

CUSTOMDEVICE.CUSTOMDEVICE

Gets custom device information, receives a device event connected TV and sends a message from TV to the device.

Add the following line for customdevice.CustomDevice class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/webapi/1.0/deviceapis.js"></script>
```

You can declare customdevice.CustomDevice class like this :

```
ex) var customdevice = deviceapis.customdevice;
```

Contents

Methods

[getDeviceID](#)

[getName](#)

[getType](#)

[getUniqueID](#)

[registerDeviceCallback](#)

[sendMessage](#)

Methods

getDeviceID	
Description	
get device ID of the customdevice.	
Parameters	none
Return	■DOMString - device ID of customdevice
Emulator Support	Yes
SDK Constraint	None
Example	

```
var custom = window.deviceapis.customdevice || {};  
var device1 = null;  
  
Main.keyDown = function()  
{  
    custom.getCustomDevices(Main.onCustomObtained);  
    ....  
}  
  
Main.onCustomObtained = function(customs)  
{  
    device1 = customs[0];  
}  
  
string strDeviceID = device1.getDeviceID();
```

getName

Description

get name of the custom device.

Parameters	none
Return	■DOMString - name of custom device
Emulator Support	Yes
SDK Constraint	None

Example

```
var custom = window.deviceapis.customdevice || {};  
var device1 = null;  
  
Main.keyDown = function()  
{  
    custom.getCustomDevices(Main.onCustomObtained);  
    ....  
}  
  
Main.onCustomObtained = function(customs)  
{  
    device1 = customs[0];  
}  
  
string strName = device1.getName();
```

getType

Description

get type of the custom device.

Parameters	none
Return	■Unsigned short - type of custom device
Emulator Support	Yes
SDK Constraint	None

Example

```

var custom = window.deviceapis.customdevice || {};
var device1 = null;

Main.keyDown = function()
{
    custom.getCustomDevices(Main.onCustomObtained);
    ....
}

Main.onCustomObtained = function(customs)
{
    device1 = customs[0];
}

unsinged short nType = device1.getType();

```

getUniqueID

Description

get unique ID of the customdevice.

Parameters	none
Return	<div>■DOMString</div> <div>- address/uniqueID of customdevice</div>
Emulator Support	Yes
SDK Constraint	None

Example

```

var custom = window.deviceapis.customdevice || {};
var device1 = null;

Main.keyDown = function()
{
    custom.getCustomDevices(Main.onCustomObtained);
    ....
}

Main.onCustomObtained = function(customs)
{
    device1 = customs[0];
}

string strUniqueID = device1.getUniqueID();

```

registerDeviceCallback

Description

This function is used to register a device instance for receiving device event. If null is passed as callback function type, then callback will be unregistered and event will no longer be received by device instance.

Parameters	<div>■callbackFn</div> <div>- Function</div> <div>- callback function that has prototype given as "void callbackFn(CustomDeviceInfo)"</div>
Return	<div>■Void</div>
Emulator Support	Yes
SDK Constraint	None

Example

```

var custom = window.deviceapis.customdevice || {};
var device1 = null;

Main.keyDown = function()
{
    custom.getCustomDevices(Main.onCustomObtained);
    ....
}

Main.onCustomObtained = function(customs)
{
    device1 = customs[0];
}

device1.registerDeviceCallback(deviceCallback);

```

sendMessage

Description

sends message from DTV widget to custom device.

Parameters	<ul style="list-style-type: none"> ■message - DOMString - message buffer
Return	<ul style="list-style-type: none"> ■Unsigned short - CUSTOMDEVICE_ERROR_CODE * ERROR_CODE_NO_ERR : call is successful * ERROR_CODE_ERR : call is not successful
Emulator Support	Yes
SDK Constraint	None

Example

```

var custom = window.deviceapis.customdevice || {};
var device1 = null;

Main.keyDown = function()
{
    custom.getCustomDevices(Main.onCustomObtained);
    ....
}

Main.onCustomObtained = function(customs)
{
    device1 = customs[0];
}

unsigned short nResult = device1.sendMessage(strMessage);

```