED_FATAL		
SCE_NP_MANAGER_ERROR_	0x8055050b	Called without carrying out sign-in processing
NEED_CALL_NETCHECK_DIALOG		with the Network Check dialog

In addition, error codes of the NpWebApi library will return to errorCode of SceInvitationDialogResult that can be obtained with sceInvitationDialogGetResult().

For error codes, also refer to the list of return codes of the "NpWebApi Library Reference" document, include/net/errno.h, include/libnetctl.h, and the list of error codes of the "Session/Invitation Web APIs Reference" document.

