WINDOW

The Window class handles the basic TV commands (for example, Screen, Channel, and so on).

> Add the following line for Window class into a html file your own :
>
> <object id="plugin" classid="clsid:SAMSUNG-INFOLINK-SEF" style="width:0px; height:0px;"></object>

> You can declare Window class like this :
>
> ex) plugin = document.getElementById("plugin");
>
> plugin.Open('Window', '1.001', 'Window');
>
> plugin.Execute('method', 'parm1', 'parm2');

Contents

Constants

Methods

- **GetScreenRect**
- **SetScreenRect**
- **GetResolution**
- **GetSource**
- **SetSource**
- **SetPreviousSource**
- **GetCurrentChannel_Major**
- **GetCurrentChannel_Minor**
- **GetCurrentChannel_Name**
- **GetCurrentChannel_OriginNetID**
- **GetCurrentChannel_ProgramNumber**
- **GetCurrentChannel_PTC**
- **GetCurrentChannel_ServiceName**
- **GetCurrentChannel_Type**

Constants

Name	Value	Description
PL_WINDOW_CHANNEL_TYPE_UNKNOWN	0	The Unknown Channel
PL_WINDOW_CHANNEL_TYPE_TV	1	The TV channel
PL_WINDOW_CHANNEL_TYPE_ATV	2	The Analog TV Channel

PL_WINDOW_CHANNEL_TYPE_DTV	3	The Digital Tvchannel
PL_WINDOW_CHANNEL_TYPE_CATV	4	The cable analog TV channel
PL_WINDOW_CHANNEL_TYPE_CDTV	5	The cable digital TV channel
PL_WINDOW_CHANNEL_TYPE_PATV	6	The POD analog TV channel
PL_WINDOW_CHANNEL_TYPE_PDTV	7	The POD digital TV channel
PL_WINDOW_CHANNEL_TYPE_SDTV	8	The SDTV channel
PL_WINDOW_CHANNEL_TYPE_FREESAT	9	The Freesat channel
PL_WINDOW_CHANNEL_TYPE_MEDIA	10	The Media channel
PL_WINDOW_NAVIGATOR_MODE_ALL	0	The all channels mode
PL_WINDOW_NAVIGATOR_MODE_DIGITAL	1	The digital channel mode
PL_WINDOW_NAVIGATOR_MODE_ANALOG	2	The analog channel mode
PL_WINDOW_NAVIGATOR_MODE_FAVORITE	3	The favorite channel mode
PL_WINDOW_NAVIGATOR_MODE_CURR_TYPE	4	Unused
PL_WINDOW_NAVIGATOR_MODE_EXCEPT_ADDDEL	5	Unused
PL_WINDOW_NAVIGATOR_MODE_ANALOG_ALL	6	Unused
PL_WINDOW_RESOLUTION_NOTSUPPORT	0	Not supported
PL_WINDOW_RESOLUTION_NOSIGNAL	1	No signal
PL_WINDOW_RESOLUTION_NT	2	The NT resolution for NTSC3_58 color system
PL_WINDOW_RESOLUTION_NT_N	3	NT_N resolution for NTSC4_43 color system
PL_WINDOW_RESOLUTION_PC	4	The PC resolution
PL_WINDOW_RESOLUTION_1080I	5	The 1080I resolution
PL_WINDOW_RESOLUTION_1080P	6	The 1080P resolution
PL_WINDOW_RESOLUTION_720P	7	The 720P resolution
PL_WINDOW_RESOLUTION_480P	8	The 480P resolution
PL_WINDOW_RESOLUTION_480I	9	The 480I resolution
PL_WINDOW_RESOLUTION_640X480P	10	The 640 x480P resolution
PL_WINDOW_RESOLUTION_1440x480I	11	The 1440X480I resolution
PL_WINDOW_RESOLUTION_576P	12	The 576P resolution
PL_WINDOW_RESOLUTION_576I	13	The 576I resolution
PL_WINDOW_RESOLUTION_PAL	14	The PAL resolution for PAL color system
PL_WINDOW_RESOLUTION_PAL_M	15	The PAL_M resolution for PAL_M color system
PL_WINDOW_RESOLUTION_PAL_N	16	The PAL_N resolution for PAL_N color system
PL_WINDOW_RESOLUTION_SECAM	17	The PAL_N resolution for PAL_N color system
PL_WINDOW_RESOLUTION_YC_SECAM	18	The YC_SECAM resolution
PL_WINDOW_RESOLUTION_NOVIDEO	19	The no video resolution
PL_WINDOW_RESOLUTION_UNKNOWN	20	The unknown resolution

