tmpSource=\_MApp\_ZUI\_ACT\_FactoryGetDefaultPowerOnSource();

MApp\_ZUI\_ACT\_InputSourceSwitch(tmpSource);

void MApp\_ZUI\_ACT\_InputSourceSwitch( E\_UI\_INPUT\_SOURCE source\_type )

{

#if (ENABLE\_PIP)

//If sub window is opened, close SUB\_WINDOW.

if(IsPIPSupported() && UI\_INPUT\_SOURCE\_TYPE != source\_type )

{

//INPUT\_SOURCE\_TYPE\_t enSrc = MApp\_InputSource\_GetInputSourceType(source\_type);

//E\_UI\_INPUT\_SOURCE enUISrc = MApp\_InputSource\_GetUIInputSourceType(MApp\_InputSource\_PIP\_Get1stCompatibleSrc(enSrc));

stGenSetting.g\_stPipSetting.enPipMode = EN\_PIP\_MODE\_OFF;

if(stGenSetting.g\_stPipSetting.enPipSoundSrc!=EN\_PIP\_SOUND\_SRC\_MAIN)

{

stGenSetting.g\_stPipSetting.enPipSoundSrc=EN\_PIP\_SOUND\_SRC\_MAIN;

}

//stGenSetting.g\_stPipSetting.enSubInputSourceType = enUISrc;

if(SYS\_INPUT\_SOURCE\_TYPE(SUB\_WINDOW) != INPUT\_SOURCE\_NONE)

{

UI\_SUB\_INPUT\_SOURCE\_TYPE = UI\_INPUT\_SOURCE\_NONE;

MApp\_InputSource\_ChangeInputSource(SUB\_WINDOW);

}

UI\_SUB\_INPUT\_SOURCE\_TYPE = MApp\_InputSource\_GetUIInputSourceType(MApp\_InputSource\_PIP\_Get1stCompatibleSrc(MApp\_InputSource\_GetInputSourceType(source\_type)));

}

#endif

#if ENABLE\_PVR

#if ENABLE\_S2

if (((UI\_INPUT\_SOURCE\_TYPE == UI\_INPUT\_SOURCE\_DTV) && (UI\_INPUT\_SOURCE\_TYPE != source\_type))

|| ((UI\_INPUT\_SOURCE\_TYPE == UI\_INPUT\_SOURCE\_S2) && (UI\_INPUT\_SOURCE\_TYPE != source\_type)))

#else

if ( (UI\_INPUT\_SOURCE\_TYPE == UI\_INPUT\_SOURCE\_DTV) && (UI\_INPUT\_SOURCE\_TYPE != source\_type) )

#endif

{

if(MApp\_PVR\_IsRecording())

{

MApp\_InputSource\_RecordSource(source\_type);

MApp\_ZUI\_API\_ShowWindow(HWND\_PVR\_SOURCE\_CHANGE\_CHECK\_PANE, SW\_SHOW);

MApp\_ZUI\_API\_SetFocus(HWND\_PVR\_SOURCE\_CHANGE\_CHECK\_TXT\_2);

return;

}

}

#endif

#if DVB\_C\_ENABLE

#if DVB\_T\_C\_DIFF\_DB

#else

if((UI\_INPUT\_SOURCE\_TYPE == UI\_INPUT\_SOURCE\_CADTV)&&

(source\_type == UI\_INPUT\_SOURCE\_DTV))

{

return;

}

#endif

#endif

#if ENABLE\_SBTVD\_BRAZIL\_APP

if ( UI\_INPUT\_SOURCE\_TYPE != source\_type

|| (UI\_INPUT\_SOURCE\_TYPE == UI\_INPUT\_SOURCE\_ATV

&& msAPI\_ATV\_GetCurrentAntenna() == ANT\_AIR))

#else

if ( UI\_INPUT\_SOURCE\_TYPE != source\_type

#if ENABLE\_DMP

|| UI\_INPUT\_SOURCE\_TYPE >UI\_INPUT\_SOURCE\_DMP

#endif

)

#endif

{

//exit APENGINE (refine here)

#ifdef AP\_COWORK

if(MApp\_APEngine\_CheckAPStatus() && !(MApp\_APEngine\_CheckAPStatus()>>1))

{

msAPI\_APEngine\_TransmitKey(KEY\_EXIT);

MApp\_APEngine\_Exit();

}

#endif

#if ENABLE\_DMP

if(source\_type != UI\_INPUT\_SOURCE\_DMP

&& IsStorageInUse())

{

MApp\_DMP\_Exit();

}

#endif

#ifdef ENABLE\_KTV

if(source\_type != UI\_INPUT\_SOURCE\_KTV

&& IsStorageInUse())

{

MApp\_KTV\_ExitKTV();

MApp\_KTV\_Main\_Exit();

}

#endif

//switch input source from TV/DTV to non-TV/DTV

MApp\_InputSource\_RecordSource(UI\_INPUT\_SOURCE\_TYPE);

UI\_INPUT\_SOURCE\_TYPE = source\_type;

MApp\_InputSource\_ChangeInputSource(MAIN\_WINDOW);

if (IsSrcTypeDTV(SYS\_INPUT\_SOURCE\_TYPE(MAIN\_WINDOW)) || IsSrcTypeATV(SYS\_INPUT\_SOURCE\_TYPE(MAIN\_WINDOW)))

{

MApp\_ChannelChange\_EnableChannel(MAIN\_WINDOW);

}

//exp: In PIP/POP mode, main is TV and switch sub to another source.

// It should not Enable channel "AGAIN"

else if (IsAnyTVSourceInUse())

{

}

else

{

MApp\_ChannelChange\_EnableAV();

}

}

}

MApp\_InputSource\_ChangeInputSource(MAIN\_WINDOW);

\\_

\

MApp\_InputSource\_SwitchSource( source\_type, eWindow);