

RECOGNITION

This class is used to subscribe for Voice Recognition events. You can configure event according to the voice commands through this class.

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

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

You can declare recognition class like this :

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

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Constants

Name	Value	Description
PL_RECOGNITION_TYPE_VOICE	0	defines the recognition type – VOICE
PL_RECOGNITION_TYPE_GESTURE	1	defines the recognition type – GESTURE
PL_RECOGNITION_TYPE_FACE	2	defines the recognition type – FACE(not using now)

Methods

GetCurrentVoiceLanguage	
Description	
The GetCurrentVoiceLanguage function gets the current voice recognition language.	
Parameters	none
Return	■LanguageCode - voice recognition language * ko : Korean * en : US English * en-GB : UK English * es-US : American Spanish * fr-US : Canadian French * pt-US : Brazilian Portuguese * cs : Czech * nl : Dutch * fi : Finnish * fr : French * de : German * el : Greek * hu : Hungarian * it : Italian * no : Norwegian * pl : Polish * pt : Portuguese * ru : Russian * es : Spanish * sv : Swedish * tr : Turkish * zh-CN : Chinese * zh-HK : HongKong * zh-TW : Taiwan * ar : Arabic * ja : Japanese * reference : http://en.wikipedia.org/wiki/List_of_ISO_639-1_codes
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.GetCurrentVoiceLanguage();	
HideVoiceHelpbar	
Description	
The HideVoiceHelpbar function hides the voice recognition helpbar.	

Parameters	none
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.HideVoiceHelpbar();	
IsVoiceRecognitionEnabled	
Description	
The IsVoiceRecognitionEnabled function checks whether the voice recognition is enabled or disabled. Eventhough the returned result is false, the server guide mode is available. If you want to use the server guide mode, you must check to use IsVoiceServerLanguageSupported().	
Parameters	none
Return	■Number - 1 : enabled 0 : disabled
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.IsVoiceRecognitionEnalbed();	
IsVoiceServerLanguageSupported	
Description	
IsVoiceServerLanguageSupported function checks whether the current recognition language mode is supported by server guide mode or not .	
Parameters	none
Return	■Number - 1 : supported by Server guide mode 0 : not supported
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.IsVoiceServerLanguageSupported();	
SDKTest_GenerateExpectedResult	
Description	
The SDKTest_GenerateExpectedResult function generate results of the voice recognition as the user wants. And it returns results at regular intervals. When a user starts to use voice recognition(e.g. say "Hi TV") and then says something, the function obtains user's words as a result. This function is only for test in environment using SDK emulator . So this function code should be removed before uploading application to TV	
Parameters	■number - Int - number of result ■resultList - String - use separator '&&' * "samsung&&smart&&TV" ■interval - Int - eturn result at regular intervals(seconds)
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	
<pre>function rCallback(result) { var resultVal = result; } if(deviceapis.recognition.IsVoiceRecognitionEnalbed()) { deviceapis.recognition.SubscribeEvent(deviceapis.recognition.PL_RECOGNITION_TYPE_VOICE, 'smartTV', rCallback); deviceapis.recognition.SDKTest_GenerateExpectedResult(2, 'Hi&&samsung',3); } deviceapis.recognition.UnsubscribeEvent(deviceapis.recognition.PL_RECOGNITION_TYPE_VOICE, 'smartTV');</pre>	
SetVoiceHelpbarInfo	
Description	
The SetVoiceHelpbarInfo function sets the helpbar information of voice recognition.	
Parameters	■helpbarInfo - String - helpbarInfo to register * Parameter example 1: Embedded mode * Parameter example 2: ServerGuide mode
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	

```
* Parameter example 1
helpbarInfo = '{
  "helpbarType":"HELPBAR_TYPE_VOICE_CUSTOMIZE",
  "helpbarItemsList":{
    "itemText":"Channel Up/Down",
    "commandList":{
      {"command":"Channel Up"},
      {"command":"Channel Down"}}
    },{
    "itemText":"Stop",
    "commandList":{
      {"command":"Stop"}}
    }
  },
  "candidateList":{
    {"candidate":"Search"},
    {"candidate":"SearchAll"}
  }
}';

* Parameter example 2
helpbarInfo = '{
  "helpbarType":"HELPBAR_TYPE_VOICE_SERVER_GUIDE",
  "guideText":"Say the word or phrase you wish to type";

* Usage example

var helpbarInfo = {"helpbarType":"HELPBAR_TYPE_VOICE_CUSTOMIZE","helpbarItemsList":{"itemText":"Channel", "commandList":[{"command":"Channel"}]}, {"itemText":"Stop", "commandList":[{"command":"Stop"}]}}, {"candidateList":
[{"candidate":"Search"}, {"candidate":"SearchAll"}]};

deviceapis.recognition.SetVoiceHelpbarInfo(helpbarInfo);
```

