Host Javascript API

3.2.1.35

Generated by Doxygen 1.7.4

Fri Mar 16 2012 16:35:42

Contents

Chapter 1

Host Javascript API

1.1 Overview

The host javascript API allows users to integrate with the Solid State Networks host platform.

The usage of this API is restricted to entities which have signed a license agreement with Solid State Networks, Inc.

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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 4

Class Documentation

4.1 App Class Reference

Solid State's Application Interface.

Public Member Functions

- void attachBundle (string bundleName, string path)
- bool authorizeUrl (string url)
- string convertFromEntitizedString (string entitizedString)
- string convertToEntitizedString (string utf8string)
- void error (string message)
- string expandString (string expand)
- string getCommandLine ()
- string getConfig (string key, string defaultValue)
- string getCredential (int type, string host, string realm)
- bool getElevated ()
- bool getImplode ()
- bool getRemoveLocalStorage ()
- bool getRestart ()
- bool getRestartElevated ()
- string getRestartPatchDirectory ()
- string getRestartPatchFile ()
- bool hasBundle (string bundleName)
- void info (string message)
- void loadInterop (string fileName)
- void release ()
- void setCommandLine (string value)
- void setConfig (string key, string value)
- void setCredential (int type, string host, string realm, string username, string password)

- void setImplode (bool value)
- void setRemoveLocalStorage (bool value)
- void setRestart (bool value)
- void setRestartElevated (bool value)
- void setRestartPatchDirectory (string value)
- void setRestartPatchFile (string value)
- void warn (string message)

Public Attributes

- string instanceId
- event onBundleAttached
- event onInteropLoaded
- event onWillAuthenticateWebGetTarget
- event onWillConstructWebGetTarget
- event onWillRestart

4.1.1 Detailed Description

Solid State's Application Interface.

4.1.2 Member Function Documentation

4.1.2.1 void App.attachBundle (string *bundleName,* string *path*)

This method attaches a bundle

Parameters

bundleName	Name of bundle to be checked
path	Local location of the bundle

4.1.2.2 bool App.authorizeUrl (string *url*)

This method checks if a url is in the app config whitelist

Parameters

url	Url to be checked

Returns

true if authorized, false otherwise

4.1.2.3 string App.convertFromEntitizedString (string *entitizedString*)

This method converts an HTML entitized string into an UTF-8 string

Parameters

entitizedString	Entitized string to be converted to UTF-8

Returns

utf8 string

4.1.2.4 string App.convertToEntitizedString (string *utf8string*)

This method converts a UTF-8 string into an HTML entitized string

Parameters

utf8string	UTF-8 string to be entitized

Returns

entitized string

4.1.2.5 void App.error (string *message*)

Adds an error line to the host log file

Parameters

message	string to add to the log file

4.1.2.6 string App.expandString (string *expand*)

This method expands the string with the current macros

Parameters

expand	Name of string to be expanded

Returns

expanded string

4.1.2.7 string App.getCommandLine ( )

gets the application command line

Returns

application command line

4.1.2.8 string App.getConfig (string *key*, string *defaultValue*)

This method retrieves a config setting

Parameters

key	Name of config setting to be retrieved
defaultValue	Default value of key if nothing is found

Returns

value of key's setting

4.1.2.9 string App.getCredential (int *type*, string *host*, string *realm*)

This method retrieves a credential

Parameters

type	Type of credentail
host	Host for the credential
realm	Realm for the credentail

Returns

json object containing username and password

4.1.2.10 bool App.getElevated ( )

gets the host's current elevation status

Returns

host's current elevation status

4.1.2.11 bool App.getImplode ( )

gets the self delete on exit

Returns

self delete on exit

4.1.2.12 bool App.getRemoveLocalStorage ( )

gets the flag value to remove the local storage directory on shutdown

Returns

flag value to remove the local storage directory on shutdown

4.1.2.13 bool App.getRestart ( )

gets the flag value to restart the host

Returns

flag value to restart the host

4.1.2.14 bool App.getRestartElevated ( )

gets the flag value to elevate the restart

Returns

flag value to elevate the restart

4.1.2.15 string App.getRestartPatchDirectory ( )

gets the path to output directory for self update

Returns

path to output directory for self update

4.1.2.16 string App.getRestartPatchFile ( )

gets the path to file for self update

Returns

path to file for self update

4.1.2.17 bool App.hasBundle (string *bundleName*)

