

SF.ENV

**** This class will not be supported in 2015.**

All functionalities of sf.env class are more improved, integrating with CAPH. Therefore sf.env class is not supported since 2015 Smart TV. To use functions of sf.env class, refer to [here](#).

This class defines the environment functions.

Add the following line for sf.env class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/af/2.0.0/loader.js"></script>
```

You can declare sf.env class like this :

```
ex) var env = sf.env;
```

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Methods

getAppVersion

Description

This function returns current application version.

Parameters

none

Return	■String - Appliction version defined in config.xml.
Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "App Version: + sf.env.getAppVersion());</pre>	
getBrowser	
Description	
This function returns current browser information.	
Parameters	none
Return	■String - current browser information
Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "Browser: + sf.env.getBrowser());</pre>	
getCountryCode	
Description	
This function returns the product type.	
Parameters	none
Return	■String - indicates current country setting * (e.g) 'kr', 'us', 'uk', 'fr', 'it'
Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "Country Code: " + sf.env.getCountryCode());</pre>	
getFirmwareVer	
Description	
This function returns current firmware version.	
Parameters	none
Return	■Object - indicates firmware version. - The example of the object is as follows: * version: 'T-INFOLINK2012-1000', * year: '2012', * num: '1000'
Emulator Support	N

SDK Constraint	None
Example	
<pre>var firmware = sf.env.getFirmwareVer();</pre>	
getGestureRecogAvailable	
Description	
This fuction checks gesture recognition is available on the device or not and returns the result.	
Parameters	none
Return	■Boolean <ul style="list-style-type: none"> - true : gesture recognition is available - false : gesture recognition is not available
Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "Gesture recognition available : " + sf.env.getGestureRecogAvailable());</pre>	
getLanguageCode	
Description	
This function returns current language setting.	
Parameters	none
Return	■String <ul style="list-style-type: none"> - indicates current language setting * (e.g) 'en', 'en-GB', 'fr', 'it', 'ko'
Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "Language Code: " + sf.env.getLanguageCode());</pre>	
getModelID	
Description	
This function returns model ID.	
Parameters	none
Return	■String <ul style="list-style-type: none"> - model ID
Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "Model ID: " + (sf.env.getModelID() "Unknown"));</pre>	
getMouseEventAvailable	

Description	
This function checks mouse event is available on the device or not and returns the result.	
Parameters	none
Return	■Boolean - true : mouse is available - false : mouse is not available
Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "Mouse event available and supported : " + sf.env.getMouseEventAvailable());</pre>	

getPopupOpacity

Description	
This function returns popup opacity.	
Parameters	none
Return	■String - popup opacity
Emulator Support	N
SDK Constraint	None
Example	
<pre>var opacity = sf.env.getPopupOpacity();</pre>	

getProductType

Description	
This function returns the product type.	
Parameters	none
Return	■Number - indicates the product type. * sf.env.PRODUCTTYPE_TV : TV * sf.env.PRODUCTTYPE_MONITOR : Monitor (with TV) * sf.env.PRODUCTTYPE_BD : Blu-ray disc player, Home theater system, PVR.
Emulator Support	N
SDK Constraint	None
Example	
<pre>var producttype = productMap[sf.env.getProductType()];</pre>	

getResolution

Description	
This function returns current resolution of screen.	
Parameters	none
Return	■String - indicates resolution * (e.g) '540p', '720p', '1080p'

Emulator Support	N
SDK Constraint	None
Example	
<pre>\$("#EnvInfos").html(""+ "Resolution: " + sf.env.getResolution());</pre>	
getScreenSize	
Description	
This function returns current resolution of screen.	
Parameters	none
Return	■String <ul style="list-style-type: none"> - Contains size of screen. - The example of the object is as follows: <ul style="list-style-type: none"> * width: 960, * height: 540
Emulator Support	N
SDK Constraint	None
Example	
<pre>var screensize = sf.env.getScreenSize();</pre>	
getTargetLocation	
Description	
This function returns Target(TV) location.	
Parameters	none
Return	■Number <ul style="list-style-type: none"> - Target location enumeration number.
Emulator Support	N
SDK Constraint	None
Example	
<pre>var target = sf.env.getTargetLocation(); if(target === sf.env.TARGETLOCATION_USA){ // TV for US }</pre>	
getVoiceRecogAvailable	
Description	
This function checks voice recognition is available on the device or not and returns the result.	
Parameters	none
Return	■Boolean <ul style="list-style-type: none"> - true : voice recognition is available - false : voice recognition is not available
Emulator Support	N
SDK Constraint	None
Example	

```
$("#EnvInfos").html(""+  
"Voice recognition available : " + sf.env.getVoiceRecogAvailable()  
);
```