I ··· Game program writes value
O ··· Value is written from utility
IO ··· Game program sets pointer, and value is written from utility to that pointer

Members Used by Save Data Utility Types

Types Supporting Multiple Calls (Unprotected Files)

TYPE	Types Supporting Multiple Calls MC_				
SceUtilitySavedataParam	CREATEDATA_NORMALFILE	WRITE_NORMALFILE	READ_NORMALFILE	REMOVE_NORMALFILE	
SceUtilityParamBase **base**	(Common)	(Common)	(Common)	(Common)	Utility parameter structure common attributes (common with other utilities)
int **type**	I	I	I	I	Startup type
unsigned int **bind**	—	—	O	—	Bind decision result
unsigned int **overWriteMode**	—	I	—	I	Content information file overwrite mode
char **titleId** [ ]	I	I	I	I	Product number
char **userId** [ ]	I	I	I	I	User ID
char (***pUserIds**)[ ]	—	—	—	—	
char **fileName** [ ]	I	I	I	I	Data file name
void ***pDataBuf**	I	I	IO	—	Pointer to data file buffer
unsigned int **dataBufSize**	I	I	I	—	Size of data file buffer
unsigned int **dataFileSize**	I	I	O	—	Data file size
SceUtilitySDSystemFileParam **systemFile**					PARAM.SFO
char **title** [ ]	I	I	O	I	Title
char **savedataTitle** [ ]	I	I	O	I	Save data title
char **detail** [ ]	I	I	O	I	Detail information
unsigned char **parentalLev**	I	I	O	I	Parental lock level
unsigned char **typeWriteRemoveUpdateParam**	—	I	—	I	Update parameter specification flag
SceUtilitySDExtFile **icon0** , **icon1** , **pic1** , **snd0**					For content information files
void ***pDataBuf**	I	I	IO	I	Pointer to data
unsigned int **dataBufSize**	I	I	I	I	Buffer size
unsigned ing **dataFileSize**	I	I	O	I	File size
SceUtilitySavedataListSaveNewData ***pNewData**	—	—	—	—	Empty save data information for list selection save
unsigned int **initFocus**	—	—	—	—	Initial focus position for list selection type
int **abortedStatus**	O	O	O	O	status when utility was forcibly terminated
SceUtilitySavedataMsFreeSize ***pMs**	—	—	—	—	For getting free space on Memory Stick™
SceUtilitySavedataMsDataSize ***pMsData**	—	—	—	—	For getting size of save data on Memory Stick™
char **titleId**	—	—	—	—	Product number
char **userId**	—	—	—	—	User ID
unsigned int **cluster**	—	—	—	—	Number of clusters
unsigned int **sizeKB**	—	—	—	—	Size (in kilobytes)
char **sizeSizeKB** [ ]	—	—	—	—	Size string
unsigned int **size32KB**	—	—	—	—	Size (in kilobytes) … Always 32-kilobyte clusters
char **sizeSize32Str** [ ]	—	—	—	—	Size string … Always 32-kilobyte clusters
SceUtilitySavedataUtilityDataSize ***pUtilityData**	—	—	—	—	For getting expected save data size in SceUtilitySavedataParam structure
RuntimeLibrary Release 2.0.0 Extension					
unsigned char **secureFileId** [ ]	—	—	—	—	Protected data file ID
SceUtilitySavedataVersion **dataVersion**	I	I	I	I	Version of save data format to be accessed
SceUtilitySavedataMultiCallStatus **mcStatus**	I	I	I	I	Multi call status
SceUtilitySavedataUserIdList ***pUserIdList**	—	—	—	—	For getting save data user ID list
unsigned int **userIdMax**	—	—	—	—	Maximum number of list items
unsigned int **userIdNum**	—	—	—	—	Number of list items acquired
SceUtilitySDUserIdStat ***pUserIds**	—	—	—	—	Save data user ID list
SceUtilitySavedataFileList ***pFileList**	—	—	—	—	For getting file list
unsigned int **secureFileMax**	—	—	—	—	Maximum number of list items of protected data files
unsigned int **normalFileMax**	—	—	—	—	Maximum number of list items of unprotected data files
unsigned int **systemFileMax**	—	—	—	—	Maximum number of list items of PARAM.SFO or content information files
unsigned int **secureFileNum**	—	—	—	—	Number of list items of protected data files acquired
unsigned int **normalFileNum**	—	—	—	—	Number of list items of unprotected data files acquired
unsigned int **systemFileNum**	—	—	—	—	Number of list items of PARAM.SFO or content information files acquired
SceUtilitySDFileStat ***pSecureFiles**	—	—	—	—	Protected data file list
SceUtilitySDFileStat ***pNormalFiles**	—	—	—	—	Unprotected data file list
SceUtilitySDFileStat ***pSystemFiles**	—	—	—	—	PARAM.SFO or content information file list
SceUtilitySavedataCheckSize ***pCheckSize**	—	—	—	—	For save data saving decision
unsigned int **secureFileNum**	—	—	—	—	Number of protected data files
unsigned int **normalFileNum**	—	—	—	—	Number of unprotected data files
SceUtilitySDFileStat2 ***pSecureFiles**	—	—	—	—	Protected data file list
SceUtilitySDFileStat2 ***pNormalFiles**	—	—	—	—	Unprotected data file list
unsigned int **msClusterSizeByte**	—	—	—	—	Memory Stick™ cluster size (in bytes)
unsigned int **msFreeCluster**	—	—	—	—	Number of free clusters on Memory Stick™
unsigned int **msFreeSizeKB**	—	—	—	—	Amount of free space on Memory Stick™ (in kilobytes)
char **msFreeSizeStr** [ ]	—	—	—	—	String indicating amount of free space on Memory Stick™
unsigned int **createNeedSizeKB**	—	—	—	—	Amount of space needed (in kilobytes) … When creating new data
char **createNeedSizeStr** [ ]	—	—	—	—	String indicating amount of space needed … When creating new data
unsigned int **overwriteNeedSizeKB**	—	—	—	—	Amount of space needed (in kilobytes) … When overwriting
char **overwriteNeedSizeStr** [ ]	—	—	—	—	String indicating amount of space needed … When overwriting

