

NP Basic Library Reference

© 2015 Sony Computer Entertainment Inc.
All Rights Reserved.
SCE Confidential

Table of Contents

Initialization/Termination	3
sceNpBasicInit	4
sceNpBasicTerm	5
Sending/Receiving InGame Data Messages.....	6
SceNpBasicInGameDataMessageEventHandler	7
SceNpBasicInGameDataMessage	8
sceNpBasicSendInGameDataMessage.....	9
sceNpBasicRegisterInGameDataMessageHandler	10
sceNpBasicUnregisterInGameDataMessageHandler	11
sceNpBasicCheckCallback	12
Recording/Obtaining Shared Play History.....	13
SceNpBasicPlaySessionLogType	14
SceNpBasicPlaySessionLogDescription.....	15
SceNpBasicPlaySessionLog.....	16
sceNpBasicRecordPlaySessionLog.....	17
sceNpBasicGetPlaySessionLogSize	18
sceNpBasicGetPlaySessionLog	19
Join Game Acknowledgment	20
SceNpBasicJoinGameAckRequestEventHandler	21
SceNpBasicJoinGameAckResponseType.....	22
SceNpBasicJoinGameAckResponse.....	23
sceNpBasicRegisterJoinGameAckHandler	24
sceNpBasicUnregisterJoinGameAckHandler	25
sceNpBasicJoinGameAckResponseSend	26
Constants	27
Various Constants Used by NP Basic Library	28
Error Codes Used by NP Basic Library.....	29

Initialization/Termination

000004892117

SCE CONFIDENTIAL

sceNpBasicInit

Initialize the NP Basic library

Definition

```
#include <np_basic.h>
int sceNpBasicInit(
    void *opt
);
```

Arguments

opt Option (reserved for future extension; specify NULL)

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_UNKNOWN	Unknown error
SCE_NP_BASIC_ERROR_ALREADY_INITIALIZED	The NP Basic library is already initialized

Description

This function initializes the NP Basic library.

Notes

This function is not multithread safe.

Because this function entails communication between processes on the system process side in order to request processing to the system process, this function can block other processes for a long period of time depending on the system process load. Do not call this function from a thread onto which you do not want the effects of the system process load (the rendering thread, for example).

See Also

sceNpBasicTerm()

sceNpBasicTerm

Terminate the NP Basic library

Definition

```
#include <np_basic.h>
int sceNpBasicTerm(void);
```

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_UNKNOWN	Unknown error
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized

Description

This function terminates the NP Basic library.

Notes

This function is not multithread safe.

Because this function entails communication between processes on the system process side in order to request processing to the system process, this function can block other processes for a long period of time depending on the system process load. Do not call this function from a thread onto which you do not want the effects of the system process load (the rendering thread, for example).

See Also

sceNpBasicInit()

Sending/Receiving InGame Data Messages

SCE CONFIDENTIAL

SceNpBasicInGameDataMessageEventHandler

Event handler of the InGame data message

Definition

```
#include <np_basic.h>
typedef void (*SceNpBasicInGameDataMessageEventHandler) (
    const SceNpId *from,
    const SceNpBasicInGameDataMessage *message,
    void *userdata
);
```

Arguments

<i>from</i>	Message sender
<i>message</i>	Message
<i>userdata</i>	User data at the time of handler registration

Return Values

None

Description

This is an event handler for notifying incoming InGame data messages.

Notes

Copy data received with this handler to a game-side memory area while this handler is being called, as they cannot be accessed after leaving this handler.

SCE CONFIDENTIAL

SceNpBasicInGameDataMessage

InGame data message

Definition

```
#include <np_basic.h>
struct SceNpBasicInGameDataMessage {
    SceUInt8 data[SCE_NP_BASIC_IN_GAME_MESSAGE_SIZE_MAX];
    SceSize dataSize;
};
```

Members

data Arbitrary data
dataSize Actual data size

Description

This represents the InGame data message sent by the game.

