Video Import Dialog Reference

Table of Contents

SCE CONFIDENTIAL

Video Import Dialog Call

©SCEI

sceVideoImportDialogParamInit

Macro for call parameter initialization

Definition

```
#include <videoimport_dialog.h>
static inline
void sceVideoImportDialogParamInit(SceVideoImportDialogParam *param)
{
        sceClibMemset( param, 0x0, sizeof(SceVideoImportDialogParam) );
        _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 video import 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

```
SceVideoImportDialogParam param;
SceVideoImportDialogItemData itemData[SCE_VIDEOIMPORT_DIALOG_MAX_ITEM_NUM];

sceVideoImportDialogParamInit( &param );
param.mode = SCE_VIDEOIMPORT_DIALOG_MODE_DEFAULT;
paraam.visibleCategory = SCE_VIDEOIMPORT_DIALOG_CATEGORY_DEFAULT;
param.itemCount = SCE_VIDEOIMPORT_DIALOG_MAX_ITEM_NUM;
param.itemData = itemData;
if ( sceVideoImportDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

SceVideoImportDialogParam

sceVideoImportDialogInit

Call various features of the video import dialog

Definition

```
#include <videoimport_dialog.h>
SceInt32 sceVideoImportDialogInit(
        const SceVideoImportDialogParam *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_INVALID_INFOBAR_PARAM	0x80020433	Invalid value was specified for *infobarParam* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_BG_COLOR	0x80020434	Invalid value was specified for *bgColor* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_INVALID_DIMMER_COLOR	0x80020435	Invalid value was specified for *dimmerColor* which is a member of the *param* argument
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function calls the video import dialog feature.

This function can be called only when other Common Dialog features are not called (including the feature of the video import 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 `sceVideoImportDialogGetStatus()` section.

In *param*, specify the call parameter structure for which the dialog call mode, selection target category, file information buffer, etc., were set.

Be sure to set values for *param* after performing initialization with the `sceVideoImportDialogParamInit()` 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 video import dialog feature is ended by calling `sceVideoImportDialogTerm()`.

This function is multithread safe.

Examples

```
SceVideoImportDialogParam param;
SceVideoImportDialogItemData itemData[SCE_VIDEOIMPORT_DIALOG_MAX_ITEM_NUM];

sceVideoImportDialogParamInit( &param );
param.mode = SCE_VIDEOIMPORT_DIALOG_MODE_DEFAULT;
paraam.visibleCategory = SCE_VIDEOIMPORT_DIALOG_CATEGORY_DEFAULT;
param.itemCount = SCE_VIDEOIMPORT_DIALOG_MAX_ITEM_NUM;
param.itemData = itemData;
if ( sceVideoImportDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

`SceVideoImportDialogParam`, `sceVideoImportDialogParamInit()`, `sceVideoImportDialogGetStatus()`

SceVideoImportDialogParam

Structure for calling the video import dialog

Definition

```
#include <videoimport_dialog.h>
typedef struct SceVideoImportDialogParam {
        SceUInt32 sdkVersion;
        SceCommonDialogParam commonParam;
        SceVideoImportDialogMode mode;
        SceUInt32 visibleCategory;
        SceUInt32 itemCount;
        SceUInt32 filterType;
        SceUInt32 filterTitleIdNum;
        SceChar8 filterTitleId
                    [SCE_VIDEOIMPORT_DIALOG_MAX_TITLE_ID_FILTER_NUM]
                    [SCE_VIDEOIMPORT_DIALOG_TITLE_ID_DATA_SIZE];
        SceVideoImportDialogItemData *itemData;
        SceChar8 reserved[32];
} SceVideoImportDialogParam;
```

Members

sdkVersion	SDK version
commonParam	Common parameters for Common Dialog
mode	Call mode
visibleCategory	Import category of file
itemCount	Maximum file import count
filterType	Filter type
filterTitleIdNum	Number of title IDs to specify as a filter
filterTitleId	Title IDs to specify as a filter
itemData	Pointer for storing file information of import result
reserved	Reserved area (fill with all 0s)

Description

This is a structure passed to sceVideoImportDialogInit() to display the video import dialog. Before using this structure, it must always be initialized using sceVideoImportDialogParamInit().

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

In *commonParam*, specify the common parameters for Common Dialog as follows.

Specify the info bar information in *commonParam.infobarParam*. Info bar will not be displayed if NULL is specified.

Specify background color information in ARGB format (0 to 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 to 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*. Specify one of the following values.

Value	(Number)	Description
SCE_VIDEOIMPORT_DIALOG_MODE_DEFAULT	0	File selection

In *visibleCategory*, specify the file list display format. Specify the bitwise OR of the following values.

