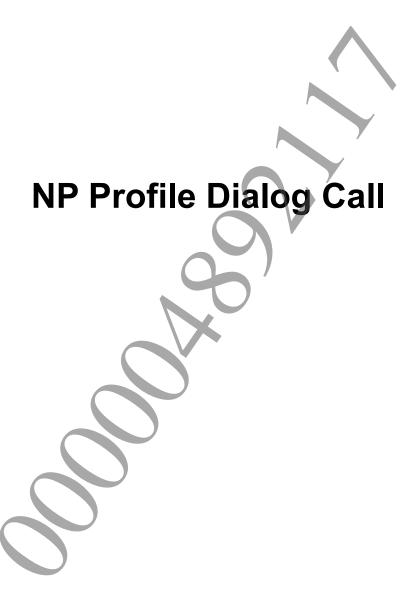# NP Profile Dialog Reference

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NP Profile Dialog Call

sceNpProfileDialogParamInit

Macro for call parameter initialization

Definition

```
#include <np_profile_dialog.h>
static inline
void sceNpProfileDialogParamInit(SceNpProfileDialogParam *param)
{
        sceClibMemset(param, 0x0, sizeof(SceNpProfileDialogParam));
        _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 Profile 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

```
SceNpProfileDialogParam param;
sceNpProfileDialogParamInit(&param);

param.mode = SCE_NP_PROFILE_DIALOG_MODE_NORMAL;
if (sceNpProfileDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

SceNpProfileDialogParam

sceNpProfileDialogInit

Call various features of NP Profile Dialog

Definition

```
#include <np_profile_dialog.h>
SceInt32 sceNpProfileDialogInit(
        const SceNpProfileDialogParam *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 _UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function calls the NP Profile Dialog feature.

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

In *param*, specify the call parameter structure for which the call mode was set.

Be sure to set values for *param* after performing initialization with the sceNpProfileDialogParamInit() 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 Profile Dialog feature is terminated by calling sceNpProfileDialogTerm().

Examples

```
SceNpProfileDialogParam param;

sceNpProfileDialogParamInit( &param );
param.mode = SCE_NP_PROFILE_DIALOG_MODE_NORMAL;
if ( sceNpProfileDialogInit( &param ) < 0 ) {
        // error
}
```

See Also

```
SceNpProfileDialogParam,sceNpProfileDialogParamInit(),
sceNpProfileDialogGetStatus()
```

SceNpProfileDialogParam

Structure for calling NP Profile Dialog

Definition

```
#include <np_profile_dialog.h>
typedef struct SceNpProfileDialogParam {
        SceUInt32 sdkVersion;
        SceCommonDialogParam commonParam;
        SceNpProfileDialogMode mode;
        SceNpId npid;
        SceChar8 reserved[32];
} SceNpProfileDialogParam;
```

Members

sdkVersion	SDK version
commonParam	Common parameters for Common Dialogs
mode	Calling mode (details below)
npid	Value of the SceNpId type ID of the player to display
reserved	Reserved area (fill with all 0s)

Description

This is a structure passed to sceNpProfileDialogInit() to display NP Profile Dialog. Use sceNpProfileDialogParamInit() to initialize it.

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

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

NP Profile Dialog, info bar is displayed regardless of the value specified in *commonParam.infobarParam*.

Specify background color information in ARGB format (0 - 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 - 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*. Currently one of the following values is input.
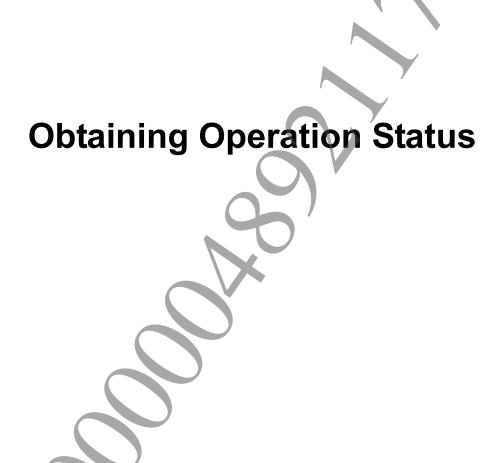
Value	(Number)	Description
SCE_NP_PROFILE_DIALOG_MODE_NORMAL	1	Normal display mode

The SceNpId type ID of the player to display must be set to *npid*.

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

See Also

sceNpProfileDialogParamInit()

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Obtaining Operation Status

sceNpProfileDialogGetStatus

Get operation status of NP Profile Dialog

Definition