SCE CONFIDENTIAL

sceNpBasicSendInGameDataMessage

Send InGame data message

Definition

```
#include <np_basic.h>
int sceNpBasicSendInGameDataMessage (
    const SceNpId *to,
    const SceNpBasicInGameDataMessage *message
);
```

Arguments

to Message address
message Message to be sent

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized
SCE_NP_BASIC_ERROR_BUSY	Busy state (sending frequency is too high)
SCE_NP_BASIC_ERROR_NOT_READY_TO_COMMUNICATE	Handler and NP Communication ID have not been registered
SCE_NP_BASIC_ERROR_INVALID_ARGUMENT	Invalid argument
SCE_NP_BASIC_ERROR_SIGNED_OUT	Signed-out
SCE_NP_BASIC_ERROR_NOT_ONLINE	Not online
SCE_NP_BASIC_ERROR_UNKNOWN	Unknown error

Description

This function sends an InGame data message to a specified address. It is also possible to specify an addressee other than a friend. The message will not be saved on the server. Messages will reach recipients satisfying the following conditions.

- (1) The recipient is using the NP Basic library
- (2) The recipient is using the same NP Communication ID
- (3) The recipient's NP service state is "online"

SCE CONFIDENTIAL

sceNpBasicRegisterInGameDataMessageHandler

Register an event handler for InGame data messages

Definition

```
#include <np_basic.h>
int sceNpBasicRegisterInGameDataMessageHandler (
    const SceNpBasicInGameDataMessageEventHandler handler,
    const SceNpCommunicationId *commId,
    void *userdata
);
```

Arguments

handler InGame data message event handler
commId NP Communication ID
userdata Arbitrary data to pass to the handler

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized
SCE_NP_BASIC_ERROR_NO_COMM_ID_SUPPLIED	The <i>commId</i> argument is NULL, and the NP Communication ID was not specified from <i>sceNpInit()</i>
SCE_NP_BASIC_ERROR_INVALID_ARGUMENT	<i>handler</i> is NULL

Description

This function registers an event handler for InGame data messages.

Notes

This function is not multithread safe.

Because this function entails communication between processes on the system process side in order to request processing to the system process, this function can block other processes for a long period of time depending on the system process load. Do not call this function from a thread onto which you do not want the effects of the system process load (the rendering thread, for example).

When the NP Communication ID is not specified to *commId*, the NP Communication ID specified upon the call of *sceNpInit()* of the NP library will be used.

See Also

sceNpBasicUnregisterInGameDataMessageHandler(), *sceNpBasicCheckCallback()*

SCE CONFIDENTIAL

sceNpBasicUnregisterInGameDataMessageHandler

Unregister the event handler for InGame data messages

Definition

```
#include <np_basic.h>
int sceNpBasicUnregisterInGameDataMessageHandler(void);
```

Arguments

None

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized

Description

This function unregisters the event handler for InGame data messages.

Notes

This function is not multithread safe.

Because this function entails communication between processes on the system process side in order to request processing to the system process, this function can block other processes for a long period of time depending on the system process load. Do not call this function from a thread onto which you do not want the effects of the system process load (the rendering thread, for example).

See Also

sceNpBasicRegisterInGameDataMessageHandler()

SCE CONFIDENTIAL

sceNpBasicCheckCallback

Check callback

Definition

```
#include <np_basic.h>
int sceNpBasicCheckCallback(void);
```

Arguments

None

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized

Description

This function is for checking event occurrences. Call this function regularly after registering an event handler using `sceNpBasicRegisterInGameDataMessageHandler()`. If an event has occurred, the event handler for that event will be called.

Notes

This function is not multithread safe.

The event handler will be executed in the context of the thread that calls this function.

See Also

`sceNpBasicRegisterInGameDataMessageHandler()`

Recording/Obtaining Shared Play History

SCE CONFIDENTIAL

SceNpBasicPlaySessionLogType

Shared play type

Definition

```
#include <np_basic.h>
enum SceNpBasicPlaySessionLogType {
    SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_INVALID = -1,
    SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_ALL = 0,
    SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_BY_NP_COMM_ID = 1,
    SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_MAX = 2
};
```

Enumeration Values

Value	(Number)	Description
SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_INVALID	-1	Invalid type
SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_ALL	0	Shared play history of all titles
SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_BY_NP_COMM_ID	1	Shared play history filtered with the same NP Communication ID
SCE_NP_BASIC_PLAY_SESSION_LOG_TYPE_MAX	2	Maximum

Description

This enumerated type represents the type of shared play history.

