Tw Dialog Overview

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1 Library Overview

Purpose and Features

The Tw Dialog library is a library that supports the sending of Tweets from applications to Twitter. By using the Tw Dialog library, applications can easily prompt users to Tweet with specified first Tweet strings and attached images.

The Tw Dialog library is one of the functions in the Common Dialog library. It conceals GUI display and user operations handling. The usage flow is as follows: first, call the dialog specifying displaying content; then, monitor shut-down of the dialog by polling; finally, obtain call results.

Main Functions

The main functions offered by the Tw Dialog library are as follows:

- Function for obtaining the authentication information (access tokens) required when tweeting
- Function for displaying dialog for tweeting and for sending Tweets

Embedding into a Program

Include tw_dialog.h in the source program. Various header files will be automatically included as well.

The PRX module need not be loaded.

Upon building the program, link libSceCommonDialog_stub.a.

Sample Program

The following program is provided as a Tw Dialog library sample program for reference purposes.

- sample_code/system/api_twitter_dialog/fixed_basic/
  This sample program shows the basic usage of Tw Dialog.

Related Documents

It is possible to delete an already registered account and to specify Tweet usage on the application level. For details on these settings, refer to the following document.

- System Software Overview

For the common limitations, specifications, etc., of the Common Dialog library, refer to the following document.
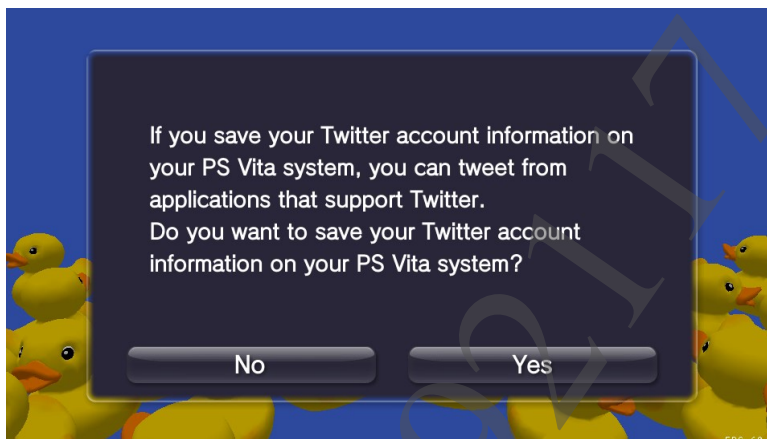
- Common Dialog Overview

2 Tw Dialog Screen

This chapter explains the screen that is displayed with Tw Dialog.

Account Registration Confirmation Dialog

If Tw Dialog is called in a state where a Twitter account has not been registered on the PlayStation®Vita, the following dialog will be displayed.
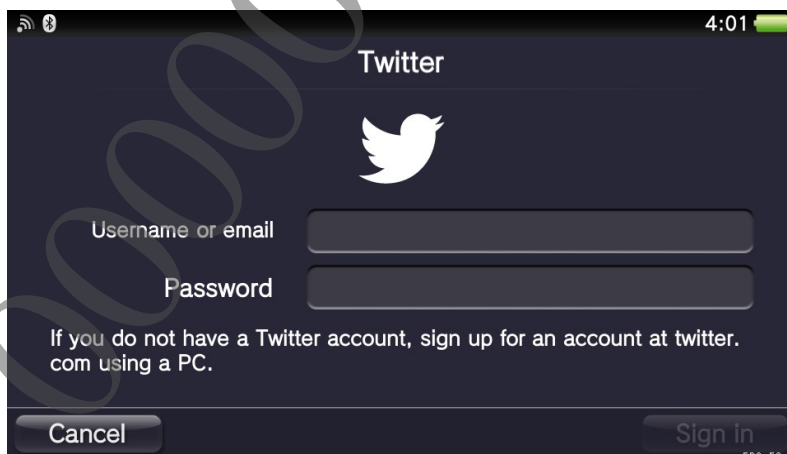
Figure 1 Account Registration Confirmation Dialog
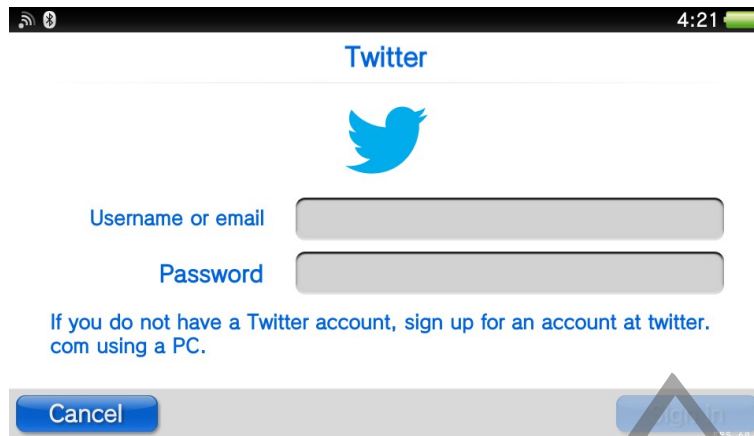