```
#include <np_profile_dialog.h>
SceCommonDialogStatus sceNpProfileDialogGetStatus()
```

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

Description

This function obtains the operation status of NP Profile Dialog.

The default value of the operation status is SCE_COMMON_DIALOG_STATUS_NONE.

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

The operation status of NP Profile Dialog will not change to SCE_COMMON_DIALOG_STATUS_FINISHED before either the user finishes (or cancels) player selection or sceNpProfileDialogAbort() is called.

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

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

Examples

```
SceCommonDialogStatus stat = sceNpProfileDialogGetStatus();
```

See Also

```
sceNpProfileDialogInit(),sceNpProfileDialogAbort(),
sceNpProfileDialogGetResult(),sceNpProfileDialogTerm()
```

Obtaining NP Profile Dialog Call Result

sceNpProfileDialogGetResult

Get call result of NP Profile Dialog

Definition

```
#include <np_profile_dialog.h>
SceInt32 sceNpProfileDialogGetResult(
        SceNpProfileDialogResult *result
)
```

Arguments

result   Stores the 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 *result* 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 Profile Dialog.

This function can be called only while the operation status of NP Profile 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 sceNpProfileDialogGetStatus() section.

The call result of NP Profile Dialog is stored in *result*. For details on the call result, refer to the
SceNpProfileDialogResult section.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceNpProfileDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
              SceNpProfileDialogResult result;
              sceClibMemset( &result, 0, sizeof(result) );
              if( 0 > sceNpProfileDialogGetResult( &result ) ) {
                     // error
              }
              sceNpProfileDialogTerm();
              break;
        }
}
```

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See Also

SceNpProfileDialogResult,sceNpProfileDialogGetStatus()

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SceNpProfileDialogResult

Structure for obtaining NP Profile Dialog call result

Definition

```
#include <np_profile_dialog.h>
typedef struct SceNpProfileDialogResult {
        SceInt32 result;
        SceUInt8 reserved[32];
} SceNpProfileDialogResult;
```

Members

result   Stores the call result (details below)
reserved Reserved area (fill with all 0s)

Description

This structure receives the NP Profile Dialog call result. It is passed to
`sceNpProfileDialogGetResult()`. Fill it with all 0s during initialization.

The call result of NP Profile Dialog is stored in *result*. In the case of success, one of the following positive values is stored.
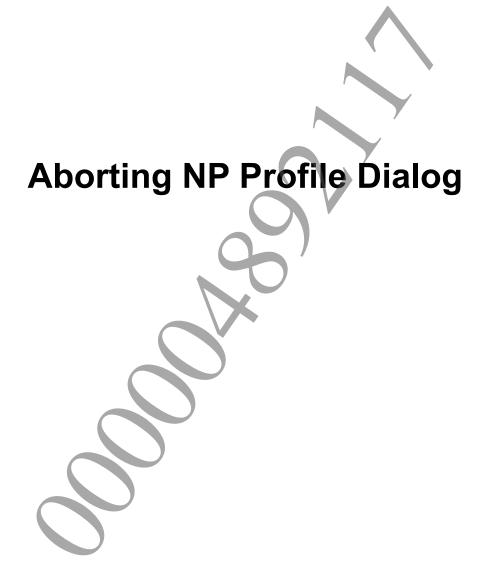
Value	(Number)	Description
SCE_COMMON_DIALOG_RESULT_ OK	0x0	User closed NP Profile Dialog
SCE_COMMON_DIALOG_RESULT_ USER_CANCELED	0x1	(This value will not be stored)
SCE_COMMON_DIALOG_RESULT_ ABORTED	0x2	Aborted through sceNpProfileDialogAbort()

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

See Also

```
sceNpProfileDialogInit(),sceNpProfileDialogAbort(),
sceNpProfileDialogGetResult(),SceNpProfileDialogParam
```

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Aborting NP Profile Dialog

sceNpProfileDialogAbort

Abort call of NP Profile Dialog

Definition

```
#include <np_profile_dialog.h>
SceInt32 sceNpProfileDialogAbort()
```

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	sceNpProfileDialogInit() is not called
SCE_COMMON_DIALOG_ERROR _UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function aborts calling of NP Profile Dialog.

It can be called at any time between when sceNpProfileDialogInit() is called and sceNpProfileDialogTerm() 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 Profile 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 sceNpProfileDialogGetStatus() section.