Value	(Number)	Description
SCE_VIDEOIMPORT_DIALOG_CATEGORY_DEFAULT	0x00000003U	Default (Selects "All" or "Folder" in the first screen)
SCE_VIDEOIMPORT_DIALOG_CATEGORY_ALL	0x00000001U	Displays all files together
SCE_VIDEOIMPORT_DIALOG_CATEGORY_FOLDER	0x00000002U	Displays files according to folder level

In *itemCount*, specify the maximum number of files to be imported. The limit on the value that can be specified here is SCE_VIDEOIMPORT_DIALOG_MAX_ITEM_NUM.

In *filterType*, it is possible to specify a filter for narrowing down the search results by title ID. Specify the bitwise OR of the following values.

Value	(Number)	Description
SCE_VIDEOIMPORT_DIALOG_FILTER_NONE	0x00000000U	No filter specified (default)
SCE_VIDEOIMPORT_DIALOG_FILTER_SELF_RECORDING	0x00000001U	Content recorded by caller title
SCE_VIDEOIMPORT_DIALOG_FILTER_TITLE_ID	0x00000002U	Specifies a title ID

- SCE_VIDEOIMPORT_DIALOG_FILTER_SELF_RECORDING
  Searches for video content from among the stored video content that was recorded using the Mp4Rec library and has the same title ID as the video import dialog caller.

- SCE_VIDEOIMPORT_DIALOG_FILTER_TITLE_ID
  Searches for video content from among the video content recorded using the Mp4Rec library that matches the title IDs specified in *filterTitleId*. Up to 10 (= SCE_VIDEOIMPORT_DIALOG_MAX_TITLE_ID_FILTER_NUM) individual title IDs can be specified. When specifying this filter, *filterTitleIdNum* and *filterTitleId* must always be set.

In *filterTitleIdNum*, specify the number of title IDs when specifying title IDs as a filter.

In *filterTitleId*, specify an array with the title ID strings as elements when specifying title IDs as a filter. When not specifying title IDs as a filter, fill *filterTitleId* with 0's.

In *itemData*, specify the area that stores the information of the imported file. Allocate an array with *itemCount* number of SceVideoImportDialogItemData structures as elements in advance, and specify the starting address of the array. For details, refer to the SceVideoImportDialogItemData section.

reserved is a reserved area. It must be filled with all 0s.

See Also

sceVideoImportDialogParamInit(), SceVideoImportDialogItemData

SceVideoImportDialogItemData

Structure of file information of import result

Definition

```
#include <videoimport_dialog.h>
typedef struct SceVideoImportDialogItemData {
        SceChar8 fileName[SCE_VIDEOIMPORT_DIALOG_MAX_FS_PATH];
        SceChar8 videoTitle[SCE_VIDEOIMPORT_DIALOG_MAX_VIDEO_TITLE_SIZE];
        SceUInt32 width;
        SceUInt32 height;
        SceUInt32 fileSize;
        SceUInt32 duration;
        SceUInt64 updated;
        SceChar8 titleId[SCE_VIDEOIMPORT_DIALOG_TITLE_ID_DATA_SIZE];
        SceChar8 reserved[38];
} SceVideoImportDialogItemData;
```

Members

fileName	Path name of imported file, including the device name (NULL terminated)
videoTitle	Title of video to be displayed in the system software (UTF-8, NULL terminated)
width	Video width
height	Video height
fileSize	File size
duration	Video playback duration (msec)
updated	Update time (ticks)
titleId	Title ID
reserved	Reserved area (all 0's)

Description

This is the structure represents the file information of the imported file.

When executing sceVideoImportDialogInit(), allocate an area that can store a number of this structure for the maximum number of import files, and specify it for *itemData* in an SceVideoImportDialogParam structure. Note that the allocated area must be initialized with all 0's in advance before executing sceVideoImportDialogInit().

In *fileName*, the path name (including the device name) of the imported file will be stored.

In *videoTitle*, the title string of the imported file will be stored in UTF-8.

In *width*, the video width will be stored.

In *height*, the video height will be stored.

In *fileSize*, the file size of the imported file will be stored.

In *duration*, the file playback duration will be stored in milliseconds.

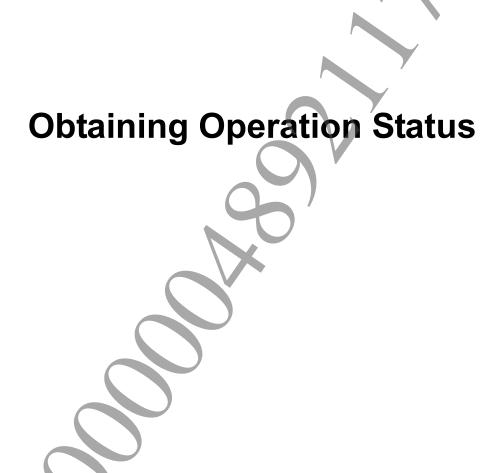In *updated*, the ticks (accumulated number of ticks from 00:00:00 January 01 0001) will be stored.

