

WIDKPluginDevelopmentLibrary

0.0.1

Generated by Doxygen 1.6.1

Fri Jan 29 15:12:41 2010

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Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

libpdl.c	3
libpdl.h	7

Chapter 2

File Documentation

2.1 libpdl.c File Reference

```
#include <libpdl.h>
```

Functions

- int [PDL_SetOrientation](#) (int Orientation)
This controls the notification popup location, it does not flip location 0,0.
- int [PDL_SetFirewallPortStatus](#) (int portnum, int enabled)
portnum is number of port, enabled is 0 or 1
- int [PDL_GetUniqueID](#) (char *buffer, int sizeofbuffer)
Get the unique id of the device.
- int [PDL_GetDeviceName](#) (char *buffer, int sizeofbuffer)
Get device name.
- int [PDL_LaunchBrowser](#) (char *url)
Opens web browser with a particular url.
- int [PDL_LaunchEmail](#) (char *subject, char *text)
Opens an email pre-populated with subject and text.
- int [PDL_GetLanguage](#) (char *buffer, int sizeofbuffer)
Fills buffer with language string (example: en_US).
- int [PDL_NotifyMusicPlaying](#) (int enable)
- int [PDL_Quit](#) ()
- int [PDL_LSCall](#) (char *arg1, char *arg2)
- int [PDL_ScreenTimeoutEnable](#) (int enable)
- void [PDL_BannerMessagesEnable](#) (int enable)
- void [PDL_CustomPauseUiEnable](#) (int enable)
- char * [PDL_GetKeyName](#) (int key)

- void * [PDLNet_Get_Info](#) ()
- void * [PDL_FocusMessageEnable](#) (int bool)
- void * [PDL_GesturesEnable](#) (int bool)

2.1.1 Function Documentation

2.1.1.1 void PDL_BannerMessagesEnable (int *enable*)

2.1.1.2 void PDL_CustomPauseUiEnable (int *enable*)

2.1.1.3 void* PDL_FocusMessageEnable (int *bool*)

2.1.1.4 void* PDL_GesturesEnable (int *bool*)

2.1.1.5 int PDL_GetDeviceName (char * *buffer*, int *sizeofbuffer*)

Get device name.

Parameters:

A point to a buffer to store the device name in
sizeofbuffer The size of the buffer

Returns:

zero for success ??

2.1.1.6 char* PDL_GetKeyName (int *key*)

2.1.1.7 int PDL_GetLanguage (char * *buffer*, int *sizeofbuffer*)

Fills buffer with language string (example: en_US).

Parameters:

A point to a buffer to store the language string in
sizeofbuffer The size of the buffer

Returns:

zero for success ??

2.1.1.8 int PDL_GetUniqueID (char * *buffer*, int *sizeofbuffer*)

Get the unique id of the device. Get the unique id of the device something needs to be larger than 63, not sure what it controls right now sizeofbuffer >= 63

Parameters:

buffer A point to a buffer to store the ID in
sizeofbuffer The size of the buffer

Returns:

zero for success ??

2.1.1.9 int PDL_LaunchBrowser (char * *url*)

Opens web browser with a particular url.

Parameters:

url The url which will be opened in the new browser card

Returns:

zero for success ??

2.1.1.10 int PDL_LaunchEmail (char * *subject*, char * *text*)

Opens an email pre-populated with subject and text.

Parameters:

subject The subject of the e-mail

text The body of the e-mail

Returns:

zero for success ??

2.1.1.11 int PDL_LSCall (char * *arg1*, char * *arg2*)**2.1.1.12 int PDL_NotifyMusicPlaying (int *enable*)****2.1.1.13 int PDL_Quit ()****2.1.1.14 int PDL_ScreenTimeoutEnable (int *enable*)****2.1.1.15 int PDL_SetFirewallPortStatus (int *portnum*, int *enabled*)**

portnum is number of port, enabled is 0 or 1

Parameters:

portnum Port number

enabled 1 if firewall enabled

Returns:

zero for success ??

2.1.1.16 int PDL_SetOrientation (int *Orientation*)

This controls the notification popup location, it does not flip location 0,0. This controls the notification popup location, it does not flip location 0,0

Parameters:

Orientation an int (0=bottom, 1= right, 2=top, 3=left)

Returns:

zero for success ??

2.1.1.17 void* PDLNet_Get_Info ()

2.2 libpdl.h File Reference

Functions

- int [PDL_SetOrientation](#) (int Orientation)
This controls the notification popup location, it does not flip location 0,0.
- int [PDL_SetFirewallPortStatus](#) (int portnum, int enabled)
portnum is number of port, enabled is 0 or 1
- int [PDL_GetUniqueID](#) (char *buffer, int sizeofbuffer)
Get the unique id of the device.
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Get device name.
- int [PDL_LaunchBrowser](#) (char *url)
Opens web browser with a particular url.
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Opens an email pre-populated with subject and text.
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Fills buffer with language string (example: en_US).
- int [PDL_NotifyMusicPlaying](#) (int enable)
- int [PDL_Quit](#) ()
- int [PDL_LSCall](#) (char *arg1, char *arg2)
- int [PDL_ScreenTimeoutEnable](#) (int enable)
- void [PDL_BannerMessagesEnable](#) (int enable)
- void [PDL_CustomPauseUiEnable](#) (int enable)
- char * [PDL_GetKeyName](#) (int key)
- void * [PDLNet_Get_Info](#) ()
- void * [PDL_FocusMessageEnable](#) (int bool)
- void * [PDL_GesturesEnable](#) (int bool)

2.2.1 Function Documentation

2.2.1.1 void [PDL_BannerMessagesEnable](#) (int *enable*)

2.2.1.2 void [PDL_CustomPauseUiEnable](#) (int *enable*)

2.2.1.3 void* [PDL_FocusMessageEnable](#) (int *bool*)

2.2.1.4 void* [PDL_GesturesEnable](#) (int *bool*)

2.2.1.5 int [PDL_GetDeviceName](#) (char * *buffer*, int *sizeofbuffer*)

Get device name.

Parameters:

A point to a buffer to store the device name in
sizeofbuffer The size of the buffer

Returns:

zero for success ??

2.2.1.6 char* PDL_GetKeyName (int *key*)**2.2.1.7 int PDL_GetLanguage (char * *buffer*, int *sizeofbuffer*)**

Fills buffer with language string (example: en_US).

Parameters:

A point to a buffer to store the language string in
sizeofbuffer The size of the buffer

Returns:

zero for success ??

2.2.1.8 int PDL_GetUniqueID (char * *buffer*, int *sizeofbuffer*)

Get the unique id of the device. Get the unique id of the device something needs to be larger than 63, not sure what it controls right now sizeofbuffer >= 63

Parameters:

buffer A point to a buffer to store the ID in
sizeofbuffer The size of the buffer

Returns:

zero for success ??

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Opens web browser with a particular url.

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url The url which will be opened in the new browser card

Returns:

zero for success ??

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Opens an email pre-populated with subject and text.

Parameters:

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text The body of the e-mail

Returns:

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Parameters:

Orientation an int (0=bottom, 1= right, 2=top, 3=left)

Returns:

zero for success ??

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