

# APPCOMMON

Class for the basic TV Commands (for example, Key Registration, and so on).

Add the following line for AppCommon class into a html file your own :

```
<object id="plugin" classid="clsid:SAMSUNG-INFOLINK-SEF" style="width:0px; height:0px;"></object>
```

You can declare AppCommon class like this :

```
ex) plugin = document.getElementById("plugin");

    plugin.Open('AppCommon', '1.001', 'AppCommon');

    plugin.Execute('method', 'parm1', 'parm2');
```

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## Constants

Name	Value	Description
PL_APPCOMMON_MESSAGE_APP_DEACTIVE	0	The App is deactivated
PL_APPCOMMON_MESSAGE_APP_ACTIVE	1	The App is activated
PL_APPCOMMON_MESSAGE_APP_INITIALIZED	2	The App is initialized
PL_APPCOMMON_MESSAGE_START_XLET_BY_APPLIST	3	An xlet is started by Application list
PL_APPCOMMON_MESSAGE_TIMEZONE_CHANGED	4	The time zone is changed by Menu Application
PL_APPCOMMON_MESSAGE_XLET_SHOW_STATE_CHANGE	5	The xlet show state changed
PL_APPCOMMON_MESSAGE_JAM_INITIALIZED	6	The App is jam initialized
PL_APPCOMMON_MESSAGE_CHANGE_TV_MODE_START	7	Change TV mode start
PL_APPCOMMON_MESSAGE_CHANGE_BURNPROOF_TIME	8	Change Burnproof Time
PL_APPCOMMON_MESSAGE_CHANGE_DATASERVICE_AUTO_LAUNCH	9	Change DataService Auto launch
PL_APPCOMMON_MESSAGE_NOTIFY_BANNER_HIDE	10	Notify banner hide

PL_APPCOMMON_MESSAGE_DATASERVICE_PREPARE	11	Data Service prepare
PL_APPCOMMON_MESSAGE_DATASERVICE_RECEIVE	12	Data Service Receive
PL_APPCOMMON_MESSAGE_DATASERVICE_ERROR	13	Data Service Error
PL_APPCOMMON_MESSAGE_DATASERVICE_HIDE	14	Data Service Hide
PL_APPCOMMON_MESSAGE_POWER_ON_FROM_STANDBY	15	The power on from standby mode
PL_APPCOMMON_MESSAGE_POWER_ON_BY_WAKEUP_UPGRADE	16	The power on by wakeup upgrade
PL_APPCOMMON_MESSAGE_POWER_ON_BY_WAKEUP_STANDBY	17	The power on by wakeup standby
PL_APPCOMMON_MESSAGE_NOTIFY_POWER_OFF	18	Notify Power off
PL_APPCOMMON_MESSAGE_RESET_TIME	19	The TCTv::EVENT_INITIALIZE_TIME received by TVIEWER
PL_APPCOMMON_MESSAGE_CHANGE_CHILDLOCK	20	The child lock state change
PL_APPCOMMON_MESSAGE_CHANGE_RATING_BLOCK	21	The rating block state change
PL_APPCOMMON_MESSAGE_CHANGE_AUDIO_LANGUAGE	22	The audio language change
PL_APPCOMMON_MESSAGE_INPUT_OCCUR	23	The key input event. The Callback data format is [xxxxxxx/yyyyyyy x.:MessageID y.:Key
PL_APPCOMMON_MESSAGE_SWD_START	24	The SWD is start
PL_APPCOMMON_MESSAGE_SWD_END	25	The SWD is end
PL_APPCOMMON_MESSAGE_SWD_START_YES	26	The SWD is start YES
PL_APPCOMMON_MESSAGE_SWD_START_NO	27	The SWD is start NO
PL_APPCOMMON_MESSAGE_CC_DATA_SUBSCRIBE	28	The CC DATA SUBSCRIBE
PL_APPCOMMON_MESSAGE_CC_DATA	29	The CC DATA
PL_APPCOMMON_MESSAGE_AUTO_MOTION_DEMO_ON	30	The Auto Motion Plus 120Hz demo start
PL_APPCOMMON_MESSAGE_AUTO_MOTION_DEMO_OFF	31	The Auto Motion Plus 120Hz demo off
PL_APPCOMMON_MESSAGE_MOVIE_PLUS_DEMO_ON	32	The Movie Plus demo start
PL_APPCOMMON_MESSAGE_MOVIE_PLUS_DEMO_OFF	33	The Movie Plus demo off
PL_APPCOMMON_MESSAGE_REAL_DEMO_ON	34	The Real Demo start
PL_APPCOMMON_MESSAGE_REAL_DEMO_OFF	35	The Real Demo off
PL_APPCOMMON_MESSAGE_LED_DEMO_ON	36	The Led Demo on
PL_APPCOMMON_MESSAGE_LED_DEMO_OFF	37	The Led Demo off
PL_APPCOMMON_MESSAGE_SMOOTHMOTION_DEMO_ON	38	The SMOOTHMOTION Demo on
PL_APPCOMMON_MESSAGE_SMOOTHMOTION_DEMO_OFF	39	The SMOOTHMOTION Demo off
PL_APPCOMMON_MESSAGE_WAKEUP_UPGRADE_START	40	The WakeUp UpGrade Start
PL_APPCOMMON_MESSAGE_POWER_OFF_START	41	The Power Off Start
PL_APPCOMMON_MESSAGE_REMIND_RECORD	42	The Remind Record
PL_APPCOMMON_MESSAGE_IME_INPUT_WAIT_START	43	The IME Input wait Start
PL_APPCOMMON_MESSAGE_IME_INPUT_WAIT_END	44	The IME Input wait end
PL_APPCOMMON_MESSAGE_IME_INPUT	45	The IME Input

