

# Host Javascript API

## 3.1.2.0

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## 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.

Licenses are valid for only one PRODUCT usage. Please see the license agreement for further details.



## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">App</a> (Solid State's Application Interface ) . . . . .	7
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## Chapter 3

# File Index

### 3.1 File List

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

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## 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)
- void [error](#) (string message)
- string [expandString](#) (string expand)
- string [getCommandLine](#) ()
- string [getConfig](#) (string key, string defaultValue)
- bool [getElevated](#) ()
- bool [getImplode](#) ()
- bool [getRemoveLocalStorage](#) ()
- bool [getRestart](#) ()
- bool [getRestartElevated](#) ()
- 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 [setImplode](#) (bool value)
- void [setRemoveLocalStorage](#) (bool value)
- void [setRestart](#) (bool value)
- void [setRestartElevated](#) (bool value)
- void [warn](#) (string message)

## Public Attributes

- string [instanceId](#)
- event [onBundleAttached](#)
- event [onInteropLoaded](#)
- 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

<i>bundleName</i>	Name of bundle to be checked.
<i>path</i>	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

<i>url</i>	Url to be checked.
------------	--------------------

##### Returns

true if authorized, false otherwise.

#### 4.1.2.3 void App.error ( string *message* )

Adds an error line to the host log file.

##### Parameters

<i>message</i>	string to add to the log file.
----------------	--------------------------------



#### 4.1.2.4 string App.expandString ( string *expand* )

This method expands the string with the current macros.

##### Parameters

<i>expand</i>	Name of string to be expanded.
---------------	--------------------------------

##### Returns

expanded string.

#### 4.1.2.5 string App.getCommandLine ( )

gets the application command line

##### Returns

application command line

#### 4.1.2.6 string App.getConfig ( string *key*, string *defaultValue* )

This method retrieves a config setting.

##### Parameters

<i>key</i>	Name of config setting to be retrieved.
<i>defaultValue</i>	Default value of key if nothing is found.

##### Returns

value of key's setting.

#### 4.1.2.7 bool App.getElevated ( )

gets the host's current elevation status

##### Returns

host's current elevation status

#### 4.1.2.8 bool App.getImplode ( )

gets the self delete on exit

##### Returns

self delete on exit

#### 4.1.2.9 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

#### 4.1.2.10 bool App.getRestart ( )

gets the flag value to restart the host

##### Returns

flag value to restart the host

#### 4.1.2.11 bool App.getRestartElevated ( )

gets the flag value to elevate the restart

##### Returns

flag value to elevate the restart

#### 4.1.2.12 bool App.hasBundle ( string *bundleName* )

This method checks if a bundle name has already been attached.

##### Parameters

<i>bundleName</i>	Name of bundle to be checked.
-------------------	-------------------------------

##### Returns

true if attached, false otherwise.

#### 4.1.2.13 void App.info ( string *message* )

Adds an information line to the host log file.

##### Parameters

<i>message</i>	string to add to the log file.
----------------	--------------------------------

**4.1.2.14 void App.loadInterop ( string *fileName* )**

This method loads an interop library.

**Parameters**

<i>fileName</i>	Name of interop library to be loaded.
-----------------	---------------------------------------

**4.1.2.15 void App.release ( )**

releases the object

**4.1.2.16 void App.setCommandLine ( string *value* )**

sets the application command line

**Parameters**

<i>value</i>	application command line
--------------	--------------------------

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

This method sets a config setting.

**Parameters**

<i>key</i>	Name of config setting to be retrieved.
<i>value</i>	Value store in key parameter.

**4.1.2.18 void App.setImplode ( bool *value* )**

sets the self delete on exit

**Parameters**

<i>value</i>	self delete on exit
--------------	---------------------

**4.1.2.19 void App.setRemoveLocalStorage ( bool *value* )**

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

**Parameters**

<i>value</i>	flag value to remove the local storage directory on shutdown
--------------	--

**4.1.2.20 void App.setRestart ( bool *value* )**

sets the flag value to restart the host

**Parameters**

<i>value</i>	flag value to restart the host
--------------	--------------------------------

**4.1.2.21 void App.setRestartElevated ( bool *value* )**

sets the flag value to elevate the restart

**Parameters**

<i>value</i>	flag value to elevate the restart
--------------	-----------------------------------

**4.1.2.22 void App.warn ( string *message* )**

Adds a warning line to the host log file.

**Parameters**

<i>message</i>	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**

<i>bundleName</i>	name of the bundle to attach.
<i>path</i>	path of the bundle to attach.
<i>successful</i>	true if the attach was successful, false otherwise.

**4.1.3.3 event App.onInteropLoaded**

Triggered when an interop library is loaded.