SCE CONFIDENTIAL

SceNpBasicPlaySessionLogDescription

Shared play history description

Definition

```
#include <np_basic.h>
struct SceNpBasicPlaySessionLogDescription {
    char text[SCE_NP_BASIC_PLAY_SESSION_DESCRIPTION_SIZE_MAX];
};
```

Members

text Text describing the shared play history

Description

This structure represents a description of shared play history. It can be used for the purpose of describing gameplay, such as, the contents of a game session, quest names, level names, etc.

SceNpBasicPlaySessionLog

Shared play history

Definition

```
#include <np_basic.h>
struct SceNpBasicPlaySessionLog {
    SceRtcTick date;
    SceNpId withWhom;
    SceNpCommunicationId commId;
    char title[SCE_NP_BASIC_TITLE_SIZE_MAX];
    SceNpBasicPlaySessionLogDescription description;
};
```

Members

<i>date</i>	Date played
<i>withWhom</i>	Players with whom the game was played
<i>commId</i>	NP Communication ID at the time of play
<i>title</i>	Title of the game played
<i>description</i>	Shared play history description

Description

This structure represents shared play history.

000004892117

SCE CONFIDENTIAL

sceNpBasicRecordPlaySessionLog

Record shared play history

Definition

```
#include <np_basic.h>
int sceNpBasicRecordPlaySessionLog(
    const SceNpId *withWhom,
    const SceNpBasicPlaySessionLogDescription *description
);
```

Arguments

<i>withWhom</i>	Player with whom the same online game session was played
<i>description</i>	Session description

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized
SCE_NP_BASIC_ERROR_INVALID_ARGUMENT	Invalid argument
SCE_NP_BASIC_ERROR_UNKNOWN	Unknown error
SCE_NP_BASIC_ERROR_NO_COMM_ID_SUPPLIED	NP Communication ID has not been supplied

Description

This function records play history shared with the specified users. When this function is called, the library supplements the time of calling and the called game title. These are recorded in the system's database along with *withWhom* and *description* as shared play history. The recorded shared play history can be obtained with `sceNpBasicGetPlaySessionLog()`, and is also displayed on system software applications (ex. Friends application).

Notes

Do not call this function from the rendering thread, as it entails flash writing.

See Also

`sceNpBasicGetPlaySessionLog()`, `sceNpBasicGetPlaySessionLogSize()`

SCE CONFIDENTIAL

sceNpBasicGetPlaySessionLogSize

Obtain the size of shared play history

Definition

```
#include <np_basic.h>
int sceNpBasicGetPlaySessionLogSize (
    SceNpBasicPlaySessionLogType type,
    SceSize *size
);
```

Arguments

type Shared play history type
size Shared play history size

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized
SCE_NP_BASIC_ERROR_INVALID_ARGUMENT	Invalid argument
SCE_NP_BASIC_ERROR_UNKNOWN	Unknown error
SCE_NP_BASIC_ERROR_NO_COMM_ID_SUPPLIED	NP Communication ID has not been supplied

Description

This function obtains the number of shared plays.

Notes

Do not call this function from the rendering thread, as it entails flash reading.

See Also

sceNpBasicRecordPlaySessionLog()

SCE CONFIDENTIAL

sceNpBasicGetPlaySessionLog

Obtain shared play history

Definition

```
#include <np_basic.h>
int sceNpBasicGetPlaySessionLog (
    SceNpBasicPlaySessionLogType type,
    unsigned int index,
    SceNpBasicPlaySessionLog *log
);
```

Arguments

<i>type</i>	Shared play history type
<i>index</i>	Index to be obtained
<i>log</i>	Address for storing obtained shared play history

Return Values

The main error codes are shown below. Note, however, that the application must not malfunction even if other error codes are returned.

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized
SCE_NP_BASIC_ERROR_INVALID_ARGUMENT	Invalid argument
SCE_NP_BASIC_ERROR_UNKNOWN	Unknown error
SCE_NP_BASIC_ERROR_NO_COMM_ID_SUPPLIED	NP Communication ID has not been provided

Description

This function obtains shared play history.

Notes

Do not call this function from the rendering thread, as it entails flash reading.

