

Network

This class provides network setting information(ip, dns(domain name server) address, gateway address etc.) and methods which can set these.

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

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

You can declare Network class like this :

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

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

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

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Methods

GetActiveType

Description

The GetActiveType function gets the current active interface (Wired or Wireless).	
Parameters	none
Return	<div> <div>■Success</div> <div> - 1 : active interface is WIRED - 0 : active interface is WIRELESS </div> </div> <div> <div>■Fail</div> <div> - -1 </div> </div>
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var cType = SefPlugin.Execute("GetActiveType"); if (cType == 1) document.getElementById('ActiveConnection').value = "wired"; if (cType == 0) document.getElementById('ActiveConnection').value = "wireless"; if (cType == -1) { document.getElementById('ActiveConnection').value = "no active connection"; return; }</pre>	
GetIPMode	
Description	
The GetIPMode function gets the IP address type (Auto/Manual).	
Parameters	<div> <div>■interfaceType</div> <div> - Number - The type of interface (Wired/Wireless) 1: wired, 0: wireless </div> </div>
Return	<div> <div>■Success</div> <div> - 0 : Auto - 1 : Manual </div> </div> <div> <div>■Fail</div> <div> - returns -1 </div> </div>
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var cType = SefPlugin.Execute("GetActiveType"); if (cType != -1) var ipType = SefPlugin.Execute("GetIPMode", cType);</pre>	
SetIPMode	
Description	
The SetIPMode function sets the IP address type (Auto/Manual).	

Parameters	<ul style="list-style-type: none"> ■ interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> 1: wired, 0: wireless ■ mode <ul style="list-style-type: none"> - Number - The IP mode (Auto/Manual) <ul style="list-style-type: none"> 0: Auto, 1: Manual
Return	<ul style="list-style-type: none"> ■ Success <ul style="list-style-type: none"> - returns 1 ■ Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var cType = SeffPlugin.Execute("GetActiveType"); if (cType != -1) var result = SeffPlugin.Execute("SetIPMode", cType, 0);</pre>	

GetDNSMode

Description

The GetDNSMode function gets the DNS type (Auto/Manual).

Parameters	<ul style="list-style-type: none"> ■ interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> 1: wired, 0: wireless
Return	<ul style="list-style-type: none"> ■ Success <ul style="list-style-type: none"> - 0 : Auto - 1 : Manual ■ Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var cType = SeffPlugin.Execute("GetActiveType"); if (cType != -1) { var DnsType = SeffPlugin.Execute('GetDNSMode', cType); }</pre>	

SetDNSMode

Description

The SetDNSMode function sets the DNS type (Auto/Manual).

Parameters	<ul style="list-style-type: none"> ■ interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> * 1: wired, 0: wireless ■ mode <ul style="list-style-type: none"> - Number - The IP mode (Auto/Manual) <ul style="list-style-type: none"> * 0: Auto, 1: Manual
------------	---

Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - returns 1 ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var cType = SePlugin.Execute("GetActiveType"); if (cType != -1) var result = SePlugin.Execute("SetDNSMode" cType, "0");</pre>	
CheckPhysicalConnection	
Description	
The CheckPhysicalConnection function checks the connectivity of cable (for wired) or access point (wireless).	
Parameters	<ul style="list-style-type: none"> ■interfaceType <ul style="list-style-type: none"> - Number - type of interface (Wired/Wireless) <ul style="list-style-type: none"> *1: wired, *0: wireless
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - 1 : connected - 0 : not connected ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var phyConnection = SePlugin.Execute("CheckPhysicalConnection", cType); if (phyConnection == 1) document.getElementById('PhysicalConnection').value = "OK"; if (phyConnection == 0) document.getElementById('PhysicalConnection').value = "Failure"; if (phyConnection == -1) {document.getElementById('PhysicalConnection').value = "Error"; return;}</pre>	
CheckGateway	
Description	
The CheckGateway function checks the gateway by pinging.	
Parameters	<ul style="list-style-type: none"> ■interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> 1: wired, 0: wireless
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - 1 : Gateway is reachable - 0 : Gateway is not reachable ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	

```

var cType = "1"; //wired
var checkGW = SelfPlugin.Execute("CheckGateway",cType);
if (checkGW == 1) document.getElementById('CheckGateway').value = "OK";
if (checkGW == 0) document.getElementById('CheckGateway').value = "Failure";
if (checkGW == -1) {document.getElementById('CheckGateway').value = "Error"; return;}

```

CheckDNS

Description

The CheckDNS function checks the DNS by pinging.