This method checks if a bundle name has already been attached

Parameters

bundleName	Name of bundle to be checked

Returns

true if attached, false otherwise

4.1.2.18 void App.info (string *message*)

Adds an information line to the host log file

Parameters

message	string to add to the log file

4.1.2.19 void App.loadInterop (string *fileName*)

This method loads an interop library

Parameters

fileName	Name of interop library to be loaded

4.1.2.20 void App.release ( )

releases the object

4.1.2.21 void App.setCommandLine (string *value*)

sets the application command line

Parameters

value	application command line

4.1.2.22 void App.setConfig (string *key,* string *value*)

This method sets a config setting

Parameters

key	Name of config setting to be retrieved
value	Value store in key parameter

4.1.2.23 void App.setCredential (int *type,* string *host,* string *realm,* string *username,* string *password*)

This method sets a credential

Parameters

type	Type of credentail
host	Host for the credentail
realm	Realm for the credentail
username	Username for the credentail
password	Password for the credentail

4.1.2.24 void App.setImplode (bool *value*)

sets the self delete on exit

Parameters

value	self delete on exit

4.1.2.25 void App.setRemoveLocalStorage (bool *value*)

sets the flag value to remove the local storage directory on shutdown

Parameters

value	flag value to remove the local storage directory on shutdown

4.1.2.26 void App.setRestart (bool *value*)

sets the flag value to restart the host

Parameters

value	flag value to restart the host

4.1.2.27 void App.setRestartElevated (bool *value*)

sets the flag value to elevate the restart

Parameters

value	flag value to elevate the restart

4.1.2.28 void App.setRestartPatchDirectory (string *value*)

sets the path to output directory for self update

Parameters

value	path to output directory for self update

4.1.2.29 void App.setRestartPatchFile (string *value*)

sets the path to file for self update

Parameters

value	path to file for self update

4.1.2.30 void App.warn (string *message*)

Adds a warning line to the host log file

Parameters

message	string to add to the log file

4.1.3 Member Data Documentation

4.1.3.1 string App.instanceId

Instance id used to bind proxy object to native object

4.1.3.2 event App.onBundleAttached

Triggered when a bundle is attached

Parameters

bundleName	name of the bundle to attach
path	path of the bundle to attach
successful	true if the attach was successful, false otherwise

4.1.3.3 event App.onInteropLoaded

Triggered when an interop library is loaded

Parameters

fileName	file name of the interop library
successful	true if the load was successful, false otherwise

4.1.3.4 event App.onWillAuthenticateWebGetTarget

This event is triggered whenever a http authentication is required

Parameters

type	type of authentication
host	host for authentication
realm	realm for authentication
username	last username attempted
password	last password attempted

Returns

string: json object continaing the username, password and cancel keys

4.1.3.5 event App.onWillConstructWebGetTarget

This event is triggered whenever a http get is attempted

Parameters

url	url for the http get

Returns

string: new url for the http get

4.1.3.6 event App.onWillRestart

Triggered when an restart is required

The documentation for this class was generated from the following file:

- app.js

4.2 Array Class Reference

Array extension.

Public Member Functions

- void forEach (function block, object context)
- void forEachReverse (function block, object context)
- int indexOf (object elt)
- void removeElement (object element)
- void removeIndex (int index)

4.2.1 Detailed Description

Array extension.

4.2.2 Member Function Documentation

4.2.2.1 void Array.forEach (function *block*, object *context*)

array enumerator

Parameters

block	function to call during each object
context	block context

4.2.2.2 void Array.forEachReverse (function *block*, object *context*)

array enumerator

Parameters

block	function to call during each object
context	block context

4.2.2.3 int Array.indexOf (object *elt*)

gets the index of an object

Parameters

elt	object to get the array index of
from	optional starting point

Returns

index of object in array

4.2.2.4 void Array.removeElement (object *element*)

removes an object

Parameters

element	object to remove

4.2.2.5 void Array.removeIndex (int *index*)

removes an object at the given index

Parameters

index	index of object

The documentation for this class was generated from the following file:

- jshelper.js

4.3 BundleLoader Class Reference

Helper class to load bundles from JSON file.

