Olive OS Web Edition E Developer Documentation

This documentation will show you how to take advantage of Olive OS Web Edition E's new features for developers.

API Functions:
Using the open/save file API
Using the game achievements API
Using the shutdown API
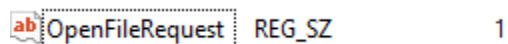Using the message boxes API

Making Your App:
App Rules

Using the open/save file API

If your app requires files to be opened or saved, your app will need to use the open/save file API.

The open/save file API is a function that opens an Olive OS UI element to save or open a file.

Opening a file:
When you need to open a file, your program needs to create a registry key string called OpenFileRequest and set its value to "1".
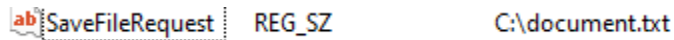

Olive OS's API will read this in real time and open the file selector UI element where the user can then select the file they want to open and it will rename the OpenFileRequest registry key to the path of the file the user selected. Your program then can read this registry key and use the path of the file that the user opened.

Saving a file:
When you need to save a file, your program needs to create a registry key string called SaveFileRequest and set its value to the path of the file that it is going to save.

An Olive OS file selector UI element will display asking the user where they want the file to be saved. After the user makes a selection, the SaveFileRequest registry key will then be renamed to the path chosen by the user. Your program then can read this registry key and save the file to the path.

Using the game achievements API

Olive OS now has a game achievements system that games can use to add xp to the user's game score.

Adding achievements:
Create a new registry key called AcName that contains the name of the awarded achievement. Then, create another registry key string called AcAmount and set its value to the amount of xp that will be awarded. Then, create another registry key string called AcEarned and set its value to "1".

Using the shutdown API

All apps must follow this rule. The shutdown API is used for when Olive OS is shutting down. Your program must check if a registry key called Shutdown is changed to "1". If the registry key changes, your program must close itself. If the program is in a state where it cannot close, or requires

user input (i.e. unsaved files), ask the user for the required input and after receiving the input, then your program can close. If it is doing something where it cannot close, it can finish what it's doing and then close.

Using the message boxes API

If your program needs to display a message box to the user, create a registry key string called MsgText and have it set to what you want the message box to say.

App Rules

All apps must follow these rules, even if your app doesn't use the API. If your app is not following these rules, it will be removed from the Olive OS Store.

Apps cannot:
Install other apps
Contain malware
Modify system files
Add fake gaming achievements
Break OliveWeb CONNECT EULA
Disable system updates
Disable security
Do illegal things
Contain pornography
Modify user data without authorization
Run at startup without authorization
Request Code Level Execution