

NP Friend List2 Dialog Reference

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NP Friend List2 Dialog Call

SceNpFriendList2DialogParam

NP Friend List2 Dialog call parameters

Definition

```
#include <np_friendlist2_dialog.h>
typedef struct SceNpFriendList2DialogParam {
    SceUInt32 sdkVersion;
    SceCommonDialogParam commonParam;
    SceNpFriendList2DialogMode mode;
    SceNpFriendList2DialogSortRule defaultSort;
    SceChar8 reserved[32];
} SceNpFriendList2DialogParam;
```

Members

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

Description

This structure is passed to `sceNpFriendList2DialogInit()` to display NP Friend List2 Dialog. Use `sceNpFriendList2DialogParamInit()` to initialize it.

When this structure is initialized with `sceNpFriendList2DialogParamInit()`, the appropriate SDK version will be set in *sdkVersion*.

Specify the common parameters for Common Dialogs in *commonParam*.

Although there is a parameter to enable/disable display of the info bar in

commonParam.infobarParam, the info bar is displayed with NP Friend List2 Dialog regardless of the value specified here.

Specify background color information in ARGB format (0 - 255) in *commonParam.bgColor*. Only 0 (transparent) or 255 (not transparent) can be specified for the *commonParam.bgColor.a* alpha element.

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 specified.

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

Specify the calling mode in *mode*. Currently, only the following mode is supported.

Value	(Number)	Description
SCE_NP_FRIENDLIST2_DIALOG_MODE_SINGLE_SELECT	0	Mode to specify one player

Specify the default sort method for the friend list in *defaultSort*. Set one of the following values. The sort method can be changed by the user in NP Friend List2 Dialog.

Value	(Number)	Description
SCE_NP_FRIENDLIST2_DIALOG_SORT_BY_STATUS	0	Display in order of the online status
SCE_NP_FRIENDLIST2_DIALOG_SORT_BY_ID	1	Display in order of the online ID

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

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See Also

sceNpFriendList2DialogParamInit()

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sceNpFriendList2DialogParamInit

Macro for call parameter initialization

Definition

```
#include <np_friendlist2_dialog.h>
static inline
void sceNpFriendList2DialogParamInit(SceNpFriendList2DialogParam *param)
{
    sceClibMemset(param, 0x0, sizeof(SceNpFriendList2DialogParam));
    _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 List2 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

```
SceNpFriendList2DialogParam param;
sceNpFriendList2DialogParamInit(&param);

param.mode = SCE_NP_FRIENDLIST2_DIALOG_MODE_SINGLE_SELECT;
param.defaultSort = SCE_NP_FRIENDLIST2_DIALOG_SORT_BY_STATUS;
if (sceNpFriendList2DialogInit(&param) < 0) {
    // error
}
```

See Also

SceNpFriendList2DialogParam

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sceNpFriendList2DialogInit

Call NP Friend List2 Dialog

Definition

```
#include <np_friendlist2_dialog.h>
SceInt32 sceNpFriendList2DialogInit(
    const SceNpFriendList2DialogParam *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 <i>param</i> argument
SCE_COMMON_DIALOG_ERROR_INVALID_ARGUMENT	0x80020403	Invalid value was specified for the <i>param</i> argument
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function calls the NP Friend List2 Dialog feature. When the call succeeds, the friend list will be displayed.

This function can be called only when other Common Dialog features are not called (including the feature of NP Friend List2 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 sceNpFriendList2DialogGetStatus() section.

For *param*, specify calling parameters with the calling mode and the default sort method set.

Be sure to set values for *param* after performing initialization with the sceNpFriendList2DialogParamInit() 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 List2 Dialog feature is terminated by calling sceNpFriendList2DialogTerm().

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Examples

```
SceNpFriendList2DialogParam param;

sceNpFriendList2DialogParamInit(&param);
param.mode = SCE_NP_FRIENDLIST2_DIALOG_MODE_SINGLE_SELECT;
param.defaultSort = SCE_NP_FRIENDLIST2_DIALOG_SORT_BY_STATUS;
if (sceNpFriendList2DialogInit(&param) < 0) {
    // error
}
```

See Also

SceNpFriendList2DialogParam, sceNpFriendList2DialogParamInit(),
sceNpFriendList2DialogGetStatus()

Obtaining Operation Status

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sceNpFriendList2DialogGetStatus

Get operation status of NP Friend List2 Dialog

Definition

```
#include <np_friendlist2_dialog.h>
SceCommonDialogStatus sceNpFriendList2DialogGetStatus()
```

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 List2 Dialog is not running
SCE_COMMON_DIALOG_STATUS_RUNNING	0x1	NP Friend List2 Dialog is running
SCE_COMMON_DIALOG_STATUS_FINISHED	0x2	NP Friend List2 Dialog operation has finished

Description

This function obtains the operation status of NP Friend List2 Dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

When calling sceNpFriendList2DialogInit() is successful, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_RUNNING.

The operation status of NP Friend List2 Dialog will not transition to SCE_COMMON_DIALOG_STATUS_FINISHED until the user selects a player (or cancels processing) or until sceNpFriendList2DialogAbort() is called.

sceNpFriendList2DialogTerm() can be called only while the operation status is SCE_COMMON_DIALOG_STATUS_FINISHED.

When sceNpFriendList2DialogTerm() is called, the operation status immediately changes to SCE_COMMON_DIALOG_STATUS_NONE.