In *titleId*, the title ID of the imported file will be stored.

reserved is a reserved area.

See Also

sceVideoImportDialogInit(),SceVideoImportDialogParam

Obtaining Operation Status

sceVideoImportDialogGetStatus

Get operation status of the video import dialog

Definition

```
#include <videoimport_dialog.h>
SceCommonDialogStatus sceVideoImportDialogGetStatus()
```

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	The video import dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	The video import dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	The video import dialog operation has finished

Description

This function obtains the operation status of the video import dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

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

The operation status of the video import dialog will not change to SCE_COMMON_DIALOG_STATUS_FINISHED until the user ends import file selection, the user cancels import file selection, or sceVideoImportDialogAbort() is called.

sceVideoImportDialogTerm() can be called only while the operation status is SCE_COMMON_DIALOG_STATUS_FINISHED. When sceVideoImportDialogTerm() is called, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_NONE.

This function is multithread safe.

Examples

```
SceCommonDialogStatus stat = sceVideoImportDialogGetStatus();
```

See Also

```
sceVideoImportDialogInit(),sceVideoImportDialogAbort(),
sceVideoImportDialogGetResult(),sceVideoImportDialogTerm()
```

SCE CONFIDENTIAL

Obtaining Video Import Dialog Call Result

sceVideoImportDialogGetResult

Get call result of the video import dialog

Definition

```
#include <videoimport_dialog.h>
SceInt32 sceVideoImportDialogGetResult(
        SceVideoImportDialogResult *result
)
```

Arguments

result   Destination to store call results

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 in the argument *result*
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 the video import dialog.

This function can be called only while the operation status of the video import 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 sceVideoImportDialogGetStatus() section.

The call result of the video import dialog is stored in *result*. For details on the call results, refer to the
SceVideoImportDialogResult section.

This function is multithread safe.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceVideoImportDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
              SceVideoImportDialogResult result;
              sceClibMemset( &result, 0, sizeof(result) );
              if( 0 > sceVideoImportDialogGetResult( &result ) ) {
                    // error
              }
              sceVideoImportDialogTerm();
              break;
        }
}
```

See Also

```
SceVideoImportDialogResult,sceVideoImportDialogGetStatus()
```

SceVideoImportDialogResult

Structure for obtaining the video import dialog call result

Definition

```
#include <videoimport_dialog.h>
typedef struct SceVideoImportDialogResult {
        SceInt32 result;
        SceUInt32 importedItemNum;
        SceUInt8 reserved[32];
} SceVideoImportDialogResult;
```

Members

result	Destination to store call results (details below)
importedItemNum	Number of files selected by the user
reserved	Reserved area (all 0's)

Description

This structure receives the video import dialog call result. This structure must be initialized with all 0's before passing it to sceVideoImportDialogGetResult().

When sceVideoImportDialogGetResult() terminates normally, one of the following values will be stored in *result* as the video import dialog call result.

Value	(Number)	Description
SCE_COMMON_DIALOG_RESULT_OK	0x0	User selected files.
SCE_COMMON_DIALOG_RESULT_USER_CANCELED	0x1	User performed cancel operation.
SCE_COMMON_DIALOG_RESULT_ABORTED	0x2	Aborted through sceVideoImportDialogAbort()

The number of files selected by the user is stored in *importedItemNum*. The information of the selected files is stored in *itemData* of the SceVideoImportDialogParam structure..

reserved is a reserved area.

See Also

sceVideoImportDialogInit(),sceVideoImportDialogAbort(),
sceVideoImportDialogGetResult(),SceVideoImportDialogParam

Aborting Video Import Dialog

sceVideoImportDialogAbort

Abort call of the video import dialog

Definition

