

SF.ENV

**** This class will not be supported in 2015.**

All functionalities of `sf.env` class are more improved, integrating with CAPH. Therefore `sf.env` class is not supported since 2015 Smart TV. To use functions of `sf.env` class, refer to [here](#).

For more information on the class features, see 3D.

Add the following line for `sf.env` class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/af/2.0.0/loader.js"></script>
```

You can declare `sf.env` class like this :

```
ex) var env = sf.env;
```

Contents

Methods

get3DSupported

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get3DSupported	
Description	
This function returns 3D mode availability.	
Parameters	none
Return	<ul style="list-style-type: none">■Number<ul style="list-style-type: none">- indicates 3D mode availability.* <code>sf.env.SUPPORT3D_FIRMWARE_UPDATE_NEEDED</code> : 3D supported after the firmware is updated* <code>sf.env.SUPPORT3D_NOTSUPPORTED</code> : 3D not supported* <code>sf.env.SUPPORT3D_SUPPORTED</code> : 3D supported.
Emulator Support	N
SDK Constraint	None
Example	
<pre>var threedsupport = threedMap[sf.env.get3DSupported()];</pre>	