

# Pepper API reference 2013

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**structures,**

**enums,**

**typedefs,**

**macros**

and interfaces:

Interface	Notice
<a href="#">PPB_Audio</a>	
<a href="#">PPB_Audio_Callback</a>	
<a href="#">PPB_AudioConfig</a>	
<a href="#">PPB_Console</a>	
<a href="#">PPB_Core</a>	
<a href="#">PPB_FileIO</a>	The PPB_FileIO in pepper_25 implements methods of version 1.0. The <a href="#">ReadToArray</a> method from version 1.1 is not supported. See more detail <a href="#">PPB_FileIO</a> in pepper_24.
<a href="#">PPB_FileRef</a>	
<a href="#">PPB_FileSystem</a>	
<a href="#">PPB_Fullscreen</a>	Not supported in Samsung Smart TV Emulator.
<a href="#">PPB_Gamepad</a>	
<a href="#">PPB_Graphics2D</a>	
<a href="#">PPB_Graphics3D</a>	
<a href="#">PPB_ImageData</a>	
<a href="#">PPB_InputEvent</a>	
<a href="#">PPB_KeyboardInputEvent</a>	
<a href="#">PPB_MouseInputEvent</a>	

Interface	Notice
<a href="#">PPB_WheelInputEvent</a>	
<a href="#">PPB_Instance</a>	
<a href="#">PPB_Messaging</a>	
<a href="#">PPB_OpenGL ES2</a>	<p>Some OpenGL extensions are supported on Samsung Smart TV devices but they are not supported on SmartTV Emulator:</p> <ul style="list-style-type: none"> <li><a href="#">GL_EXT_read_format_bgra</a></li> <li><a href="#">GL_EXT_texture_storage</a></li> <li><a href="#">GL_EXT_occlusion_query_boolean</a></li> <li><a href="#">GL_EXT_unpack_subimage</a></li> <li><a href="#">EGL_KHR_config_attribs</a></li> <li><a href="#">EGL_KHR_image</a></li> <li><a href="#">EGL_KHR_image_base</a></li> <li><a href="#">EGL_KHR_fence_sync</a></li> <li><a href="#">EGL_ARM_wait_sync</a></li> <li><a href="#">EGL_KHR_gl_texture_2D_image</a></li> <li><a href="#">EGL_KHR_gl_renderbuffer_image</a></li> <li><a href="#">EGL_KHR_gl_texture_cubemap_image</a></li> <li><a href="#">EGL_KHR_image_pixmap</a></li> </ul>
<a href="#">PPB_OpenGL ES2InstancedArrays</a>	
<a href="#">PPB_OpenGL ES2FramebufferBlit</a>	
<a href="#">PPB_OpenGL ES2FramebufferMultisample</a>	
<a href="#">PPB_OpenGL ES2ChromiumEnableFeature</a>	
<a href="#">PPB_OpenGL ES2ChromiumMapSub</a>	
<a href="#">PPB_OpenGL ES2Query</a>	
<a href="#">PPB_URLLoader</a>	
<a href="#">PPB_URLRequestInfo</a>	
<a href="#">PPB_URLResponseInfo</a>	
<a href="#">PPB_Var</a>	
<a href="#">PPB_VarArrayBuffer</a>	
<a href="#">PPB_View</a>	