## Listeners

# OnMessage

## Description

The OnMessage plugin event is called when the PL\_APPCOMMON message is received from the AppCommon plugin.

## Parameters

data	Number	PL_APPCOMMON_MESSAGE xxxxxx[/yyy] x.. : MessageID, yyy : Optional data
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## Emulator Support

## SDK Constraint

## Example

```
function OnLoadFunc()
{
    SelfPlugin = document.getElementById("PluginSelf");
    SelfPlugin.Execute("SubscribeEvent", PL_APPCOMMON_MESSAGE_INPUT_OCCUR);
    SelfPlugin.OnEvent = OnEvent;
}

function OnUnloadFunc()
{
    SelfPlugin.Execute("UnsubscribeEvent"
```

# Methods

## SubscribeEvent

## Description

The SubscribeEvent function registers message to receive callback.

Parameters	<ul style="list-style-type: none"><li>■message<ul style="list-style-type: none"><li>- PL_APPCOMMON_MESSAGE</li><li>- Message to register, PL_APPCOMMON_MESSAGE plugin enumeration defines the common messages.</li></ul></li></ul>
Return	<ul style="list-style-type: none"><li>■Success<ul style="list-style-type: none"><li>- positive value</li></ul></li><li>■Fail<ul style="list-style-type: none"><li>- negative value</li></ul></li></ul>

## Emulator Support

Y

## SDK Constraint

None

## Example

```
SelfPlugin.Execute("SubscribeEvent", PL_APPCOMMON_MESSAGE_INPUT_OCCUR);
SelfPlugin.Execute("UnsubscribeEvent", PL_APPCOMMON_MESSAGE_INPUT_OCCUR);
function OnEvent(event, data1, data2) {
    alert("OnEvent event=[" + event + "]");
    if (event == PL_APPCOMMON_MESSAGE_IME_INPUT) {
        alert('PL_APPCOMMON_MESSAGE_IME_INPUT');
        document.getElementById('OnEvent').value = "[" + data1 + "]";
    }
}
```

## UnsubscribeEvent

## Description

The UnsubscribeEvent function unregisters the message to receive callback.

Parameters	<ul style="list-style-type: none"><li>■message<ul style="list-style-type: none"><li>- PL_APPCOMMON_MESSAGE</li><li>- Message to unregister, PL_APPCOMMON_MESSAGE plugin enumeration defines the common messages.</li></ul></li></ul>
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Return	<div>■Success - positive value</div> <div>■Fail - negative value</div>
Emulator Support	Y
SDK Constraint	None
Example	
<pre>SefPlugin.Execute("UnsubscribeEvent",PL_APPCOMMON_MESSAGE_INPUT_OCCUR);</pre>	