Parameters	■interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) 1: wired, 0: wireless
Return	■Success <ul style="list-style-type: none"> - 1 : DNS is reachable - 0 : DNS is not reachable ■Fail <ul style="list-style-type: none"> - -1
Emulator Support	Y
SDK Constraint	None

Example

```

var type = "1"; //wired
var checkDNS = SelfPlugin.Execute("CheckDNS", type );
if (checkDNS == 1) document.getElementById('CheckDNS').value = "OK";
if (checkDNS == 0) document.getElementById('CheckDNS').value = "Failure";
if (checkDNS == -1){ document.getElementById('CheckDNS').value = "Error"; return;}

```

CheckHTTP

Description

The CheckHTTP function checks the HTTP connectivity.

Parameters	■interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) 1: wired, 0: wireless
Return	■Success <ul style="list-style-type: none"> - 1 : HTTP is operating successfully - 0 : HTTP is not available ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None

Example

```

var cType = "1"; //wired
var checkHttp = SelfPlugin.Execute("CheckHTTP", cType);
if (checkHttp== 1) document.getElementById('HttpTest').value = "OK";
if (checkHttp== 0) document.getElementById('HttpTest').value = "Failure";
if (checkHttp== -1) {document.getElementById('HttpTest').value = "Error"; return; }

```

IsValidMAC

Description

The IsValidMAC function checks whether the MAC address is valid.

Parameters	■interfaceType - Number - The type of interface (Wired/Wireless) 1: wired, 0: wireless
Return	■Success - 1 : MAC address is valid - 0 : MAC is not valid ■Fail - returns -1
Emulator Support	Y
SDK Constraint	None

Example

```

if (SelfPlugin.Execute("IsValidMAC", cType) == 1 &&
    SelfPlugin.Execute("IsValidIP", cType) == 1 &&
    SelfPlugin.Execute("IsValidSubnetMask", cType) == 1 &&
    SelfPlugin.Execute("IsValidGateway", cType) == 1 &&
    SelfPlugin.Execute("IsValidDNS", cType) == 1)
    document.getElementById("Validate").value = "OK";
else {

    document.getElementById("Validate").value = "Failure";
    return;
}

```

IsValidIP

Description

The IsValidIP function checks whether the IP address is valid.

Parameters	■interfaceType - Number - The type of interface (Wired/Wireless) 1: wired, 0: wireless
Return	■Success - 1 : IP address is valid - 0 : IP is not valid ■Fail - returns -1
Emulator Support	Y
SDK Constraint	None

Example

```

if (SelfPlugin.Execute("IsValidMAC", cType) == 1 &&
    SelfPlugin.Execute("IsValidIP", cType) == 1 &&
    SelfPlugin.Execute("IsValidSubnetMask", cType) == 1 &&
    SelfPlugin.Execute("IsValidGateway", cType) == 1 &&
    SelfPlugin.Execute("IsValidDNS", cType) == 1)
    document.getElementById("Validate").value = "OK";
else {

    document.getElementById("Validate").value = "Failure";
    return;
}

```

IsValidSubnetMask

Description

The IsValidSubnetMask function checks whether the SubNet Mask address is valid.	
Parameters	■interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> 1: wired, 0: wireless
Return	■Success <ul style="list-style-type: none"> - 1 : SubNet Mask address is valid - 0 : SubNet Mask is not valid ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre> if (SelfPlugin.Execute("IsValidMAC", cType) == 1 && SelfPlugin.Execute("IsValidIP", cType) == 1 && SelfPlugin.Execute("IsValidSubnetMask",cType) == 1 && SelfPlugin.Execute("IsValidGateway",cType) == 1 && SelfPlugin.Execute("IsValidDNS",cType) == 1) document.getElementById("Validate").value = "OK"; else { document.getElementById("Validate").value = "Failure"; return; } </pre>	
IsValidGateway	
Description	
The IsValidGateway function checks whether the gateway address is valid.	
Parameters	■interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> 1: wired, 0: wireless
Return	■Success <ul style="list-style-type: none"> - 1 : gateway address is valid - 0 : gateway is not valid ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre> if (SelfPlugin.Execute("IsValidMAC", cType) == 1 && SelfPlugin.Execute("IsValidIP", cType) == 1 && SelfPlugin.Execute("IsValidSubnetMask",cType) == 1 && SelfPlugin.Execute("IsValidGateway",cType) == 1 && SelfPlugin.Execute("IsValidDNS",cType) == 1) document.getElementById("Validate").value = "OK"; else { document.getElementById("Validate").value = "Failure"; return; } </pre>	
IsValidDNS	