Public Member Functions

- void start ()

Public Attributes

- string name
- event onComplete
- event onProgress
- string url

4.3.1 Detailed Description

Helper class to load bundles from JSON file.

4.3.2 Member Function Documentation

4.3.2.1 void BundleLoader.start ( )

starts the bundle loader

4.3.3 Member Data Documentation

4.3.3.1 string BundleLoader.name

Name of the bundle in the {LocalStorage} directory

4.3.3.2 event BundleLoader.onComplete

Triggered when the bundle loader is complete.

Parameters

successful	true if the download was successful, false otherwise.

4.3.3.3 event BundleLoader.onProgress

Triggered when the bundle loader has made progress.

Parameters

percent	(-1.0: Still calculating) (0.0 to 1.0: Percent completed)

4.3.3.4 string BundleLoader.url

Url location of the bundle

The documentation for this class was generated from the following file:

- bundleloader.js

4.4 Host Class Reference

Host Top level container for the host.

Public Member Functions

- void addBundleAttachedEventHandler (event handler)
- void addInteropLoadedEventHandler (event handler)
- void decodeHex (string str)
- void downloadContent (string url, event progressCallback, event completeCallback)
- void elevate ()
- void getJSON (string url, event completeCallback)
- string idFromString (string str)
- void init (void skinWindow)
- void loadBundles (string url, event statusCallback, event progressCallback, event completeCallback)
- void loadCSS (string url, event completeCallback)
- void loadJS (string url, event completeCallback)
- void loadJSArray (array urls, event completeCallback)
- void loadLanguage (string url, event completeCallback)
- void release ()
- void removeBundleAttachedEventHandler (event handler)
- void removeInteropLoadedEventHandler (event handler)
- string urlToFileName (string url, string directory, string extension)

Public Attributes

- app app
- array hexTable
- SkinWindow skinWindow

4.4.1 Detailed Description

Host Top level container for the host.

4.4.2 Member Function Documentation

4.4.2.1 void Host.addBundleAttachedEventHandler (event *handler*)

subscribe to the BundleAttached event

Parameters

handler	callback function for BundleAttached event

4.4.2.2 void Host.addInteropLoadedEventHandler (event *handler*)

subscribe to the InteropLoaded event

Parameters

handler	callback function for InteropLoaded event

4.4.2.3 void Host.decodeHex (string *str*)

decode a hex string

Parameters

str	string to decode

4.4.2.4 void Host.downloadContent (string *url*, event *progressCallback*, event *completeCallback*)

dynamically retrieve content using httpDownload

Parameters

url	url of the content to retrieve
progressCallback	called while downloading with percent downloading

completeCallback	called when function is complete with successful parameter

4.4.2.5 void Host.elevate ( )

elevates the host

4.4.2.6 void Host.getJSON (string *url,* event *completeCallback*)

gets a JSON object from a url

Parameters

url	url of json object
completeCallback	called when function is complete with json object as parameter

4.4.2.7 string Host.idFromString (string *str*)

creates an id from a string

Parameters

str	string to create id from

Returns

id created from string

4.4.2.8 void Host.init (void *skinWindow*)

initializes the host

4.4.2.9 void Host.loadBundles (string *url,* event *statusCallback,* event *progressCallback,* event *completeCallback*)

load bundles from url containing json file

Parameters

url	url of json object containing bundle information
statusCallback	called when function changes status with name and state parameters
progressCallback	called when function changes progress with percent parameter

complete-Callback	called when function is complete with successful parameter

4.4.2.10 void Host.loadCSS (string *url,* event *completeCallback*)

dynamically load CSS files from url

Parameters

url	url of CSS
complete-Callback	called when function is complete with successful parameter

4.4.2.11 void Host.loadJS (string *url,* event *completeCallback*)

dynamically load javascript files from url

Parameters

url	url of javascript
complete-Callback	called when function is complete with successful parameter