Examples

```
SceCommonDialogStatus stat = sceNpFriendList2DialogGetStatus();
```

See Also

```
sceNpFriendList2DialogInit(), sceNpFriendList2DialogAbort(),
sceNpFriendList2DialogGetResult(), sceNpFriendList2DialogTerm()
```

Obtaining NP Friend List2 Dialog Call Result

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SceNpFriendList2DialogResult

Structure for storing NP Friend List2 Dialog call result

Definition

```
#include <np_friendlist2_dialog.h>
typedef struct SceNpFriendList2DialogResult {
    SceInt32 result;
    SceNpId npId;
    SceUInt8 reserved[32];
} SceNpFriendList2DialogResult;
```

Members

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

Description

This structure receives the NP Friend List2 Dialog call result. It is passed to `sceNpFriendList2DialogGetResult()`. Fill it with all 0s at initialization.

The call result of NP Friend List2 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 <code>sceNpFriendList2DialogAbort()</code>

The NP 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

`sceNpFriendList2DialogInit()`, `sceNpFriendList2DialogAbort()`,
`sceNpFriendList2DialogGetResult()`, `SceNpFriendList2DialogParam`

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sceNpFriendList2DialogGetResult

Get call result of NP Friend List2 Dialog

Definition

```
#include <np_friendlist2_dialog.h>
SceInt32 sceNpFriendList2DialogGetResult(
    SceNpFriendList2DialogResult *result
)
```

Arguments

result 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 <i>result</i> 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 List2 Dialog.

This function can be called only while the operation status of NP Friend List2 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 sceNpFriendList2DialogGetStatus() section.

The call result of NP Friend List2 Dialog is stored in *result*. For details on the call result, refer to the SceNpFriendList2DialogResult section.

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Examples

```
SceCommonDialogStatus stat;

while (1) {
    stat = sceNpFriendList2DialogGetStatus();
    if (SCE_COMMON_DIALOG_STATUS_FINISHED == stat) {
        SceNpFriendList2DialogResult result;
        sceClibMemset(&result, 0, sizeof(result));
        if (0 > sceNpFriendList2DialogGetResult(&result)) {
            // error
        }
        sceNpFriendList2DialogTerm();
        break;
    }
}
```

See Also

SceNpFriendList2DialogResult, sceNpFriendList2DialogGetStatus()

Aborting NP Friend List2 Dialog

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sceNpFriendList2DialogAbort

Abort call of NP Friend List2 Dialog

Definition

```
#include <np_friendlist2_dialog.h>
SceInt32 sceNpFriendList2DialogAbort()
```

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	sceNpFriendList2DialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function aborts calling of NP Friend List2 Dialog. This function is used to abort the NP Friend List2 Dialog display, for example when an urgent interrupt must be processed.

It can be called at any time between when sceNpFriendList2DialogInit() is called and sceNpFriendList2DialogTerm() 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 List2 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 sceNpFriendList2DialogGetStatus() section.

When NP Friend List2 Dialog is closed with this function, the following will return as the call result that can be obtained with sceNpFriendList2DialogGetResult().

```
SceNpFriendList2DialogResult.result : SCE_COMMON_DIALOG_RESULT_ABORTED
```


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Examples

```
SceCommonDialogStatus stat;

while (1) {
    stat = sceNpFriendList2DialogGetStatus();
    if (SCE_COMMON_DIALOG_STATUS_RUNNING == stat) {
        if (need_abort) {
            sceNpFriendList2DialogAbort();
            break;
        }
    }
    else if (SCE_COMMON_DIALOG_STATUS_FINISHED == stat) {
        sceNpFriendList2DialogTerm();
        break;
    }
}
```

See Also

sceNpFriendList2DialogGetStatus(), sceNpFriendList2DialogGetResult()

Terminating NP Friend List2 Dialog

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sceNpFriendList2DialogTerm

Terminate call of NP Friend List2 Dialog

Definition

```
#include <np_friendlist2_dialog.h>
SceInt32 sceNpFriendList2DialogTerm()
```

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	sceNpFriendList2DialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function terminates calling of NP Friend List2 Dialog. Calling must be ended with this function after NP Friend List2 Dialog has been called with sceNpFriendList2DialogInit().

This function can be called only while the operation status of NP Friend List2 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 List2 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 sceNpFriendList2DialogGetStatus() section.

Examples

```
SceCommonDialogStatus stat;

while (1) {
    stat = sceNpFriendList2DialogGetStatus();
    if (SCE_COMMON_DIALOG_STATUS_FINISHED == stat) {
        sceNpFriendList2DialogTerm();
        break;
    }
}
```

See Also

sceNpFriendList2DialogInit(), sceNpFriendList2DialogGetStatus()

Constants

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Return Codes

List of return codes returned by the NP Friend List2 Dialog library

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	sceNpFriendList2DialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error
SCE_NP_FRIENDLIST2_DIALOG_ERROR_INVALID_PARAM	0x80108801	Invalid value was set
SCE_NP_FRIENDLIST2_DIALOG_ERROR_REQUIRED_MODULES_NOT_LOADED	0x80108802	Necessary module is not loaded
SCE_NP_FRIENDLIST2_DIALOG_ERROR_NOT_SIGNED_IN	0x80108803	Not signed in
SCE_NP_FRIENDLIST2_DIALOG_ERROR_LACK_OF_LIBHTTP_POOL_SIZE	0x80108804	Remaining amount of the libhttp memory pool is insufficient
SCE_NP_FRIENDLIST2_DIALOG_ERROR_LACK_OF_LIBSSL_POOL_SIZE	0x80108805	Remaining amount of the libssl memory pool is insufficient
SCE_NP_FRIENDLIST2_DIALOG_ERROR_INTERNAL_ERROR	0x80108806	Internal error