Twitter Login Screen

When the user agreement is obtained with the account registration confirmation dialog, the following screen will be displayed.

Figure 2 Twitter Login Screen (No Input)

The screen colors can be changed as follows by specifying the parameters.

- Background color (SceTwDialogParam.*commonParam*.*bgColor*): white (255, 255, 255, 255)

- Text color (SceTwDialogSpecParam.*charColor*): blue (0, 99, 220)

- Buttons colored the same (SceTwDialogSpecParam.*buttonIsCharColor*): Yes (true)

- Logo color (SceTwDialogSpecParam.*logoColor*): light blue (SCE_TW_DIALOG_LOGO_LIGHTBLUE)

Figure 3 Twitter Login Screen (White)

Tap an input field and the onscreen keyboard will appear.

Figure 4 Twitter Login Screen (Onscreen Keyboard)

When the input is complete, close the onscreen keyboard with the ⌄ button in the lower left.

Tap the **Sign in** button, and the Tweet screen will be displayed when log-in is successful.
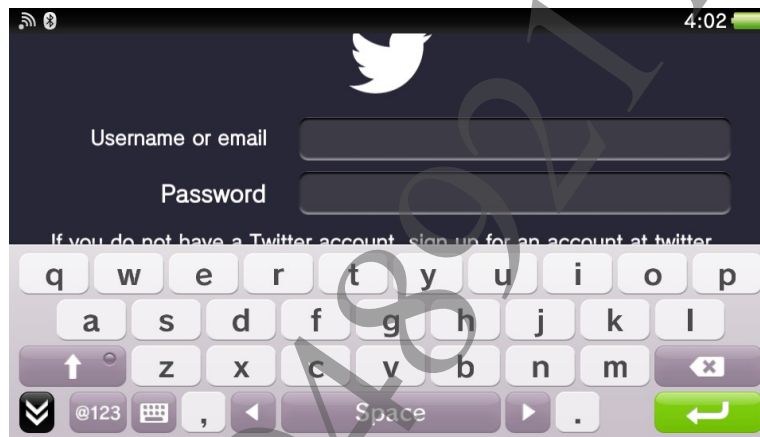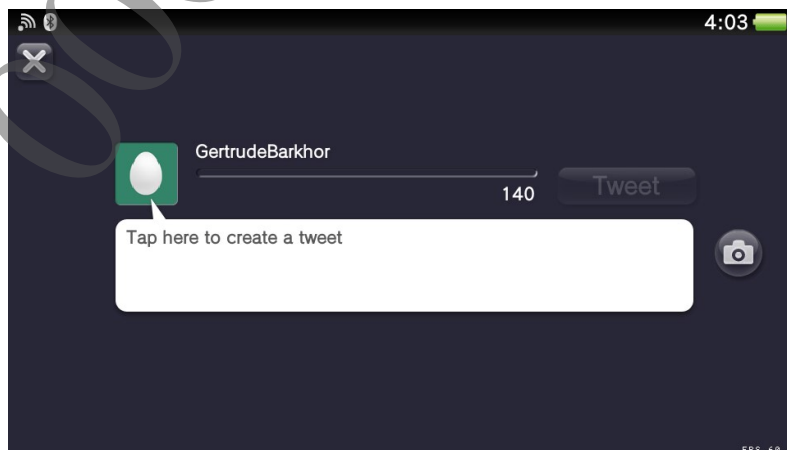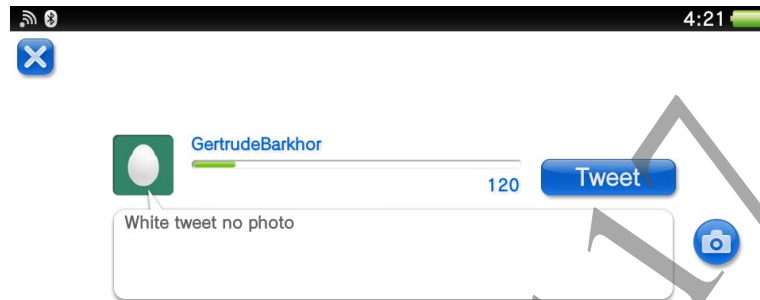
Tweet Screen