See Also

sceNpBasicRecordPlaySessionLog()

Join Game Acknowledgment

SCE CONFIDENTIAL

SceNpBasicJoinGameAckRequestEventHandler

Event handler for the join game acknowledgment request received event (cannot be used)

Definition

```
#include <np_basic.h>
typedef void (*SceNpBasicJoinGameAckRequestEventHandler) (
    const SceNpId fromNpId,
    void *userdata
);
```

Arguments

fromNpId NP ID of user issuing the join game acknowledgment request
userdata User data set upon registering the event handler

Return Values

None

Description

In accordance with the removal of the InGame presence setting feature, NP Basic library APIs related to join game acknowledgement are currently disabled.
Applications must not use this API.

SCE CONFIDENTIAL

SceNpBasicJoinGameAckResponseType

Join game acknowledgment response types (cannot be used)

Definition

```
#include <np_basic.h>
enum SceNpBasicJoinGameAckResponseType {
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_UNKNOWN = 0,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_ALLOW = 1,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_DENY = 2,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_DENY_FULL = 3,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_DENY_WITH_REASON = 4,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_SYSTEM_ERROR_TIMEOUT = 5,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_SYSTEM_ERROR_GENERAL = 6,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_SYSTEM_ERROR_GAME_DOES_NOT_EXIST = 7,
    SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_MAX = 8
};
```

Enumeration Values

Value	(Number)	Description
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_UNKNOWN	0	Unknown
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_ALLOW	1	Allow to Join
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_DENY	2	Not allowed to join
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_DENY_FULL	3	Not allowed to join because the game is currently full
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_DENY_WITH_REASON	4	Not allowed to join, with supplied text to be displayed
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_SYSTEM_ERROR_TIMEOUT	5	System timeout of join game acknowledgment request. Value only used by system
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_SYSTEM_ERROR_GENERAL	6	System error of join game acknowledgment request. Value only used by system
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_SYSTEM_ERROR_GAME_DOES_NOT_EXIST	7	System error indicating game does not exist. Value only used by the system
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_MAX	8	Max enum value for SceNpBasicJoinGameAckResponseType

Description

In accordance with the removal of the InGame presence setting feature, NP Basic library APIs related to join game acknowledgement are currently disabled.

Applications must not use this API.

SCE CONFIDENTIAL

SceNpBasicJoinGameAckResponse

Structure containing join game acknowledgment response information (cannot be used)

Definition

```
#include <np_basic.h>
struct SceNpBasicJoinGameAckResponse {
    SceNpId npId;
    SceNpBasicJoinGameAckResponseType type;
    char denyReason[SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_DENY_REASON_SIZE_MAX];
};
```

Members

<i>npId</i>	NP ID to send response to
<i>type</i>	Join game acknowledgment response type
<i>denyReason</i>	Supplied Deny reason when <code>SceNpBasicJoinGameAckResponseType</code> set to <code>SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_TYPE_DENY_WITH_REASON</code>

Description

In accordance with the removal of the InGame presence setting feature, NP Basic library APIs related to join game acknowledgement are currently disabled.

Applications must not use this API.

SCE CONFIDENTIAL

sceNpBasicRegisterJoinGameAckHandler

Register the join game acknowledgment request handler (cannot be used)

Definition

```
#include <np_basic.h>
int sceNpBasicRegisterJoinGameAckHandler(
    SceNpBasicJoinGameAckRequestEventHandler handler,
    void *userdata
);
```

Arguments

handler Event handler for join game acknowledgment request events
userdata Any user data to pass to the event handler

Return Values

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized
SCE_NP_BASIC_ERROR_ALREADY_INITIALIZED	A join game acknowledgment request handler is already registered

Description

In accordance with the removal of the InGame presence setting feature, NP Basic library APIs related to join game acknowledgement are currently disabled.

Applications must not use this API.

SCE CONFIDENTIAL

sceNpBasicUnregisterJoinGameAckHandler

Unregister the join game acknowledgment request handler (cannot be used)

Definition

```
#include <np_basic.h>
int sceNpBasicUnregisterJoinGameAckHandler(void);
```

Arguments

None

Return Values

Value	Description
SCE_OK	Successful
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized

Description

In accordance with the removal of the InGame presence setting feature, NP Basic library APIs related to join game acknowledgement are currently disabled.

Applications must not use this API.