SetVoiceTimeout

Description	
The SetVoiceTimeout function sets the displayed time of voice recognition helpbar.	
Parameters	■msTime - Int - setting to show voice helpbar time
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.SetVoiceTimeout(2000); //2sec.	

ShowVoiceHelpbar

Description	
This function shows VoiceHelpbar without speaking trigger word(e.g., "Hi TV") when user pressed voice recognition button on smart controller.	
Parameters	none
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.ShowVoiceHelpbar();	

SubscribeExEvent

Description	
The SubscribeExEvent function registers a type to receive callback. You must call UnsubscribeExEvent() when you finish using recognition feature.	
Parameters	■type - PL_RECOGNITION_TYPE - type to register ■name - String - name to subscribe ■callback - Function - callback function to receive a result information * result information resultInfo = { - recognitiontype : PL_RECOGNITION_TYPE, - eventtype : "EVENT_VOICE_BEGIN_MONITOR" //when you say trigger word. "EVENT_VOICE_BT SOUND_START" //when you press voice recognition button at Smart Control "EVENT_VOICE_RECOG_RESULT" //when voice recog - result : when voice recognition result is returned, the result is string. }
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	

```
function rCallback(resultInfo)
{
    switch(resultInfo.eventType){
        case 'EVENT_VOICE_BEGIN_MONITOR':
        case 'EVENT_VOICE_BT_SOUND_START':
            var customizeHelpbarInfo = '{"helpbarType":"HELPPBAR_TYPE_VOICE_CUSTOMIZE","helpbarItemsList":[{"itemText":"Channel", "commandList":[{"command":"Channel"}]},{"itemText":"Stop", "commandList":[{"command":"Stop"}]}],"candidateList":[{"candidate":"Search"}, {"candidate":"SearchAll"}]}';

            deviceapis.recognition.SetVoiceHelpbarInfo(customizeHelpbarInfo);

        case 'EVENT_VOICE_RECOG_RESULT':
            var recog_result = resultInfo.result;
    }
    if(deviceapis.recognition.IsRecognitionSupported())
    {
        deviceapis.recognition.SubscribeExEvent(deviceapis.recognition.PL_RECOGNITION_TYPE_VOICE, 'testApp', rCallback);
    }
}
```

UnsubscribeEvent

Description	
The UnsubscribeEvent function unregisters a type in order to receive callback.	
Parameters	<div>■type</div> <div>- PL_RECOGNITION_TYPE</div> <div>- type to unregister</div> <div>■name</div> <div>- String</div> <div>- name to unsubscribe. This name should be same with the name used at SubscribeEvent().</div>
Return	<div>■Number</div> <div>- 1 : enabled,</div> <div>0 : not disabled,</div> <div>negative value : the function fails</div>
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.UnsubscribeEvent(deviceapis.recognition.PL_RECOGNITION_TYPE_VOICE, 'testApp');	

UnsubscribeExEvent

Description	
The UnsubscribeExEvent function unregisters a type in order to receive callback.	
Parameters	<div>■type</div> <div>- PL_RECOGNITION_TYPE</div> <div>- Type to unregister</div> <div>■name</div> <div>- String</div> <div>- name to unsubscribe. This name should be same with the name used at SubscribeExEvent().</div>
Return	<div>■Number</div> <div>- 1 : enabled,</div> <div>0 : not disabled</div>
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.recognition.UnsubscribeExEvent(deviceapis.recognition.PL_RECOGNITION_TYPE_VOICE, 'testApp');	