I … Game program writes value
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Members Used by Save Data Utility Types
PSP™ Programmer Tool Runtime Library Release 6.3.0

Single Call Types

TYPE	Single Call Types											
SceUtilitySavedataParam	LOAD	SAVE	SINGLEDELETE	DELETE	LISTLOAD	LISTSAVE	LISTDELETE	AUTOLOAD	AUTOSAVE	AUTODELETE	SIZES	
SceUtilityParamBase **base**	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	Utility parameter structure common attributes (common with other utilities)
int **type**	I	I	I	I	I	I	I	I	I	I	I	Startup type
unsigned int **bind**	O	—	—	—	O	—	—	O	—	—	—	Bind decision result
unsigned int **overWriteMode**	—	I	—	—	—	I	—	—	I	—	—	Content information file overwrite mode
char **titleId** [ ]	I	I	I	—	I	I	I	I	I	I	I	Product number
char **userId** [ ]	I	I	I	—	O (I *1)	O (I *1)	O (I *1)	I	I	I	I	User ID (*1) When initFocus is SCE_UTILITY_SAVEDATA_INITFOCUS_USERID
char (***pUserIds**)[ ]	—	—	—	—	I	I	I	—	—	—	—	
char **fileName** [ ]	I	I	—	—	I	I	—	I	I	—	I	Data file name
void ***pDataBuf**	IO	I	—	—	IO	I	—	IO	I	—	I	Pointer to data file buffer
unsigned int **dataBufSize**	I	I	—	—	I	I	—	I	I	—	I	Size of data file buffer
unsigned int **dataFileSize**	O	I	—	—	O	I	—	O	I	—	I	Data file size
SceUtilitySDSystemFileParam **systemFile**												PARAM.SFO
char **title** [ ]	O	I	—	—	O	I	—	O	I	—	—	Title
char **savedataTitle** [ ]	O	I	—	—	O	I	—	O	I	—	—	Save data title
char **detail** [ ]	O	I	—	—	O	I	—	O	I	—	—	Detail information
unsigned char **parentalLev**	O	I	—	—	O	I	—	O	I	—	—	Parental lock level
unsigned char **typeWriteRemoveUpdateParam**	—	—	—	—	—	—	—	—	—	—	—	Update parameter specification flag
SceUtilitySDExtFile **icon0** , **icon1** , **pic1** , **snd0**												Content information files
void ***pDataBuf**	IO	I	—	—	IO	I	—	IO	I	—	I	Pointer to data
unsigned int **dataBufSize**	I	I	—	—	I	I	—	I	I	—	I	Buffer size
unsigned ing **dataFileSize**	O	I	—	—	O	I	—	O	I	—	I	File size
SceUtilitySavedataListSaveNewData ***pNewData**	—	I	—	—	—	I	—	—	—	—	—	Empty save data information for list selection save
unsigned int **initFocus**	—	—	—	—	I	I	I	—	—	—	—	Initial focus position for list selection type
int **abortedStatus**	O	O	O	O	O	O	O	O	O	O	O	status when utility was forcibly terminated
SceUtilitySavedataMsFreeSize ***pMs**	—	—	—	—	—	—	—	—	—	—	IO	For getting free space on Memory Stick™
SceUtilitySavedataMsDataSize ***pMsData**	—	—	—	—	—	—	—	—	—	—	IO	For getting size of save data on Memory Stick™
char **titleId**	—	—	—	—	—	—	—	—	—	—	I	Product number
char **userId**	—	—	—	—	—	—	—	—	—	—	I	User ID
unsigned int **cluster**	—	—	—	—	—	—	—	—	—	—	O	Number of clusters
unsigned int **sizeKB**	—	—	—	—	—	—	—	—	—	—	O	Size (in kilobytes)
char **sizeSizeKB** [ ]	—	—	—	—	—	—	—	—	—	—	O	Size string
unsigned int **size32KB**	—	—	—	—	—	—	—	—	—	—	O	Size (in kilobytes) … Always 32-kilobyte clusters
char **sizeSize32Str** [ ]	—	—	—	—	—	—	—	—	—	—	O	Size string … Always 32-kilobyte clusters
SceUtilitySavedataUtilityDataSize ***pUtilityData**	—	—	—	—	—	—	—	—	—	—	IO	For getting expected save data size in SceUtilitySavedataParam structure
