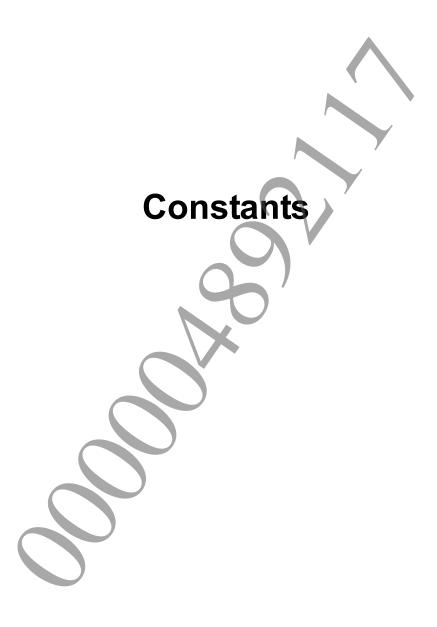


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# **Character String Size**

Maximum size of character strings of IME Dialog library

### **Definition**

Value	Decimal	Description
SCE_IME_DIALOG_MAX_TITLE_LENGTH	128	Maximum size of character string that can be
		specified to SceImeDialogParam.title
SCE_IME_DIALOG_MAX_TEXT_LENGTH	2048	Maximum size of character string that can be
		specified to
		SceImeDialogParam. <i>maxTextLength</i>

## **Description**

The IME Dialog library has a number of functions that can be displayed through specification of a user specified character string. The maximum size of the character string that can be specified is fixed for each function, so specify the character string within the above values. The value above is the size not including NULL termination.

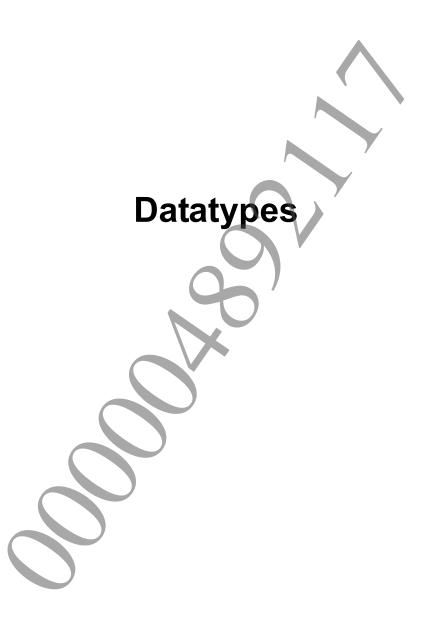


# **Return Codes**

# List of return codes returned by IME Dialog library

# Definition

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_BUSY	0x80020401	Calling another Common
		Dialog function
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified as the
		function's argument
SCE_COMMON_DIALOG_ERROR_NOT_RUNNING	0x80020404	Called during a period other
		than
		SCE_COMMON_DIALOG_STAT
		US RUNNING
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during a period other
		than
		SCE_COMMON_DIALOG_STAT
CCE COMMON DIVIOC EDDOD NOW IN 110E	0.00000411	ÚS_FINISHED
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceImeDialogInit() is
CCE COMMON DIVIOC EDDOD INVALID INFODAD DADAM	0.00000400	not called commonParam.infobarPar
SCE_COMMON_DIALOG_ERROR_INVALID_INFOBAR_PARAM	0x80020433	am value is invalid
SCE_COMMON_DIALOG_ERROR_INVALID_BG_COLOR	0x80020434	commomParam.bgColor
SCE_COPMON_DIALOG_ERROR_INVALID_DG_COLOR	0x60020434	value is invalid
SCE COMMON DIALOG ERROR INVALID DIMMER COLOR	0x80020435	commonParam.dimmerColo
	0.00020433	r value is invalid
SCE COMMON DIALOG ERROR UNEXPECTED FATAL	0x8002047F	Internal error
	0x80102001	Parameter error
SCE IME DIALOG ERROR INTERNAL	0x80102002	Internal error
SCE_IME_DIALOG_ERROR_INVALID_DIALOG_MODE	0x80102003	dialogMode value is invalid
SCE IME DIALOG ERROR INVALID TEXT BOX MODE	0x80102004	textBoxMode value is
		invalid
SCE_IME_DIALOG_ERROR_INVALID_TITLE	0x80102005	title value is invalid
	0x80100706	Content of text is invalid
SCE_IME_ERROR_INVALID_INPUT_METHOD	0x80100712	inputMethod value is
		invalid
SCE_IME_ERROR_INVALID_SUPPORTED_LANGUAGES	0x80100713	supported Languages
		value is invalid
	0x80100714	type value is invalid
	0x80100715	option value is invalid
SCE_IME_ERROR_INVALID_MAX_TEXT_LENGTH	0x80100719	maxTextLength value is
		invalid
SCE_IME_ERROR_INVALID_INPUT_TEXT_BUFFER	0x8010071a	$inputTextBuffer\ value\ is$
		invalid
SCE IME ERROR INVALID RESERVED	0x8010071b	reserved value is invalid
	0x8010071c	