When NP Profile Dialog is closed with this function, calling sceNpProfileDialogGetResult() returns the following.

```
SceNpProfileDialogResult.result  :SCE_COMMON_DIALOG_RESULT_ABORTED
```
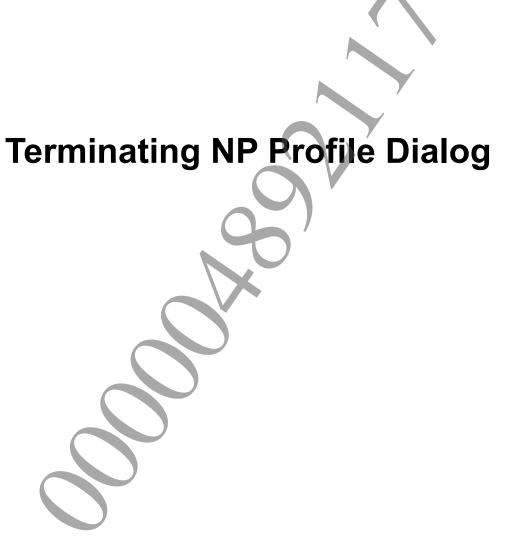
This function is used to abort the NP Profile Dialog display, for example when an urgent interrupt must be processed.

Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceNpProfileDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_RUNNING ) {
            if( need_abort ) {
                    sceNpProfileDialogAbort();
                    break;
            }
        }
        else if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            sceNpProfileDialogTerm();
            break;
        }
}
```

See Also

```
sceNpProfileDialogGetStatus(),sceNpProfileDialogGetResult()
```

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Terminating NP Profile Dialog

sceNpProfileDialogTerm

Terminate call of NP Profile Dialog

Definition

```
#include <np_profile_dialog.h>
SceInt32 sceNpProfileDialogTerm()
```

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	sceNpProfileDialogInit() is not called
SCE_COMMON_DIALOG_ERROR _UNEXPECTED_FATAL	0x8002047F	Internal error

Description

This function terminates calling of NP Profile Dialog. Calling must be terminated with this function after NP Profile Dialog has been called with sceNpProfileDialogInit().

This function can be called only while the operation status of NP Profile 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 Profile 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 sceNpProfileDialogGetStatus() section.
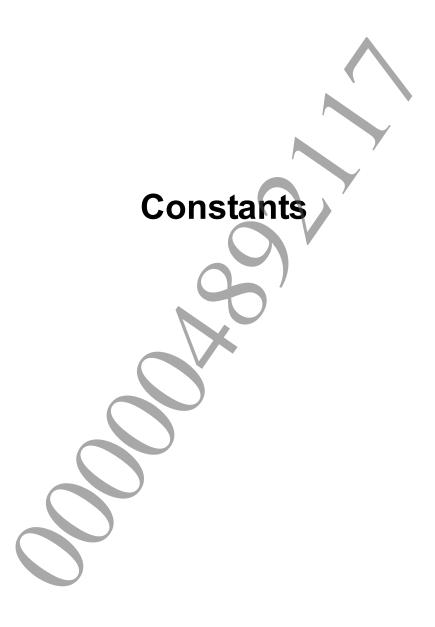
Examples

```
SceCommonDialogStatus stat;

while(1) {
        stat = sceNpProfileDialogGetStatus();
        if( stat == SCE_COMMON_DIALOG_STATUS_FINISHED ) {
            sceNpProfileDialogTerm();
            break;
        }
}
```

See Also

sceNpProfileDialogInit(),sceNpProfileDialogGetStatus()

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Constants

Return Codes

List of return codes returned by NP Profile 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	sceNpProfileDialogInit() is not called
SCE_COMMON_DIALOG_ERROR_UNEXPECTED_FATAL	0x8002047F	Internal error
SCE_NP_PROFILE_DIALOG_ERROR_INVALID_PARAM	0x80101f01	Invalid value was set
SCE_NP_PROFILE_DIALOG_ERROR_REQUIRED_MODULES_NOT_LOADED	0x80101f02	Necessary module is not loaded
SCE_NP_PROFILE_DIALOG_ERROR_NOT_SIGNED_IN	0x80101f03	Not signed in
SCE_NP_PROFILE_DIALOG_ERROR_LACK_OF_LIBHTTP_POOL_SIZE	0x80100f04	Remaining amount of the libhttp memory pool is insufficient
SCE_NP_PROFILE_DIALOG_ERROR_LACK_OF_LIBSSL_POOL_SIZE	0x80100f05	Remaining amount of the libssl memory pool is insufficient