RuntimeLibrary Release 2.0.0 Extension												
unsigned char **secureFileId** [ ]	I	I	—	—	I	I	—	I	I	—	—	Protected data file ID
SceUtilitySavedataVersion **dataVersion**	I	I	I	—	I	I	I	I	I	—	—	Version of save data format to be accessed
SceUtilitySavedataMultiCallStatus **mcStatus**	—	—	—	—	—	—	—	—	—	—	—	Multi call status
SceUtilitySavedataUserIdList ***pUserIdList**	—	—	—	—	—	—	—	—	—	—	—	For getting save data user ID list
unsigned int **userIdMax**	—	—	—	—	—	—	—	—	—	—	—	Maximum number of list items
unsigned int **userIdNum**	—	—	—	—	—	—	—	—	—	—	—	Number of list items acquired
SceUtilitySDUserIdStat ***pUserIds**	—	—	—	—	—	—	—	—	—	—	—	Save data user ID list
SceUtilitySavedataFileList ***pFileList**	—	—	—	—	—	—	—	—	—	—	—	For getting file list
unsigned int **secureFileMax**	—	—	—	—	—	—	—	—	—	—	—	Maximum number of list items of protected data files
unsigned int **normalFileMax**	—	—	—	—	—	—	—	—	—	—	—	Maximum number of list items of unprotected data files
unsigned int **systemFileMax**	—	—	—	—	—	—	—	—	—	—	—	Maximum number of list items of PARAM.SFO or content information files
unsigned int **secureFileNum**	—	—	—	—	—	—	—	—	—	—	—	Number of list items of protected data files acquired
unsigned int **normalFileNum**	—	—	—	—	—	—	—	—	—	—	—	Number of list items of unprotected data files acquired
unsigned int **systemFileNum**	—	—	—	—	—	—	—	—	—	—	—	Number of list items of PARAM.SFO or content information files acquired
SceUtilitySDFileStat ***pSecureFiles**	—	—	—	—	—	—	—	—	—	—	—	Protected data file list
SceUtilitySDFileStat ***pNormalFiles**	—	—	—	—	—	—	—	—	—	—	—	Unprotected data file list
SceUtilitySDFileStat ***pSystemFiles**	—	—	—	—	—	—	—	—	—	—	—	PARAM.SFO or content information file list
SceUtilitySavedataCheckSize ***pCheckSize**	—	—	—	—	—	—	—	—	—	—	—	For save data saving decision
unsigned int **secureFileNum**	—	—	—	—	—	—	—	—	—	—	—	Number of protected data files
unsigned int **normalFileNum**	—	—	—	—	—	—	—	—	—	—	—	Number of unprotected data files
SceUtilitySDFileStat2 ***pSecureFiles**	—	—	—	—	—	—	—	—	—	—	—	Protected data file list
SceUtilitySDFileStat2 ***pNormalFiles**	—	—	—	—	—	—	—	—	—	—	—	Unprotected data file list
unsigned int **msClusterSizeByte**	—	—	—	—	—	—	—	—	—	—	—	Memory Stick™ cluster size (in bytes)
unsigned int **msFreeCluster**	—	—	—	—	—	—	—	—	—	—	—	Number of free clusters on Memory Stick™
unsigned int **msFreeSizeKB**	—	—	—	—	—	—	—	—	—	—	—	Amount of free space on Memory Stick™ (in kilobytes)
char **msFreeSizeStr** [ ]	—	—	—	—	—	—	—	—	—	—	—	String indicating amount of free space on Memory Stick™
unsigned int **createNeedSizeKB**	—	—	—	—	—	—	—	—	—	—	—	Amount of space needed (in kilobytes) … When creating new data
char **createNeedSizeStr** [ ]	—	—	—	—	—	—	—	—	—	—	—	String indicating amount of space needed … When creating new data
unsigned int **overwriteNeedSizeKB**	—	—	—	—	—	—	—	—	—	—	—	Amount of space needed (in kilobytes) … When overwriting
char **overwriteNeedSizeStr** [ ]	—	—	—	—	—	—	—	—	—	—	—	String indicating amount of space needed … When overwriting

