

RECOGNITION

This class is used to subscribe for Gesture Recognition events. You can configure event according to the gesture 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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Methods

| SubscribeEvent | |
|---|---|
| Description | |
| The SubscribeEvent function registers a type to receive callback. You must call UnsubscribeEvent() when you finish using recognition feature. | |
| Parameters | <div>■type</div> <ul style="list-style-type: none">- PL_RECOGNITION_TYPE- Type to register <div>■name</div> <ul style="list-style-type: none">- String- name to subscribe <div>■callback</div> <ul style="list-style-type: none">- Function- callback function to receive a result value |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | None |
| Example | |
| <pre>function rCallback(result) { var resultVal = result; } if(deviceapis.recognition.IsRecognitionSupported()) { deviceapis.recognition.SubscribeEvent(deviceapis.recognition.PL_RECOGNITION_TYPE_VOICE, 'testApp', rCallback); }</pre> | |