Figure 5 Tweet Screen (No Input)

The screen colors can be changed as follows by specifying the parameters.

- Background color (SceTwDialogParam.*commonParam*.*bgColor*): white (255, 255, 255, 255)
- Text color (SceTwDialogSpecParam.*charColor*): blue (0, 99, 220)
- Buttons colored the same (SceTwDialogSpecParam.*buttonIsCharColor*): Yes (true)
- Logo color (SceTwDialogSpecParam.*logoColor*): light blue (SCE_TW_DIALOG_LOGO_LIGHTBLUE)

Figure 6 Tweet Screen (White)

Tap the bubble and the onscreen keyboard will appear, allowing input of the message to tweet.

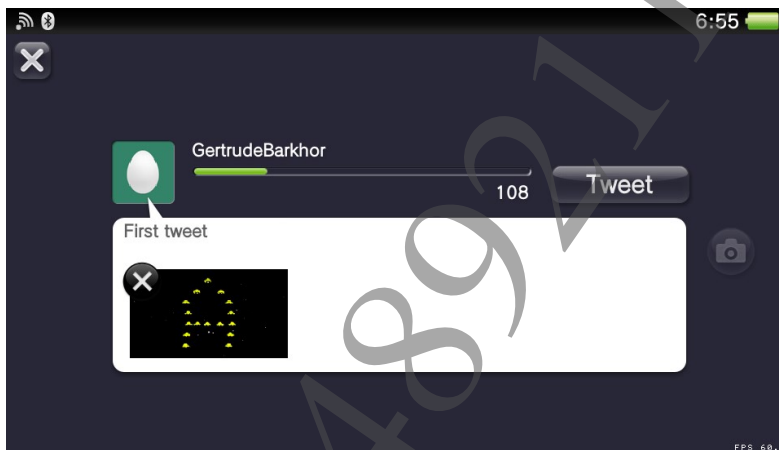**Figure 7 Tweet Screen (Onscreen Keyboard)**
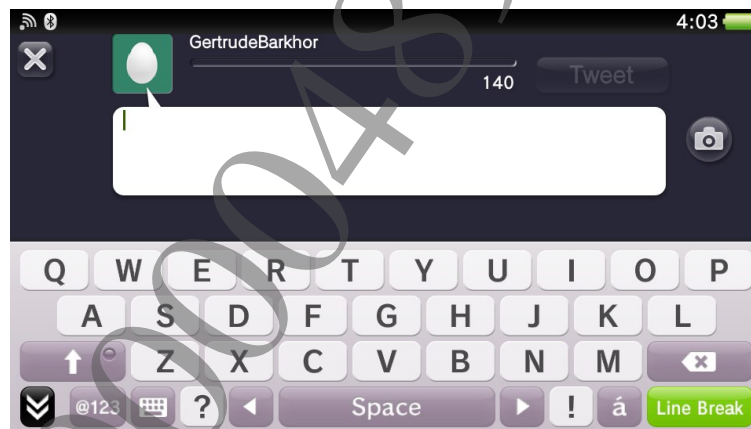
Tap the button on the right of the bubble and the photo import screen will be displayed. It will be possible to select a photo saved in the PlayStation®Vita and attach it to a Tweet.

Figure 8 Photo Import Screen

Figure 9 Tweet Screen (with Image Attachment)

The image attachment can be deleted with the **cross** button on the upper left of the image.

Press the **Tweet** button to send the Tweet.

First Message and First Image Attachment Specification

When the application calls sceTwDialogInit() with the first message (*tweetMsgStr*) and image attachment (*imageFilePath*) specified, a screen similar to the following will be displayed.