# **ScelmeDialogParam**

# Initialization parameter

#### **Definition**

```
#include <ime dialog.h>
typedef struct SceImeDialogParam {
        SceUInt32 sdkVersion;
        SceUInt32 inputMethod;
        SceUInt64 supportedLanguages;
        SceBool languagesForced;
        SceUInt32 type;
        SceUInt32 option;
        SceImeTextFilter filter;
        SceUInt32 dialogMode;
        SceUInt32 textBoxMode;
        const SceWChar16 *title;
        SceUInt32 maxTextLength;
        SceWChar16 *initialText;
        SceWChar16 *inputTextBuffer;
        SceCommonDialogParam commonParam;
        SceUChar8 enterLabel;
        SceChar8 reserved[35];
} SceImeDialogParam;
```

#### **Members**

sdkVersion SDK version inputMethod Input method Supported languages supportedLanguages languagesForced Whether to forcedly set supported languages type Input type option Input options filter Character strings filter dialogMode Dialog mode textBoxMode Textbox mode title Title maxTextLength Maximum length of input character string initialText Initial text of the input character string inputTextBuffer Pointer to the storage location of input result character string commonParam Common parameters for Common Dialogs enterLabel Enter button label reserved Reserved area (fill with all 0s)

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## **Description**

This structure is used to specify parameters when initializing the library with sceImeDialogInit().

Refer to the following, concerning inputMethod, supportedLanguages, languagesForced, type, option, filter and enterLabel.

• The "SceImeParam" section in the "libime Reference" document

Set the setting for the IME Dialog cancel operation in dialogMode. The following values can be input.

Value	Decimal	Description
SCE_IME_DIALOG_DIALOG_MODE_DEFAULT	0	With no cancel operation
SCE_IME_DIALOG_DIALOG_MODE_WITH_CANCEL	1	With cancel operation

Set the textbox setting to be used in IME Dialog in textBoxMode. The following values can be input.

Value	Decimal	Description
SCE_IME_DIALOG_TEXTBOX_MODE_DEFAULT	0	Textbox for regular sentence input
SCE_IME_DIALOG_TEXTBOX_MODE_PASSWORD	1	Textbox for password input
SCE_IME_DIALOG_TEXTBOX_MODE_WITH_CLEAR	2	Textbox with clear button

In title, set the character string displayed in the title part of IME Dialog. Substitute 0 for the termination of the character string.

Set maximum length of the input character string in maxTextLength.

In *initialText*, set the pointer to the character string set from the beginning when the dialog is displayed. Substitute 0 for the termination of the character string.

Set the pointer to the storage location of the input result character string in inputTextBuffer. Since, with SceWChar16 type, 0 is added at the end of the character string, area length must be maxTextLength + 1.

common Param stores parameters that are common to Common Dialogs. For details on the common parameters, refer to the "Common Dialog Reference" document.

Fill reserved with all 0s.

#### See Also

sceImeDialogInit(



# **ScelmeDialogResult**

# IME Dialog call result

### **Definition**

#### **Members**

result Result

button Selected button

reserved Reserved area (fill with all 0s)

## **Description**

This structure stores IME Dialog operation results. Specify as the argument of sceImeDialogGetResult().