SCE CONFIDENTIAL

sceNpBasicJoinGameAckResponseSend

Sends a join game acknowledgment response (cannot be used)

Definition

```
#include <np_basic.h>
int sceNpBasicJoinGameAckResponseSend(
    const SceNpBasicJoinGameAckResponse *response
);
```

Arguments

response Join game acknowledgment response information

Return Values

Value	Description
SCE_OK	Successful completion
SCE_NP_BASIC_ERROR_UNKNOWN	Unknown error
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	The NP Basic library has not been initialized
SCE_NP_BASIC_ERROR_JOIN_GAME_ACK_REQUEST_INVALID	There is no join game acknowledgment pending request corresponding to NP ID of the response
SCE_NP_BASIC_ERROR_INVALID_ARGUMENT	Invalid argument
SCE_NP_BASIC_ERROR_JOIN_GAME_ACK_REQUEST_TIMEOUT	The request has timed out
SCE_NP_BASIC_ERROR_JOIN_GAME_ACK_REQUEST_CANCELED	The request has been canceled by the client

Description

In accordance with the removal of the InGame presence setting feature, NP Basic library APIs related to join game acknowledgement are currently disabled.
Applications must not use this API.

Constants

000004892117

SCE CONFIDENTIAL

Various Constants Used by NP Basic Library

Various constants used by the NP Basic library

Definition

Value	(Number)	Description
SCE_NP_BASIC_TITLE_SIZE_MAX	128	Maximum size of title name
SCE_NP_BASIC_IN_GAME_MESSAGE_SIZE_MAX	512	Maximum size of InGame data messages
SCE_NP_BASIC_PLAY_SESSION_DESCRIPTION_SIZE_MAX	512	Maximum size of shared play history description
SCE_NP_BASIC_JOIN_GAME_REQUEST_TIMEOUT_SEC	30	The time for a join game acknowledgment request to timeout
SCE_NP_BASIC_JOIN_GAME_ACK_RESPONSE_DENY_REASON_SIZE_MAX	128	Maximum size of join game acknowledgment deny reason messages

Error Codes Used by NP Basic Library

List of error codes returned by the NP Basic library

Definition

Value	(Number)	Description
SCE_NP_BASIC_ERROR_BASE	0x80551d00	Base error code of the NP Basic library
SCE_NP_BASIC_ERROR_UNKNOWN	0x80551d01	Unknown error
SCE_NP_BASIC_ERROR_INVALID_ARGUMENT	0x80551d02	Invalid argument
SCE_NP_BASIC_ERROR_OUT_OF_MEMORY	0x80551d03	There is not enough memory
SCE_NP_BASIC_ERROR_NOT_INITIALIZED	0x80551d04	Not initialized
SCE_NP_BASIC_ERROR_ALREADY_INITIALIZED	0x80551d05	Already initialized
SCE_NP_BASIC_ERROR_SIGNED_OUT	0x80551d06	Signed-out
SCE_NP_BASIC_ERROR_NOT_ONLINE	0x80551d07	Not online
SCE_NP_BASIC_ERROR_DATA_NOT_FOUND	0x80551d08	Searched data cannot be found
SCE_NP_BASIC_ERROR_BUSY	0x80551d09	Busy state
SCE_NP_BASIC_ERROR_NOT_READY_TO_COMMUNICATE	0x80551d0a	Not ready for communication
SCE_NP_BASIC_ERROR_NO_COMM_ID_SUPPLIED	0x80551d0b	NP Communication ID has not been supplied
SCE_NP_BASIC_ERROR_IPC_QUEUE_OVERFLOWED	0x80551d0c	Queue for communication between processes overflows (this error code returns through SceNpServiceStateCallback)
SCE_NP_BASIC_ERROR_NO_NP_COMM_ID_IN_PARAM_SFO	0x80551d0e	NP Communication ID is not written in param.sfo
SCE_NP_BASIC_ERROR_JOIN_GAME_ACK_REQUEST_TIMEDOUT	0x80551d0f	Response was sent on a timed out join game acknowledgment request
SCE_NP_BASIC_ERROR_JOIN_GAME_ACK_REQUEST_CANCELED	0x80551d10	Response was sent on a canceled join game acknowledgment request
SCE_NP_BASIC_ERROR_JOIN_GAME_ACK_REQUEST_INVALID	0x80551d11	Response was sent on a invalid join game acknowledgment request
SCE_NP_BASIC_ERROR_NO_JOIN_GAME_ACK_HANDLER	0x80551d12	Join game acknowledgment feature was set without registering handler