Figure 10 Tweet Screen (with First Message and First Image Attachment)
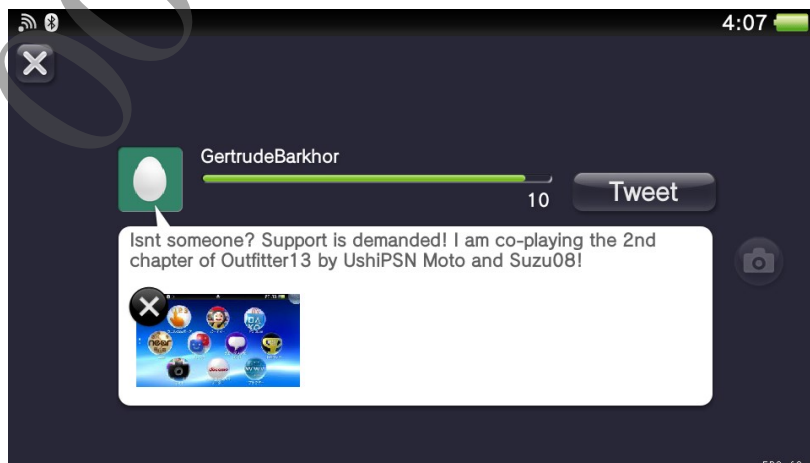
Sending Dialog

During data sending, the following dialog will be displayed.

Figure 11 Sending Dialog

Error Dialog

When an error occurs, an error dialog will be displayed. The text in parentheses is the error details.

Figure 12 Error (duplicate)

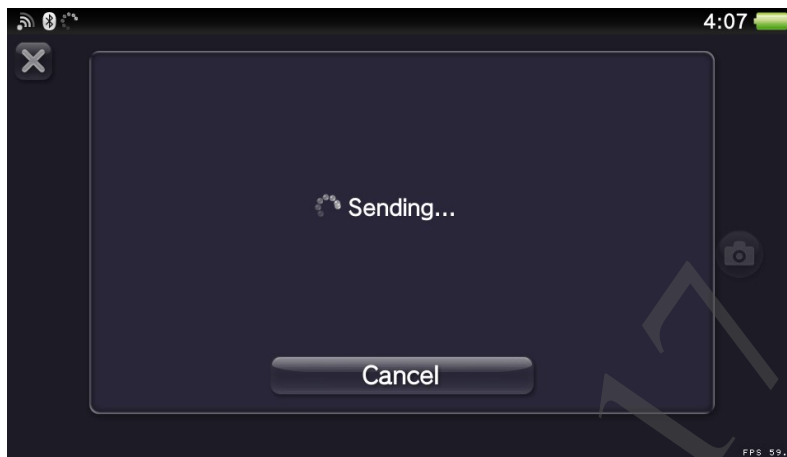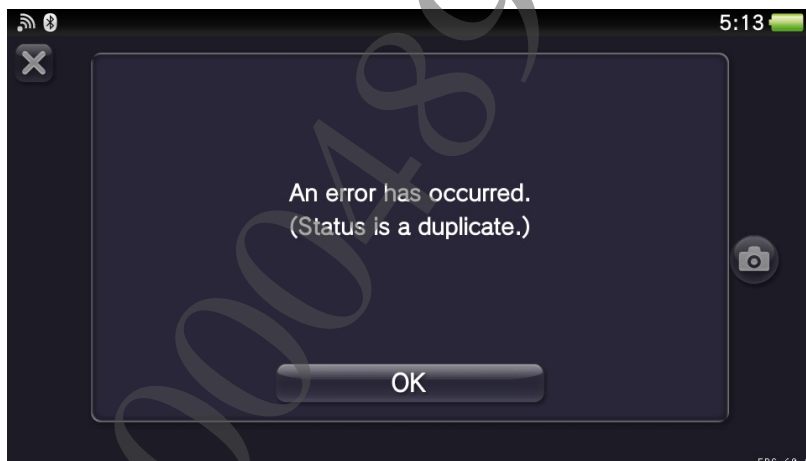When attempting to use Tw Dialog with an account that is not allowed to use chat features, the following dialog will be displayed.