One of the following values is input in result.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_RESULT_OK	0x0	User selected either close button
		or Enter button
SCE_COMMON_DIALOG_RESULT_USER_CANCELE	D 0x1	User performed cancel operation.
SCE_COMMON_DIALOG_RESULT_ABORTED	0x2	IME Dialog operation has been
\ <b>X</b>		aborted through
		sceImeDialogAbort()

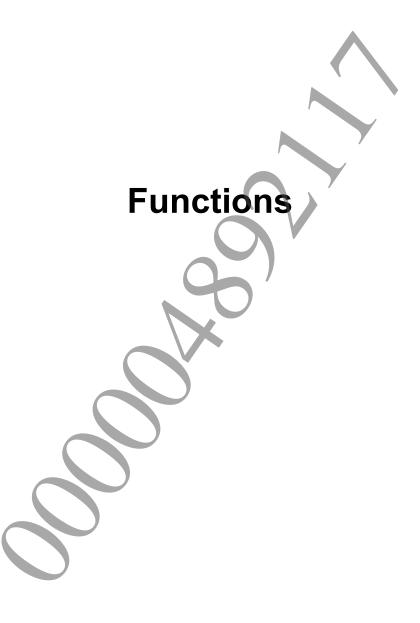
One of the following values is input in button.

Value		Hexadecimal	Description
SCE_IME_DIALOG_BUTTON_	NONE	0x0	IME Dialog operation has been aborted through
			cancel operation or sceImeDialogAbort()
SCE_IME_DIALOG_BUTTON_	CLOSE	0x1	User selected close button
SCE IME DIALOG BUTTON	ENTER	0x2	User selected Enter button

## See Also

sceImeDialogGetResult()

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# scelmeDialogParamInit

# Initialize parameter

#### **Definition**

## **Arguments**

param Initialization parameters

### **Return Values**

None

## **Description**

This is a function for initializing the IME Dialog call parameters.

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**

#### See Also

SceImeDialogParam, sceImeDialogInit()

# scelmeDialogInit

# Initialize IME Dialog

### **Definition**

# **Arguments**

param Initialization parameters

## **Return Values**

Returns SCE OK(0) for success.

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

Value	Hexadecimal	Description
SCE COMMON DIALOG ERROR BUSY	0x80020401	The Common Dialog function is
		already being called (details
		below)
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified for the
		argument param
SCE_COMMON_DIALOG_ERROR_INVALID_INFOBAR_PARAM	0x80020433	commonParam.infobarParam
	/	value is invalid
SCE_COMMON_DIALOG_ERROR_INVALID_BG_COLOR	0x80020434	commomParam.bgColorvalue
		is invalid
SCE_COMMON_DIALOG_ERROR_INVALID_DIMMER_COLOR	0x80020435	commonParam.dimmerColor
	2 22221	value is invalid
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error
SCE_IME_DIALOG_ERROR_PARAM	0x80102001	Parameter error
SCE_IME_DIALOG_ERROR_INTERNAL	0x80102002	Internal error
SCE_IME_DIALOG_ERROR_INVALID_DIALOG_MODE	0x80102003	dialogMode value is invalid
SCE_IME_DIALOG_ERROR_INVALID_TEXT_BOX_MODE	0x80102004	textBoxMode value is invalid
SCE_IME_DIALOG_ERROR_INVALID_TITLE	0x80102005	title value is invalid
SCE_IME_ERROR_INVALID_TEXT	0x80100706	Content of text is invalid
SCE_IME_ERROR_INVALID_INPUT_METHOD	0x80100712	inputMethod value is invalid
SCE_IME_ERROR_INVALID_SUPPORTED_LANGUAGES	0x80100713	supportedLanguages value is
		invalid
SCE_IME_ERROR_INVALID_TYPE	0x80100714	type value is invalid
SCE_IME_ERROR_INVALID_OPTION	0x80100715	option value is invalid
SCE_IME_ERROR_INVALID_MAX_TEXT_LENGTH	0x80100719	maxTextLength value is
		invalid
SCE_IME_ERROR_INVALID_INPUT_TEXT_BUFFER	0x8010071a	inputTextBuffervalueis
		invalid
SCE_IME_ERROR_INVALID_RESERVED	0x8010071b	reserved value is invalid

## **Description**

This is a function for initializing IME Dialog

It can only be called when other Common Dialog functions are not being called (including functions of IME Dialog itself). If called at other times, SCE COMMON DIALOG ERROR BUSY is returned.

