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**Guide for Developers**

**Android native toolbar widget**

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Document History

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# Introduction

The purpose of this document is to provide a description of how a developer can use a Widget to control the native Android toolbar. There will be instructions on how to use the three provided Widgets samples and some more generic instructions on how to control the toolbar

# Overview

There are three Widget samples provided, all of them for buttons:

1. openDeveloperSettings.wgt – when using this Widget as a button’s display type the button’s onClick event will trigger a function that opens the Developer Settings menu.
2. toggleToolbar.wgt – when using this Widget, you provide the button the function of showing/hiding the toolbar
3. toggleToolbarTitle.wgt – when using this Widget, you provide the button the function of showing/hiding the toolbar title part of the default toolbar layout.

# Installation

1. Copy the desired Widget (.wgt file) to the Solution folder.
2. Copy the desired Widget’s tag from the widgets.xml file to the Solution’s widgets.xml file.
3. Open your Solution and go to the Widget editor. Make sure that the Widget’s Source Template correctly points to the .wgt file you copied at the first step.
4. In your Solution add a button and set its Display Type to the desired Widget.

# Widget details

All three Widgets are hybrid widgets. This allows them to be present even in offline mode so that the user can access the Developer Settings screen at any time.

These widgets are rather simple because all they do is call a javascript function. The EdgeJavascriptInterface object provides two functions:

1. openDeveloperSettings() This takes no parameters and all it does is to open the Developer Settings Android Activity.
2. toggleView() This function takes a single string parameter. This parameter should be the ID of a View contained within the toolbar’s layout. The View IDs can be found in the custom\_toolbar\_layout.xml file which is located at <solution\_folder>\hybrid\android\res\layout\

The EdgeJavascriptInterface object is added to the web page by Cordova.

If a wrong parameter is used, nothing happens and no message is displayed.

The three sample Widgets make use of these two functions.