Figure 13 Usage of Forbidden Feature
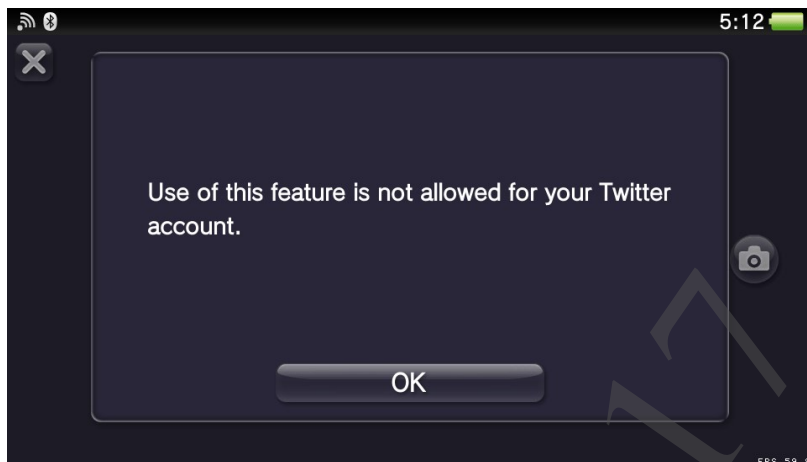
After closing the error dialog with the **OK** button, the screen will change back to the Tweet screen or the application screen depending on the error type.

Individual Application Usage Permission Confirmation Dialog

It is possible to forbid individual applications from using Twitter in **Settings -> PSN℠ -> Twitter**. If set so that an application is forbidden from accessing Twitter, the following dialog will be displayed before the Tweet screen is displayed.

Figure 14 Individual Application Usage Permission Confirmation Dialog

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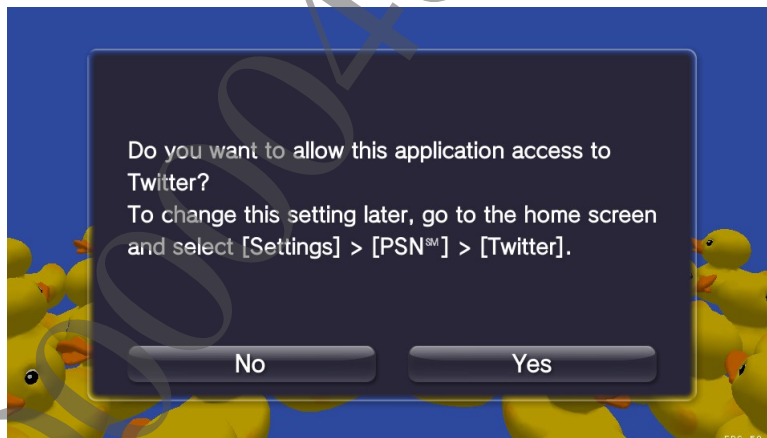
3 **Usage Procedure**

Preparations Performed by Users

It is not possible to obtain a Twitter account using Tw Dialog. Before using Tweets in an application, users must obtain a Twitter account.

To confirm a Twitter account registered to a PlayStation®Vita, select **Settings -> PSN℠ -> Twitter** in the system software.

If Tw Dialog is called when Twitter account information has not been registered to the PlayStation®Vita, the Twitter account registration confirmation dialog will display. When the user inputs their account information in the dialog, the account information will be registered to the PlayStation®Vita, and the processing will continue.

Note
To delete the information of a Twitter account already registered to a PlayStation®Vita, select **Settings -> PSN℠ -> Twitter -> Delete Account Information** in the system software.

param File Configuration

In order for an application to be able to use Tw Dialog, check the **Use Tw dialog** checkbox for the **App Setting** button of the Param File Editor. For details, refer to the "App Setting Button" section of the "Param File Editor User's Guide" document.

Note that this setting is not required when starting an application from the development host computer or when starting from ★**APP_HOME**. The individual application usage permission confirmation dialog will not be displayed.

Libraries to Be Loaded and Initialized Beforehand

In order to use the Tw Dialog library, the following APIs must be called in advance to load (and initialize) each NET, HTTP, and NP module. For details, refer to each applicable library document.

- sceSysmoduleLoadModule(SCE_SYSMODULE_NET);
- sceSysmoduleLoadModule(SCE_SYSMODULE_HTTPS);
- sceSysmoduleLoadModule(SCE_SYSMODULE_NP);

The following initialization functions must be called in advance.