Description	
The IsValidDNS function checks whether the DNS address is valid.	
Parameters	<ul style="list-style-type: none"> ■interfaceType <ul style="list-style-type: none"> - Number - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> 1: wired, 0: wireless
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - 1 : DNS address is valid - 0 : DNS is not valid ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre> if (SelfPlugin.Execute("IsValidMAC", cType) == 1 && SelfPlugin.Execute("IsValidIP", cType) == 1 && SelfPlugin.Execute("IsValidSubnetMask", cType) == 1 && SelfPlugin.Execute("IsValidGateway", cType) == 1 && SelfPlugin.Execute("IsValidDNS", cType) == 1) document.getElementById("Validate").value = "OK"; else { document.getElementById("Validate").value = "Failure"; return; } </pre>	

GetMAC

Description	
The GetMAC function gets the MAC address.	
Parameters	<ul style="list-style-type: none"> ■interfaceType (Optional) <ul style="list-style-type: none"> - Number - If this function is called without parameter, it returns result for wired network. - The type of interface (Wired/Wireless) <ul style="list-style-type: none"> * 1: wired, 0: wireless
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - String - MAC address ■Fail <ul style="list-style-type: none"> - null string
Emulator Support	Y
SDK Constraint	None
Example	
<pre> //for wired interface var mac = SelfPlugin.Execute("GetMAC" , "1"); </pre>	

GetIP

Description	
The GetIP function gets the IP address.	

Parameters	<ul style="list-style-type: none"> ■interfaceType (Optional) <ul style="list-style-type: none"> - Number - If this function is called without parameter, it returns result for wired network. - The type of interface (Wired/Wireless) * 1: wired, 0: wireless
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - String - IP address ■Fail <ul style="list-style-type: none"> - null string
Emulator Support	Y
SDK Constraint	None

Example

```
//for wired interface
var IP = SelfPlugin.Execute("GetIP", "1");
```

GetGateway

Description

The GetGateway function gets the gateway address.

Parameters	<ul style="list-style-type: none"> ■interfaceType (Optional) <ul style="list-style-type: none"> - Number - If this function is called without parameter, it returns result for wired network. - The type of interface (Wired/Wireless) * 1: wired, 0: wireless
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - String - gateway address ■Fail <ul style="list-style-type: none"> - null string
Emulator Support	Y
SDK Constraint	None

Example

```
//for wired interface
var GW = SelfPlugin.Execute('GetGateway', "1");
```

GetNetMask

Description

The GetNetMask function gets the NetMask address.

Parameters	<ul style="list-style-type: none"> ■interfaceType (Optional) <ul style="list-style-type: none"> - Number - If this function is called without parameter, it returns result for wired network. - The type of interface (Wired/Wireless) * 1: wired, 0: wireless
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - String - NetMask address ■Fail <ul style="list-style-type: none"> - null string
Emulator Support	Y
SDK Constraint	None

Example

```
//for wired interface  
var NetMask = SelfPlugin.Execute("GetNetMask", "1");
```

GetDNS

Description

The GetDNS function gets the DNS address.

Parameters

- interfaceType
 - Number
 - This function accepts call with One parameter Or WITHOUT parameter
 - The type of interface (Wired/Wireless)
 - 1: wired,
 - 0: wireless
 - If called without parameter, the command returns the result for wired network.

Return

- Success
 - String
 - DNS address
- Fail
 - returns 0

Emulator Support

Y

SDK Constraint

None

Example

```
//for wired interface  
var Dns = SelfPlugin.Execute("GetDNS", "1");  
  
//or with default parameter  
var Dns = SelfPlugin.Execute("GetDNS");
```