```
#include <videoimport_dialog.h>
SceInt32 sceVideoImportDialogAbort()
```

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	sceVideoImportDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function aborts calling of the video import dialog.

This function is used for quickly aborting display of the video import dialog in cases such as when it is necessary to immediately perform other processing.

It can be called at any time between when sceVideoImportDialogInit() is called and sceVideoImportDialogTerm() is called. If it is called at times other than the above, SCE_COMMON_DIALOG_ERROR_NOT_IN_USE is returned.

When calling this function is successful, the video import 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 sceVideoImportDialogGetStatus() section.

When the video import dialog is closed with this function, the call result obtained with sceVideoImportDialogGetResult() will be SCE_COMMON_DIALOG_RESULT_ABORTED.
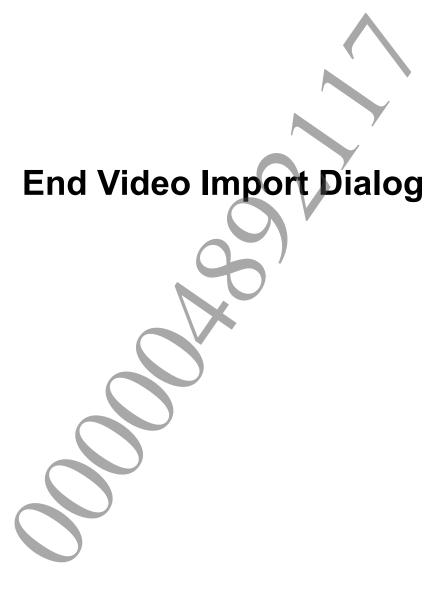
This function is multithread safe.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceVideoImportDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_RUNNING ) {
            if( need_abort ) {
                    sceVideoImportDialogAbort();
                    break;
            }
        }
        else if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            sceVideoImportDialogTerm();
            break;
        }
}
```

See Also

```
sceVideoImportDialogGetStatus(),sceVideoImportDialogGetResult()
```

SCE CONFIDENTIAL

End Video Import Dialog

SCE CONFIDENTIAL

sceVideoImportDialogTerm

End call of the video import dialog

Definition

```
#include <videoimport_dialog.h>
SceInt32 sceVideoImportDialogTerm()
```

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	sceVideoImportDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function ends calling of the video import dialog. Calling must be ended with this function after the video import dialog has been called with sceVideoImportDialogInit().

This function can be called only while the operation status of the video import 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 video import 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 sceVideoImportDialogGetStatus() section.

This function is multithread safe.
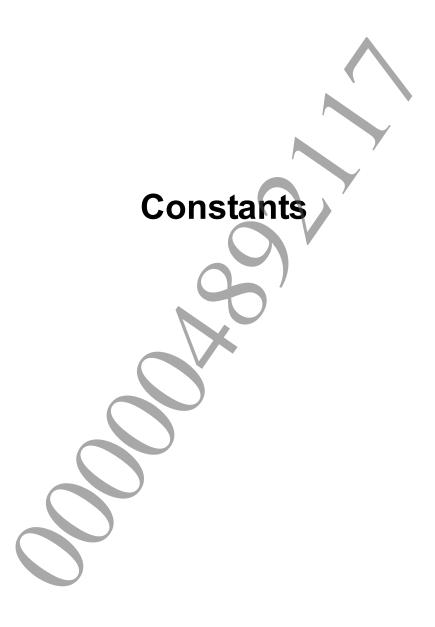
Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceVideoImportDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            sceVideoImportDialogTerm();
            break;
        }
}
```

SCE CONFIDENTIAL

See Also

sceVideoImportDialogInit(),sceVideoImportDialogGetStatus()

©SCEI

Constants

Character string size

Maximum size of character strings of the video import dialog

Definition

Value	(Number)	Description
SCE_VIDEOIMPORT_DIALOG_MAX_FS_PATH	1024	Size of character string of path name of imported file (including device name)
SCE_VIDEOIMPORT_DIALOG_MAX_VIDEO_TITLE_LENGTH	128	Maximum number of characters of title of imported file
SCE_VIDEOIMPORT_DIALOG_MAX_VIDEO_TITLE_SIZE	512	Size of character string of title of imported file
SCE_VIDEOIMPORT_DIALOG_TITLE_ID_DATA_SIZE	10	Size of character string of title ID of imported file

Description

The path name and title name of imported files can be obtained in the video import dialog. 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 above are all the size including NULL termination.

Specify all the character strings with UTF-8.

SCE CONFIDENTIAL

Maximum Value

Various maximum values for video import dialog

Definition

Value	(Number)	Description
SCE_VIDEOIMPORT_DIALOG_MAX_ITEM_NUM	1	Maximum number of selections that can be specified in the *itemCount* member in an SceVideoImportDialog Param structure
SCE_VIDEOIMPORT_DIALOG_MAX_TITLE_ID_FILTER_NUM	10	Maximum number of filters that can be specified in the *filterTitleIdNum* member in an SceVideoImportDialog Param structure

Description

These are the various maximum values that can be specified for the video import dialog.

SCE CONFIDENTIAL

Return Codes

List of return codes returned by the video import 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_INVALID_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	sceVideoImportDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error