- sceNetInit();
- sceNetCtlInit();
- sceSslInit();
- sceHttpInit();
- sceAppUtilPhotoMount();

  Specify the photo0: device for the first image, or if the 📷 button is enabled (*forbidAttachPhoto*:SCE_FALSE) then sceAppUtilPhotoMount() will be required.

Basic Usage Procedure

The basic procedure to call the Tw Dialog library is described below. The processing flow is outlined below.
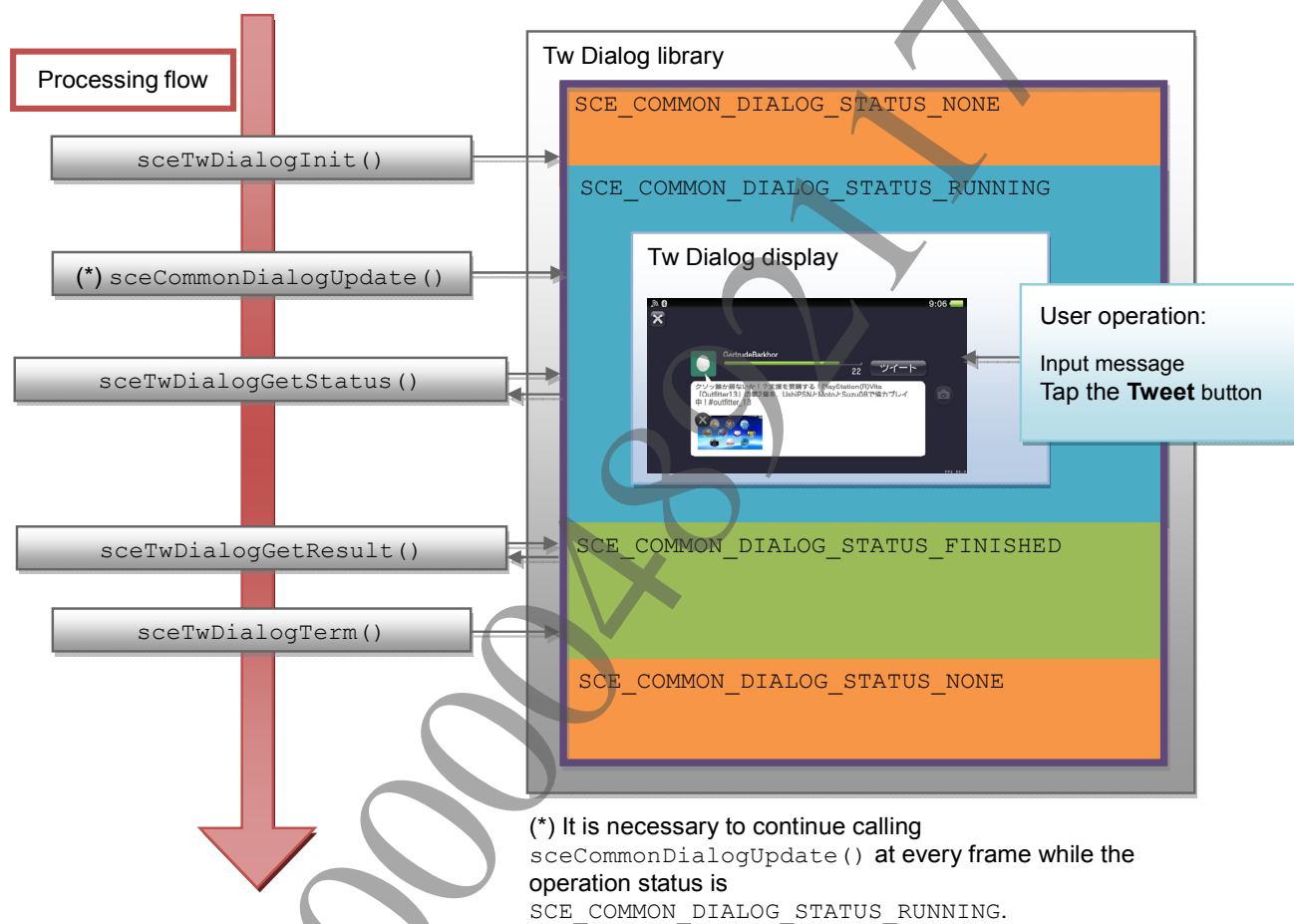
(1) Initialize the library

(2) Calling the Tw Dialog function

(3) Waiting for the response from the dialog

(4) Obtaining the call results

(5) Terminating the processing

Figure 15 Basic Processing Procedure

(*) It is necessary to continue calling `sceCommonDialogUpdate()` at every frame while the operation status is `SCE_COMMON_DIALOG_STATUS_RUNNING`.