**Parameters**

<i>fileName</i>	file name of the interop library.
-----------------	-----------------------------------

<i>successful</i>	true if the load was successful, false otherwise.
-------------------	---

#### 4.1.3.4 event **App.onWillConstructWebGetTarget**

This event is triggered whenever a http get is attempted.

##### Parameters

<i>url</i>	url for the http get.
------------	-----------------------

##### Returns

string: new url for the http get.

#### 4.1.3.5 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

- int [indexOf](#) (void elt)
- void [removeElement](#) (void element)
- void [removeIndex](#) (int index)

#### 4.2.1 Detailed Description

[Array](#) extension.

#### 4.2.2 Member Function Documentation

##### 4.2.2.1 int [Array.indexOf](#) ( void *elt* )

gets the index of an object

##### Parameters

<i>object</i>	object to get the array index of
<i>from</i>	optional starting point

**Returns**

index of object in array

**4.2.2.2 void Array.removeElement ( void *element* )**

removes an object

**Parameters**

<i>object</i>	object to remove
---------------	------------------

**4.2.2.3 void Array.removeIndex ( int *index* )**

removes an object at the given index

**Parameters**

<i>index</i>	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

<i>successful</i>	true if the download was successful, false otherwise.
-------------------	---

#### 4.3.3.3 event `BundleLoader.onProgress`

Triggered when the bundle loader has made progress.

#### Parameters

<i>percent</i>	(-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 [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 [loadJS](#) (string url, event completeCallback)
- void [loadJSArray](#) (array urls, event completeCallback)
- void [release](#) ()
- void [removeBundleAttachedEventHandler](#) (event handler)
- void [removeInteropLoadedEventHandler](#) (event handler)
- string [urlToFileName](#) (string url, string directory, string extension)

## Public Attributes

- [app](#) `app`
- [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

<i>handler</i>	callback function for BundleAttached event
----------------	--

#### 4.4.2.2 void `Host.addInteropLoadedEventHandler ( event handler )`

subscribe to the InteropLoaded event

##### Parameters

<i>handler</i>	callback function for InteropLoaded event
----------------	---



**4.4.2.3 void Host.elevate ( )**

elevates the host

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

gets a JSON object from a url

**Parameters**

<i>url</i>	url of json object
<i>complete-Callback</i>	called when function is complete with json object as parameter

**4.4.2.5 string Host.idFromString ( string *str* )**

creates an id from a string

**Parameters**

<i>str</i>	string to create id from
------------	--------------------------

**Returns**

id created from string

**4.4.2.6 void Host.init ( void *skinWindow* )**

initializes the host

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

load bundles from url containing json file

**Parameters**

<i>url</i>	url of json object containing bundle information
<i>statusCall-back</i>	called when function changes status with name and state parameters
<i>progress-Callback</i>	called when function changes progress with percent parameter
<i>complete-Callback</i>	called when function is complete with successful parameter

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

dynamically load javascript files from url

##### Parameters

<i>url</i>	url of javascript
<i>complete-Callback</i>	called when function is complete with successful parameter

#### 4.4.2.9 void Host.loadJSONArray ( array *urls*, event *completeCallback* )

dynamically load javascript files from url

##### Parameters

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

#### 4.4.2.10 void Host.release ( )

releases the host

#### 4.4.2.11 void Host.removeBundleAttachedEventHandler ( event *handler* )

unsubscribe from the BundleAttached event

##### Parameters

<i>handler</i>	callback function for BundleAttached event
----------------	--

#### 4.4.2.12 void Host.removeInteropLoadedEventHandler ( event *handler* )

unsubscribe from the InteropLoaded event

##### Parameters

<i>handler</i>	callback function for InteropLoaded event
----------------	---

#### 4.4.2.13 string Host.urlToFileName ( string *url*, string *directory*, string *extension* )

converts a url to a filename in the specified directory

**Parameters**

<i>url</i>	url to convert
<i>directory</i>	output directory
<i>extension</i>	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 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 [getExitCode](#) ()
- string [getFileName](#) ()
- string [getUrl](#) ()
- bool [getUseCache](#) ()
- bool [getUseWriteCallback](#) ()
- void [release](#) ()
- void [setFileName](#) (string 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.getExitCode ( )`

gets the exit code for download

##### Returns

Exit code for download

#### 4.5.2.2 `string HttpDownload.getFileName ( )`

gets the file name where url is saved

##### Returns

File name where url is saved

#### 4.5.2.3 `string HttpDownload.getUrl ( )`

gets the url to download

##### Returns

Url to download

#### 4.5.2.4 `bool HttpDownload.getUseCache ( )`

gets the determines if caching is used in the http request

##### Returns

Determines if caching is used in the http request

**4.5.2.5** `bool HttpDownload.getUseWriteCallback ( )`

gets the determines if the write callback is used in the http request

**Returns**

Determines if the write callback is used in the http request

**4.5.2.6** `void HttpDownload.release ( )`

releases the object

**4.5.2.7** `void HttpDownload.setFileName ( string value )`

sets the file name where url is saved

**Parameters**

<i>value</i>	File name where url is saved
--------------	------------------------------