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IO	··· Game program sets pointer, and value is written from utility to that pointer

Members Used by Save Data Utility Types

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Types Supporting Multiple Calls

TYPE			Types Supporting Multiple Calls MC_						
SceUtilitySavedataParam	CREATEDATA_SECUREFILE	WRITE_SECUREFILE	READ_SECUREFILE	REMOVE_SECUREFILE	DELETEDATA	USERIDLIST	FILELIST	CHECKSIZE	
SceUtilityParamBase **base**	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	(Common)	Utility parameter structure common attributes (common with other utilities)
int **type**	I	I	I	I	I	I	I	I	Startup type
unsigned int **bind**	—	—	O	—	—	—	O	—	Bind decision result
unsigned int **overWriteMode**	—	I	—	I	—	—	—	I	Content information file overwrite mode
char **titleId** [ ]	I	I	I	I	I	I	I	I	Product number
char **userId** [ ]	I	I	I	I	I	I	I	I	User ID
char (***pUserIds**)[ ]	—	—	—	—	—	—	—	—	
char **fileName** [ ]	I	I	I	I	—	—	—	—	Data file name
void ***pDataBuf**	I	I	IO	—	—	—	—	—	Pointer to data file buffer
unsigned int **dataBufSize**	I	I	I	—	—	—	—	—	Size of data file buffer
unsigned int **dataFileSize**	I	I	O	—	—	—	—	—	Data file size
SceUtilitySDSystemFileParam **systemFile**									PARAM.SFO
char **title** [ ]	I	I	O	I	—	—	—	—	Title
char **savedataTitle** [ ]	I	I	O	I	—	—	—	—	Save data title
char **detail** [ ]	I	I	O	I	—	—	—	—	Detail information
unsigned char **parentalLev**	I	I	O	I	—	—	—	—	Parental lock level
unsigned char **typeWriteRemoveUpdateParam**	—	I	—	I	—	—	—	—	Update parameter specification flag
SceUtilitySDExtFile **icon0** , **icon1** , **pic1** , **snd0**									For content information files
void ***pDataBuf**	I	I	IO	I	—	—	—	I	Pointer to data
unsigned int **dataBufSize**	I	I	I	I	—	—	—	I	Buffer size
unsigned ing **dataFileSize**	I	I	O	I	—	—	—	I	File size
SceUtilitySavedataListSaveNewData ***pNewData**	—	—	—	—	—	—	—	—	Empty save data information for list selection save
unsigned int **initFocus**	—	—	—	—	—	—	—	—	Initial focus position for list selection type
int **abortedStatus**	O	O	O	O	O	O	O	O	status when utility was forcibly terminated
SceUtilitySavedataMsFreeSize ***pMs**	—	—	—	—	—	—	—	—	For getting free space on Memory Stick™
SceUtilitySavedataMsDataSize ***pMsData**	—	—	—	—	—	—	—	—	For getting size of save data on Memory Stick™
char **titleId**	—	—	—	—	—	—	—	—	Product number
char **userId**	—	—	—	—	—	—	—	—	User ID
unsigned int **cluster**	—	—	—	—	—	—	—	—	Number of clusters
unsigned int **sizeKB**	—	—	—	—	—	—	—	—	Size (in kilobytes)
char **sizeSizeKB** [ ]	—	—	—	—	—	—	—	—	Size string
unsigned int **size32KB**	—	—	—	—	—	—	—	—	Size (in kilobytes) … Always 32-kilobyte clusters
char **sizeSize32Str** [ ]	—	—	—	—	—	—	—	—	Size string … Always 32-kilobyte clusters
SceUtilitySavedataUtilityDataSize ***pUtilityData**	—	—	—	—	—	—	—	—	For getting expected save data size in SceUtilitySavedataParam structure