Tw Dialog Call Procedure

(1) Initialize the library

First, prepare the `SceTwDialogParam` type variable and initialize it with `sceTwDialogParamInit()`. Afterward, set the values for operation mode (*mode*) and the corresponding Tw Dialog display details parameter structure `SceTwDialogSpecParam`. Before setting the individual values in the Tw Dialog display details parameter structure, be sure to initialize with `sceTwDialogSpecParamInit()`.

(2) Calling the Tw Dialog function

Call a Tw Dialog function with `sceTwDialogInit()`. Specify the `SceTwDialogParam` type variable set in (1) as the argument. When the call is successful, the Tweet screen or Twitter login screen will display depending on the operation mode value specified for the argument.

(3) Waiting for the response from the dialog

Call `sceTwDialogGetStatus()` to poll the operation status of Tw Dialog at each frame.

> **Note**
> `sceCommonDialogUpdate()` must be called at every frame while the operation status is
> `SCE_COMMON_DIALOG_STATUS_RUNNING`. For details, refer to the "Common Dialog Overview"
> document.

`SCE_COMMON_DIALOG_STATUS_RUNNING` is returned as the operation status while Tw Dialog is displayed, so wait until `SCE_COMMON_DIALOG_STATUS_FINISHED` is returned.

In the following cases, the operation status will be `SCE_COMMON_DIALOG_STATUS_FINISHED` due to user operation.

- Tweeting was performed in Tw Dialog and the sending is complete.
- The dialog was closed with the **close** button in Tw Dialog.

(4) Obtaining the call results

When the operation status changes to `SCE_COMMON_DIALOG_STATUS_FINISHED`, the results can be obtained with `sceTwDialogGetResult()`.

The results that can be obtained include the operation mode at initialization and the call result.

(5) Terminating the processing

When the result has been obtained, call `sceTwDialogTerm()` to terminate the processing. As a result, the resources allocated at initialization are released, and the operation status becomes `SCE_COMMON_DIALOG_STATUS_NONE`.

Aborting the Processing

When quitting an application, etc., to abort the display of Tw Dialog from the application side on an emergency basis, call `sceTwDialogAbort()`.

The operation status after the termination processing when Tw Dialog is forcefully terminated will be `SCE_COMMON_DIALOG_STATUS_FINISHED`.

During this operation status, the call result can be obtained using `sceTwDialogGetResult()`. `SCE_COMMON_DIALOG_RESULT_ABORTED` is returned as obtained call result.

Afterward, call `sceTwDialogTerm()` as with normal termination processing.

Main APIs Used for Basic Processing

API	Description
SceTwDialogParam	Tw Dialog call parameter structure
SceTwDialogSpecParam	Tw Dialog display details parameter structure
sceTwDialogParamInit()	Tw Dialog call parameter initialization macro function
sceTwDialogSpecParamInit()	Tw Dialog display details parameter initialization macro function
sceTwDialogInit()	Calls each Tw Dialog feature
sceTwDialogGetStatus()	Obtains the Tw Dialog operation status
sceTwDialogGetResult()	Obtains the Tw Dialog call result
sceTwDialogTerm()	Terminates the Tw Dialog call
sceTwDialogAbort()	Aborts the Tw Dialog call

4 Precautions

Restrictions for Image Attachments

The following restrictions exist for images that can be attached by applications for Tweets with Tw Dialog.

Image Size Limit

1980 pixels wide x 1080 pixels tall

File Size Limit

2 MiB when uncompressed

Image Format

JPG or PNG

File Extension

- .jpg or .jpeg when the image format is JPG
- .png when the image format is PNG

The extension can be uppercase or lowercase. If any of these restrictions are violated, an error dialog will be displayed in the Tweet screen, and the Tweet will not have an image attachment.

Other Restrictions

Common Dialog limitations apply.