**4.5.2.8** `void HttpDownload.setUrl ( string value )`

sets the url to download

**Parameters**

<i>value</i>	Url to download
--------------	-----------------

**4.5.2.9** `void HttpDownload.setUseCache ( bool value )`

sets the determines if caching is used in the http request

**Parameters**

<i>value</i>	Determines if caching is used in the http request
--------------	---

**4.5.2.10** `void HttpDownload.setUseWriteCallback ( bool value )`

sets the determines if the write callback is used in the http request

**Parameters**

<i>value</i>	Determines if the write callback is used in the http request
--------------	--

#### 4.5.2.11 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

<i>successful</i>	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

<i>percent</i>	(-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

<i>buffer</i>	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 SkinWindow Class Reference

Solid State's HTML Skinned Window.

### Public Member Functions

- bool [beginMove](#) ()
- bool [beginSize](#) ()
- bool [close](#) ()
- int [getHeight](#) ()
- int [getWidth](#) ()
- int [getX](#) ()
- int [getY](#) ()
- bool [hide](#) ()
- bool [load](#) (string windowConfigUrl)
- bool [minimize](#) ()
- 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](#)

#### 4.6.1 Detailed Description

Solid State's HTML Skinned Window.

#### 4.6.2 Member Function Documentation

##### 4.6.2.1 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.

**4.6.2.2 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.

**4.6.2.3 bool SkinWindow.close ( )**

This method will exit the launcher application.

**Returns**

true upon success, false upon failure.

**4.6.2.4 int SkinWindow.getHeight ( )**

gets the height of the window.

**Returns**

Height of the window.

**4.6.2.5 int SkinWindow.getWidth ( )**

gets the width of the window.

**Returns**

Width of the window.

**4.6.2.6 int SkinWindow.getX ( )**

gets the x origin of the window.

**Returns**

X origin of the window.



#### 4.6.2.7 int SkinWindow.getY ( )

gets the y origin of the window.

##### Returns

Y origin of the window.

#### 4.6.2.8 bool SkinWindow.hide ( )

This method will hide the window.

##### Returns

true upon success, false upon failure.

#### 4.6.2.9 bool SkinWindow.load ( string *windowConfigUrl* )

This creates a loads a new window.

##### Parameters

<i>windowConfigUrl</i>	URL to the window configuration file.
------------------------	---------------------------------------

##### Returns

true upon success, false upon failure.

#### 4.6.2.10 bool SkinWindow.minimize ( )

This method will minimize the launcher application.

##### Returns

true upon success, false upon failure.

#### 4.6.2.11 void SkinWindow.release ( )

releases the object

#### 4.6.2.12 bool SkinWindow.restore ( )

This method will restore a minimized launcher application.

##### Returns

true upon success, false upon failure.

#### 4.6.2.13 `bool SkinWindow.setOrigin ( int x, int y )`

Set the origin of the launcher window

##### Parameters

<i>x</i>	The desired x value of the launcher window.
<i>y</i>	The desired y value of the launcher window.

##### Returns

true upon success, false upon failure.

#### 4.6.2.14 `bool SkinWindow.setSize ( int width, int height )`

Set the size of the launcher window

##### Parameters

<i>width</i>	The desired width of the launcher window.
<i>height</i>	The desired height of the launcher window.

##### Returns

true upon success, false upon failure.

#### 4.6.2.15 `void SkinWindow.setTitle ( string title )`

Set the title of the launcher window

##### Parameters

<i>title</i>	The title of the launcher window.
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#### 4.6.2.16 `bool SkinWindow.show ( )`

This method will show the window.

##### Returns

true upon success, false upon failure.

### 4.6.3 Member Data Documentation

#### 4.6.3.1 `string SkinWindow.instanceId`

Instance id used to bind proxy object to native object

#### 4.6.3.2 event `SkinWindow.onDidClose`

Triggered when the window is closed.

#### 4.6.3.3 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](#)



## 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 skinwindow.js File Reference

File containing [SkinWindow](#) class and creation function.

### Classes

- class [SkinWindow](#)  
*Solid State's HTML Skinned Window.*

### Functions

- void [createSkinWindow](#) ()

#### 5.5.1 Detailed Description

File containing [SkinWindow](#) class and creation function.

## 5.5.2 Function Documentation

### 5.5.2.1 void createSkinWindow ( )

Create instance of skinWindow



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