4.4.2.12 void Host.loadJSArray (array *urls,* event *completeCallback*)

dynamically load javascript files from url

Parameters

urls	array of urls for javascript files
complete-Callback	called when function is complete with successful parameter

4.4.2.13 void Host.loadLanguage (string *url,* event *completeCallback*)

load language JS

Parameters

url	app content url to language files
complete-Callback	called when function is complete with successful parameter

4.4.2.14 void Host.release ( )

releases the host

4.4.2.15 void Host.removeBundleAttachedEventHandler (event *handler*)

unsubscribe from the BundleAttached event

Parameters

handler	callback function for BundleAttached event

4.4.2.16 void Host.removeInteropLoadedEventHandler (event *handler*)

unsubscribe from the InteropLoaded event

Parameters

handler	callback function for InteropLoaded event

4.4.2.17 string Host.urlToFileName (string *url,* string *directory,* string *extension*)

converts a url to a filename in the specified directory

Parameters

url	url to convert
directory	output directory
extension	extension of filename

Returns

path to file

4.4.3 Member Data Documentation

4.4.3.1 app Host.app

App attached to host

4.4.3.2 array Host.hexTable

Hex table for encoding/decoding hex

4.4.3.3 SkinWindow Host.skinWindow

Window attached to host

The documentation for this class was generated from the following file:

- host.js

4.5 HttpDownload Class Reference

HTTP downloader.

Public Member Functions

- int getConnectTimeout ()
- int getExitCode ()
- string getFileName ()
- string getProxy ()
- string getProxyRealm ()
- int getRetryCount ()
- string getUrl ()
- bool getUseCache ()
- bool getUseWriteCallback ()
- void release ()
- void setConnectTimeout (int value)
- void setFileName (string value)
- void setRetryCount (int value)
- void setUrl (string value)
- void setUseCache (bool value)
- void setUseWriteCallback (bool value)
- void start ()

Public Attributes

- string instanceId
- event onComplete
- event onDownloadRequired
- event onProgress
- event onStart
- event onWrite

4.5.1 Detailed Description

HTTP downloader.

4.5.2 Member Function Documentation

4.5.2.1 int HttpDownload.getConnectTimeout ( )

gets the seconds to wait for connection before timeout

Returns

seconds to wait for connection before timeout

4.5.2.2 int HttpDownload.getExitCode ( )

gets the exit code for download

Returns

exit code for download

4.5.2.3 string HttpDownload.getFileName ( )

gets the file name where url is saved

Returns

file name where url is saved

4.5.2.4 string HttpDownload.getProxy ( )

gets the proxy host and port

Returns

proxy host and port

4.5.2.5 string HttpDownload.getProxyRealm ( )

gets the proxy realm

Returns

proxy realm

4.5.2.6 int HttpDownload.getRetryCount ( )

gets the number of times to retry

Returns

number of times to retry

4.5.2.7 string HttpDownload.getUrl ( )

gets the url to download

Returns

url to download

4.5.2.8 bool HttpDownload.getUseCache ( )

gets the caching use in the http request

Returns

caching use in the http request

4.5.2.9 bool HttpDownload.getUseWriteCallback ( )

gets the write callback use in the http request

Returns

write callback use in the http request

4.5.2.10 void HttpDownload.release ( )

releases the object

4.5.2.11 void HttpDownload.setConnectTimeout (int *value*)

sets the seconds to wait for connection before timeout

Parameters

value	seconds to wait for connection before timeout

4.5.2.12 void HttpDownload.setFileName (string *value*)

sets the file name where url is saved

Parameters

value	file name where url is saved

4.5.2.13 void HttpDownload.setRetryCount (int *value*)

sets the number of times to retry

Parameters

value	number of times to retry

4.5.2.14 void HttpDownload.setUrl (string *value*)

sets the url to download

Parameters

value	url to download

4.5.2.15 void HttpDownload.setUseCache (bool *value*)

sets the caching use in the http request

Parameters

value	caching use in the http request

4.5.2.16 void HttpDownload.setUseWriteCallback (bool *value*)

sets the write callback use in the http request

Parameters

value	write callback use in the http request

4.5.2.17 void HttpDownload.start ( )

