Host Javascript API

3.0.5.0

Generated by Doxygen 1.7.4

Sat Aug 6 2011 16:10:47

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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:

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Host (Host Top level container for the host) 15
HttpDownload (HTTP downloader) 18
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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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bundleloader.js (File containing BundleLoader class and creation function) . . 29
host.js (File containing Host class) 30
httpdownload.js (File containing HttpDownload class and creation function) . . 31
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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

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 void App.error (string *message*)

Adds an error line to the host log file.

Parameters

message	string to add to the log file.

4.1.2.4 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.

4.1.2.5 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

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

Returns

value of key's setting.

4.1.2.7 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

bundleName	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

message	string to add to the log file.

4.1.2.14 void App.loadInterop (string *fileName*)

This method loads an interop library.

Parameters

fileName	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

value	application command line

4.1.2.17 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.

4.1.2.18 void App.setImplode (bool *value*)

sets the self delete on exit

Parameters

value	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

value	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

value	flag value to restart the host

4.1.2.21 void App.setRestartElevated (bool *value*)

sets the flag value to elevate the restart

Parameters

value	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

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.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.

4.1.3.5 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

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

Returns

index of object in array

4.2.2.2 void Array.removeElement (void *element*)

removes an object

Parameters

object	object to remove

4.2.2.3 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 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 ()
- 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.elevate ( )

elevates the host

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

gets a JSON object from a url

Parameters

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

4.4.2.3 string Host.idFromString (string *str*)

creates an id from a string

Parameters

str	string to create id from

Returns

id created from string

4.4.2.4 void Host.init (void *skinWindow*)

initializes the host

4.4.2.5 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
completeCallback	called when function is complete with successful parameter

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

dynamically load javascript files from url

Parameters

url	url of javascript
completeCallback	called when function is complete with successful parameter

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

dynamically load javascript files from url

Parameters

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

4.4.2.8 void Host.release ( )

releases the host

4.4.2.9 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 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

value	File name where url is saved

4.5.2.8 void HttpDownload.setUrl (string *value*)

sets the url to download

Parameters

value	Url to download

4.5.2.9 void HttpDownload.setUseCache (bool *value*)

sets the determines if caching is used in the http request

Parameters

value	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

value	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

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 SkinWindow Class Reference

Solid State's HTML Skinned Window.

Public Member Functions

- bool beginMove ()
- bool beginSize ()
- bool close ()
- bool getEnableCopy ()
- bool getEnableCut ()
- bool getEnablePaste ()
- int getHeight ()
- int getWidth ()
- int getX ()
- int getY ()
- bool hide ()
- bool load (string windowConfigUrl)
- bool minimize ()
- void release ()
- bool restore ()
- void setEnableCopy (bool value)
- void setEnableCut (bool value)
- void setEnablePaste (bool value)
- 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 bool SkinWindow.getEnableCopy ( )

gets the allow copy command.

Returns

Allow copy command.

4.6.2.5 bool SkinWindow.getEnableCut ( )

gets the allow cut command.

Returns

Allow cut command.

4.6.2.6 bool SkinWindow.getEnablePaste ( )

gets the allow paste command.

Returns

Allow paste command.

4.6.2.7 int SkinWindow.getHeight ( )

gets the height of the window.

Returns

Height of the window.

4.6.2.8 int SkinWindow.getWidth ( )

gets the width of the window.

Returns

Width of the window.

4.6.2.9 int SkinWindow.getX ( )

gets the x origin of the window.

Returns

X origin of the window.

4.6.2.10 int SkinWindow.getY ( )

gets the y origin of the window.

Returns

Y origin of the window.

4.6.2.11 bool SkinWindow.hide ( )

This method will hide the window.

Returns

true upon success, false upon failure.

4.6.2.12 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.

4.6.2.13 bool SkinWindow.minimize ( )

This method will minimize the launcher application.

Returns

true upon success, false upon failure.

4.6.2.14 void SkinWindow.release ( )

releases the object

4.6.2.15 bool SkinWindow.restore ( )

This method will restore a minimized launcher application.

Returns

true upon success, false upon failure.

4.6.2.16 void SkinWindow.setEnableCopy (bool *value*)

sets the allow copy command.

Parameters

value	Allow copy command.

4.6.2.17 void SkinWindow.setEnableCut (bool *value*)

sets the allow cut command.

Parameters

value	Allow cut command.

4.6.2.18 void SkinWindow.setEnablePaste (bool *value*)

sets the allow paste command.

Parameters

value	Allow paste command.

4.6.2.19 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.

4.6.2.20 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.

4.6.2.21 void SkinWindow.setTitle (string *title*)

Set the title of the launcher window

Parameters

title	The title of the launcher window.

4.6.2.22 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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