If calling is successful, operation status will immediately change to

 $SCE\_COMMON\_DIALOG\_STATUS\_RUNNING$ . Refer to the sceImeDialogGetStatus() section for details on operation status.

In param, specify the initialization parameter structure where operation mode, initial values, buffer for storing character strings etc. are set.

Always initialize param with the sceImeDialogParamInit() macro before setting the various values.

It is not necessary to allocate <code>param</code>'s instance after calling this function, but some pointer reference parameters must be saved until calling the IME Dialog function has been completed with <code>sceImeDialogTerm()</code>.

This function is multithread safe.

## **Examples**

# See Also

SceImeDialogParam, sceImeDialogParamInit()



# scelmeDialogGetStatus

Get operation status of IME Dialog

#### **Definition**

#include <ime\_dialog.h>
SceCommonDialogStatus sceImeDialogGetStatus()

## **Arguments**

None

### **Return Values**

Returns one of the following operation statuses.

Value	Hexadecimal	Description
SCE_COMMON_DIALOG_STATUS_NONE	0x0	IME Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	IME Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	IME Dialog operation has finished

### **Description**

This function gets the operation status of IME Dialog.

The default value of the operation status is SCE COMMON DIALOG STATUS NONE.

When calling sceImeDialogInit() is successful, the operation status immediately changes to SCE COMMON DIALOG STATUS RUNNING.

sceImeDialogTerm() can be called only while the operation status is SCE\_COMMON\_DIALOG\_STATUS\_FINISHED.

When  ${\tt sceImeDialogTerm}$  () is called, the operation status immediately changes to SCE COMMON DIALOG STATUS NONE.

This function is multithread safe.

## See Also

sceImeDialogInit(), sceImeDialogTerm()

# scelmeDialogGetResult

# Get call result of IME Dialog

#### **Definition**

### **Arguments**

result Structure that stores the 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	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NULL	0x80020402	NULL was specified in the
		argument result
SCE_COMMON_DIALOG_ERROR_NOT_FINISHED	0x80020410	Called during other than the
		appropriate operation status
		(details below)
SCE_IME_ERROR_INVALID_RESERVED	0x8010071b	reserved value is invalid
		(details below)
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

## **Description**

This function retrieves the call result of IME Dialog.

This function can be called only while the operation status of IME 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.

If SceImeDialogResult.reserved is not filled with 0s,  $SCE_IME_ERROR_INVALID_RESERVED$  is returned as the value of the function.

This function is multithread safe.

#### See Also

sceImeDialogInit(),sceImeDialogTerm()

# scelmeDialogTerm

# **Terminate IME Dialog**

#### **Definition**

#include <ime\_dialog.h>
SceInt32 sceImeDialogTerm()

## **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	Hexadecimal	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	0×80020411	sceImeDialogInit() is
		not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

## **Description**

This function ends calling of IME Dialog. Calling must be ended with this function after IME Dialog has been called with sceImeDialogInit().

This function can be called only while the operation status of IME 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.

SCE\_COMMON\_DIALOG\_ERROR\_NOT\_IN\_USE will be returned if the IME Dialog function 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 sceImeDialogGetStatus() section.

This function is multithread safe.

## See Also

sceImeDialogInit(), sceImeDialogGetStatus()

# scelmeDialogAbort

# Abort call of IME Dialog

#### **Definition**

#include <ime\_dialog.h>
SceInt32 sceImeDialogAbort()

## **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	Hexadecimal	Description
SCE_COMMON_DIALOG_ERROR_NOT_IN_USE	0x80020411	sceImeDialogInit() is not
		called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

### **Description**

This function aborts calling of IME Dialog.

It can be called at any time between when <code>sceImeDialogInit()</code> is called and <code>sceImeDialogTerm()</code> is called. If it is called at times other than the above, <code>SCE COMMON DIALOG ERROR NOT IN USE</code> is returned.

When calling is successful, IME 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 sceImeDialogGetStatus() section.

When IME Dialog is closed with this function, the result of SceImeDialogResult will be SCE COMMON DIALOG RESULT ABORTED with calling sceImeDialogGetResult().

sceImeDialogAbort () is used to promptly abort the IME Dialog display, for example when an urgent interrupt must be processed.

This function is multithread safe.

## See Also

sceImeDialogInit(), sceImeDialogTerm()