Start downloading

4.5.3 Member Data Documentation

4.5.3.1 string HttpDownload.instanceId

Instance id used to bind proxy object to native object

4.5.3.2 event HttpDownload.onComplete

Triggered when download is complete

Parameters

successful	true if the download was successful, false otherwise

4.5.3.3 event HttpDownload.onDownloadRequired

Triggered when an actual download is required

4.5.3.4 event HttpDownload.onProgress

Triggered when download has made progress

Parameters

percent	(-1.0: Still calculating) (0.0 to 1.0: Percent completed)

4.5.3.5 event HttpDownload.onStart

Triggered when download is started

4.5.3.6 event HttpDownload.onWrite

Triggered when a write is required

Parameters

buffer	Hex converted buffer for the download

Returns

bool: true to continue download, false to cancel

The documentation for this class was generated from the following file:

- httpdownload.js

4.6 OSError Class Reference

Operating system helper functions.

Public Member Functions

- bool isUnknown (int id)
- string nameFromId (int id)

4.6.1 Detailed Description

Operating system helper functions.

4.6.2 Member Function Documentation

4.6.2.1 bool OSError.isUnknown (int *id*)

checks if the error code is handled

Parameters

id	error code

Returns

true if handled, false otherwise

4.6.2.2 string OSError.nameFromId (int *id*)

converts an error code to a string

Parameters

id	error code

Returns

stringified name of error code

The documentation for this class was generated from the following file:

- oserror.js

4.7 SkinWindow Class Reference

Solid State's HTML Skinned Window.

Public Member Functions

- bool beginMove ()
- bool beginSize ()
- string browseForFolder (string text, string startPath)
- bool close ()
- int getHeight ()
- int getWidth ()

- int getX ()
- int getY ()
- bool hide ()
- bool load (string windowConfigUrl)
- bool minimize ()
- int prompt (string text, string caption, int type)
- void release ()
- bool restore ()
- bool setOrigin (int x, int y)
- bool setSize (int width, int height)
- void setTitle (string title)
- bool show ()

Public Attributes

- string instanceId
- event onDidClose
- event onWillClose

4.7.1 Detailed Description

Solid State's HTML Skinned Window.

4.7.2 Member Function Documentation

4.7.2.1 bool SkinWindow.beginMove ( )

This method informs the native window of any movement so that the native/browser windows can be synchronized

Returns

true upon success, false upon failure

4.7.2.2 bool SkinWindow.beginSize ( )

This method informs the native window of any movement so that the native/browser windows can be synchronized

Returns

true upon success, false upon failure

4.7.2.3 string SkinWindow.browseForFolder (string *text,* string *startPath*)

This method allows the user to select a folder

Parameters

text	Message text to display
startPath	Folder to start in

Returns

path selected string

4.7.2.4 bool SkinWindow.close ( )

This method will exit the launcher application

Returns

true upon success, false upon failure

4.7.2.5 int SkinWindow.getHeight ( )

gets the height of the window (-2 if minimized, -1 if maximized)

Returns

height of the window (-2 if minimized, -1 if maximized)

4.7.2.6 int SkinWindow.getWidth ( )

gets the width of the window (-2 if minimized, -1 if maximized)

Returns

width of the window (-2 if minimized, -1 if maximized)

4.7.2.7 int SkinWindow.getX ( )

gets the x origin of the window

Returns

x origin of the window

4.7.2.8 int SkinWindow.getY ( )

gets the y origin of the window

Returns

y origin of the window

4.7.2.9 bool SkinWindow.hide ( )

This method will hide the window

Returns

true upon success, false upon failure

4.7.2.10 bool SkinWindow.load (string *windowConfigUrl*)

This creates a loads a new window

Parameters

windowConfigUrl	URL to the window configuration file

Returns

true upon success, false upon failure

4.7.2.11 bool SkinWindow.minimize ( )

This method will minimize the launcher application

Returns

true upon success, false upon failure

4.7.2.12 int SkinWindow.prompt (string *text,* string *caption,* int *type*)