RuntimeLibrary Release 2.0.0 Extension									
unsigned char **secureFileId** [ ]	I	I	I	—	—	—	—	—	Protected data file ID
SceUtilitySavedataVersion **dataVersion**	I	I	I	I	—	—	I	—	Version of save data format to be accessed
SceUtilitySavedataMultiCallStatus **mcStatus**	I	I	I	I	I	I	I	I	Multi call status
SceUtilitySavedataUserIdList ***pUserIdList**	—	—	—	—	—	IO	—	—	For getting save data user ID list
unsigned int **userIdMax**	—	—	—	—	—	I	—	—	Maximum number of list items
unsigned int **userIdNum**	—	—	—	—	—	O	—	—	Number of list items acquired
SceUtilitySDUserIdStat ***pUserIds**	—	—	—	—	—	IO	—	—	Save data user ID list
SceUtilitySavedataFileList ***pFileList**	—	—	—	—	—	—	IO	—	For getting file list
unsigned int **secureFileMax**	—	—	—	—	—	—	I	—	Maximum number of list items of protected data files
unsigned int **normalFileMax**	—	—	—	—	—	—	I	—	Maximum number of list items of unprotected data files
unsigned int **systemFileMax**	—	—	—	—	—	—	I	—	Maximum number of list items of PARAM.SFO or content information files
unsigned int **secureFileNum**	—	—	—	—	—	—	O	—	Number of list items of protected data files acquired
unsigned int **normalFileNum**	—	—	—	—	—	—	O	—	Number of list items of unprotected data files acquired
unsigned int **systemFileNum**	—	—	—	—	—	—	O	—	Number of list items of PARAM.SFO or content information files acquired
SceUtilitySDFileStat ***pSecureFiles**	—	—	—	—	—	—	IO	—	Protected data file list
SceUtilitySDFileStat ***pNormalFiles**	—	—	—	—	—	—	IO	—	Unprotected data file list
SceUtilitySDFileStat ***pSystemFiles**	—	—	—	—	—	—	IO	—	PARAM.SFO or content information file list
SceUtilitySavedataCheckSize ***pCheckSize**	—	—	—	—	—	—	—	IO	For save data saving decision
unsigned int **secureFileNum**	—	—	—	—	—	—	—	I	Number of protected data files
unsigned int **normalFileNum**	—	—	—	—	—	—	—	I	Number of unprotected data files
SceUtilitySDFileStat2 ***pSecureFiles**	—	—	—	—	—	—	—	I	Protected data file list
SceUtilitySDFileStat2 ***pNormalFiles**	—	—	—	—	—	—	—	I	Unprotected data file list
unsigned int **msClusterSizeByte**	—	—	—	—	—	—	—	O	Memory Stick™ cluster size (in bytes)
unsigned int **msFreeCluster**	—	—	—	—	—	—	—	O	Number of free clusters on Memory Stick™
unsigned int **msFreeSizeKB**	—	—	—	—	—	—	—	O	Amount of free space on Memory Stick™ (in kilobytes)
char **msFreeSizeStr** [ ]	—	—	—	—	—	—	—	O	String indicating amount of free space on Memory Stick™
unsigned int **createNeedSizeKB**	—	—	—	—	—	—	—	O	Amount of space needed (in kilobytes) … When creating new data
char **createNeedSizeStr** [ ]	—	—	—	—	—	—	—	O	String indicating amount of space needed … When creating new data
unsigned int **overwriteNeedSizeKB**	—	—	—	—	—	—	—	O	Amount of space needed (in kilobytes) … When overwriting
char **overwriteNeedSizeStr** [ ]	—	—	—	—	—	—	—	O	String indicating amount of space needed … When overwriting