This method prompts the user for a response

Parameters

text	Message text to display
caption	Caption for prompt
type	Prompt constant question type

Returns

Prompt constant return value

4.7.2.13 void SkinWindow.release ( )

releases the object

4.7.2.14 bool SkinWindow.restore ( )

This method will restore a minimized launcher application

Returns

true upon success, false upon failure

4.7.2.15 bool SkinWindow.setOrigin (int *x*, int *y*)

Set the origin of the launcher window

Parameters

x	The desired x value of the launcher window
y	The desired y value of the launcher window

Returns

true upon success, false upon failure

4.7.2.16 bool SkinWindow.setSize (int *width*, int *height*)

Set the size of the launcher window

Parameters

width	The desired width of the launcher window
height	The desired height of the launcher window

Returns

true upon success, false upon failure

4.7.2.17 void SkinWindow.setTitle (string *title*)

Set the title of the launcher window

Parameters

title	The title of the launcher window

4.7.2.18 bool SkinWindow.show ( )

This method will show the window

Returns

true upon success, false upon failure

4.7.3 Member Data Documentation

4.7.3.1 string SkinWindow.instanceId

Instance id used to bind proxy object to native object

4.7.3.2 event SkinWindow.onDidClose

Triggered when the window is closed

4.7.3.3 event SkinWindow.onWillClose

Triggered before the window is closed

Returns

bool: true to allow the window to close, false otherwise

The documentation for this class was generated from the following file:

- skinwindow.js

4.8 SkinWindowPromptType Class Reference

Skin window prompt question and return type flags.

4.8.1 Detailed Description

Skin window prompt question and return type flags.

The documentation for this class was generated from the following file:

- skinwindowprompt.js

4.9 String Class Reference

String extension.

Public Member Functions

- void replaceAll (string oldString, string newString)
- void trimChars (string chars)

4.9.1 Detailed Description

String extension.

4.9.2 Member Function Documentation

4.9.2.1 void String.replaceAll (string *oldString,* string *newString*)

replaces all instances of one string with another

Parameters

oldString	string to find
newString	string to replace

4.9.2.2 void String.trimChars (string *chars*)

trims specified chars off the ends

Parameters

chars	string of characters to trim

The documentation for this class was generated from the following file:

- jshelper.js

4.10 TextFileReader Class Reference

Text file reader.

Public Member Functions

- int getBufferSize ()

- string getFileName ()
- void release ()
- void setBufferSize (int value)
- void setFileName (string value)
- void start ()

Public Attributes

- string instanceId
- event onComplete
- event onProgress
- event onRead
- event onStart

4.10.1 Detailed Description

Text file reader.

4.10.2 Member Function Documentation

4.10.2.1 int TextFileReader.getBufferSize ( )

gets the max size of the buffer being read into

Returns

max size of the buffer being read into

4.10.2.2 string TextFileReader.getFileName ( )

gets the file name where url is saved

Returns

file name where url is saved

4.10.2.3 void TextFileReader.release ( )

releases the object

4.10.2.4 void TextFileReader.setBufferSize (int *value*)

sets the max size of the buffer being read into

Parameters

value	max size of the buffer being read into

4.10.2.5 void TextFileReader.setFileName (string *value*)

sets the file name where url is saved

Parameters

value	file name where url is saved

4.10.2.6 void TextFileReader.start ( )

Start file reading

4.10.3 Member Data Documentation

4.10.3.1 string TextFileReader.instanceId

Instance id used to bind proxy object to native object

4.10.3.2 event TextFileReader.onComplete

Triggered when file reader is complete

Parameters

successful	true if the file reader was successful, false otherwise

4.10.3.3 event TextFileReader.onProgress

Triggered when file reader has made progress

Parameters

percent	(-1.0: Still calculating) (0.0 to 1.0: Percent completed)

4.10.3.4 event TextFileReader.onRead

Triggered when file reader reads new bytes

Parameters

text	Bytes read from file

4.10.3.5 event TextFileReader.onStart

Triggered when file reader is started

The documentation for this class was generated from the following file:

- textfilereader.js

4.11 TextFileWriter Class Reference

Text file writer.

Public Member Functions

- bool close ()
- bool open (string fileName)
- void release ()
- int write (string value)

Public Attributes

- string instanceId

4.11.1 Detailed Description

Text file writer.

4.11.2 Member Function Documentation

4.11.2.1 bool TextFileWriter.close ( )

Close file

Returns

true if successful, false otherwise

4.11.2.2 bool TextFileWriter.open (string *fileName*)

Open file for writing

Parameters

fileName	name of the file to close

Returns

true if successful, false otherwise

4.11.2.3 void TextFileWriter.release ( )

releases the object

4.11.2.4 int TextFileWriter.write (string *value*)

Write string to file

Parameters

value	string to write to file

Returns

number of bytes written to file

4.11.3 Member Data Documentation

4.11.3.1 string TextFileWriter.instanceId

Instance id used to bind proxy object to native object

The documentation for this class was generated from the following file:

- textfilewriter.js

Chapter 5

File Documentation

5.1 app.js File Reference

File containing App class and creation function.

Classes

- class App

  Solid State's Application Interface.

Functions

- void createApp ()

5.1.1 Detailed Description

File containing App class and creation function.

5.1.2 Function Documentation

5.1.2.1 void createApp ( )

Create instance of app

5.2 bundleloader.js File Reference

File containing BundleLoader class and creation function.

Classes

- class BundleLoader

  Helper class to load bundles from JSON file.

Functions

- void createBundleLoader ()

5.2.1 Detailed Description

File containing BundleLoader class and creation function.

5.2.2 Function Documentation

5.2.2.1 void createBundleLoader ( )

Create instance of bundle loader

5.3 host.js File Reference

File containing Host class.

Classes

- class Host

  Host Top level container for the host.

Variables

- Host host

5.3.1 Detailed Description

File containing Host class.

5.3.2 Variable Documentation

5.3.2.1 Host host

precreated global instance of the host

5.4 httpdownload.js File Reference

File containing HttpDownload class and creation function.

Classes

- class HttpDownload

  HTTP downloader.

Functions

- void createHttpDownload ()

5.4.1 Detailed Description

File containing HttpDownload class and creation function.

5.4.2 Function Documentation

5.4.2.1 void createHttpDownload ( )

Create instance of httpDownload

5.5 oserror.js File Reference

File containing operating system helper functions.

Classes

- class OSError

  Operating system helper functions.

Variables

- OSError osError

5.5.1 Detailed Description

File containing operating system helper functions.

5.5.2 Variable Documentation

5.5.2.1 OSError osError

precreated global instance of OSError

5.6 skinwindow.js File Reference

File containing SkinWindow class and creation function.

Classes

- class SkinWindow

  Solid State's HTML Skinned Window.

Functions

- void createSkinWindow ()

5.6.1 Detailed Description

File containing SkinWindow class and creation function.

5.6.2 Function Documentation

5.6.2.1 void createSkinWindow ( )

Create instance of skinWindow

5.7 skinwindowprompt.js File Reference

File containing skin window prompt flags.

Variables

- SkinWindowPrompt skinWindowPrompt

5.7.1 Detailed Description

File containing skin window prompt flags.

5.7.2 Variable Documentation

5.7.2.1 SkinWindowPrompt skinWindowPrompt

precreated global instance of SkinWindowPrompt

5.8 textfilereader.js File Reference

File containing TextFileReader class and creation function.

Classes

- class TextFileReader

  Text file reader.

Functions

- void createTextFileReader ()

5.8.1 Detailed Description

File containing TextFileReader class and creation function.

5.8.2 Function Documentation

5.8.2.1 void createTextFileReader ( )

Create instance of textFileReader

5.9 textfilewriter.js File Reference

File containing TextFileWriter class and creation function.

Classes

- class TextFileWriter

  Text file writer.

Functions

- void createTextFileWriter ()

5.9.1 Detailed Description

File containing TextFileWriter class and creation function.

5.9.2 Function Documentation

5.9.2.1 void createTextFileWriter ( )

Create instance of textFileWriter

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