PL_WINDOW_RESOLUTION_UNSTABLE	21	The unstable resolution to control AV Mute without showing banner
PL_WINDOW_RESOLUTION_288I	22	The 352x288 resolution for MHEG to control AV Mute without showing banner.
PL_WINDOW_SEEK_UNKNOWN	0	The unknown seek type
PL_WINDOW_SEEK_FAVORITE	1	The favorite information seek
PL_WINDOW_SEEK_CURRENT	2	The current information seek
PL_WINDOW_SEEK_UP	3	The seek up for the next information to be set
PL_WINDOW_SEEK_DOWN	4	The seek down for the previous information to be set
PL_WINDOW_SEEK_FIRST	5	The first information seek
PL_WINDOW_SEEK_LAST	6	The last information seek
PL_WINDOW_SEEK_NEXT	7	The next input information seek
PL_WINDOW_SEEK_PREV	8	The previous input information seek
PL_WINDOW_SEEK_BACK	9	The information before changing to current information
PL_WINDOW_SEEK_EXE	10	The input information
PL_WINDOW_SEEK_DIRECT	11	The input information without checking whether it can be changed
PL_WINDOW_SEEK_TEMPORAL	12	After execution, change only current information
PL_WINDOW_SHOW_TYPE_OFF	0	The video off type
PL_WINDOW_SHOW_TYPE_ON	1	The video on type
PL_WINDOW_SHOW_TYPE_STOP	2	The video stop type
PL_WINDOW_SHOW_TYPE_START	3	The video start type
PL_WINDOW_SHOW_TYPE_NO_SIGNAL	4	The video no signal type (if blue screen option is set, set video blue screen)
PL_WINDOW_SHOW_TYPE_VCHIP_ON	5	The video blue screen on (when vchip, child lock on)
PL_WINDOW_SHOW_TYPE_VCHIP_OFF	6	The video blue screen off
PL_WINDOW_SOURCE_TV	0	The TV source
PL_WINDOW_SOURCE_ATV	1	The ATV source
PL_WINDOW_SOURCE_DTV	2	The DTV source
PL_WINDOW_SOURCE_CATV	3	The CATV source
PL_WINDOW_SOURCE_CDTV	4	The CDTV source
PL_WINDOW_SOURCE_PATV	5	The PATV source
PL_WINDOW_SOURCE_PDTV	6	The PDTV source
PL_WINDOW_SOURCE_SDTV	7	The SDTV source
PL_WINDOW_SOURCE_ATV1	11	The ATV1 source
PL_WINDOW_SOURCE_ATV2	12	The ATV2 source
PL_WINDOW_SOURCE_DTV1	13	The DTV1 source
PL_WINDOW_SOURCE_DTV2	14	The DTV2 source
PL_WINDOW_SOURCE_AV1	15	The AV1 source

PL_WINDOW_SOURCE_AV2	16	The AV2 source
PL_WINDOW_SOURCE_AV3	17	The AV3 source
PL_WINDOW_SOURCE_AV4	18	The AV4 source
PL_WINDOW_SOURCE_SVIDEO1	19	The SVIDEO1 source
PL_WINDOW_SOURCE_SVIDEO2	20	The SVIDEO2 source
PL_WINDOW_SOURCE_SVIDEO3	21	The SVIDEO3 source
PL_WINDOW_SOURCE_SVIDEO4	22	The SVIDEO4 source
PL_WINDOW_SOURCE_COMP1	23	The COMP1 source
PL_WINDOW_SOURCE_COMP2	24	The COMP2 source
PL_WINDOW_SOURCE_COMP3	25	The COMP3 source
PL_WINDOW_SOURCE_COMP4	26	The COMP4 source
PL_WINDOW_SOURCE_PC1	27	The PC1 source
PL_WINDOW_SOURCE_PC2	28	The PC2 source
PL_WINDOW_SOURCE_PC3	29	The PC3 source
PL_WINDOW_SOURCE_PC4	30	The PC4 source
PL_WINDOW_SOURCE_HDMI1	31	The HDMI1 source
PL_WINDOW_SOURCE_HDMI2	32	The HDMI2 source
PL_WINDOW_SOURCE_HDMI3	33	The HDMI3 source
PL_WINDOW_SOURCE_HDMI4	34	The HDMI4 source
PL_WINDOW_SOURCE_SCART1	35	The SCART1 source
PL_WINDOW_SOURCE_SCART2	36	The SCART2 source
PL_WINDOW_SOURCE_SCART3	37	The SCART3 source
PL_WINDOW_SOURCE_SCART4	38	The SCART4 source
PL_WINDOW_SOURCE_DVI1	39	The DVI1 source
PL_WINDOW_SOURCE_DVI2	40	The DVI2 source
PL_WINDOW_SOURCE_DVI3	41	The DVI3 source
PL_WINDOW_SOURCE_DVI4	42	The DVI4 source
PL_WINDOW_SOURCE_MEDIA	43	The media source
PL_WINDOW_SOURCE_HOMING	44	The DCR HOMING source
PL_WINDOW_SOURCE_NONE	45	No source

Methods

GetScreenRect

Description	
The GetScreenRect function gets the screen size (left, top, width, height) of the video layer.	
Parameters	none

Return	■Success - String - values connected with “/” * (e.g.) 0010/0010/0320/0240 ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	
var type = WindowPlugin.GetScreenRect();	

SetScreenRect

Description	
This API is used to set Screen Rectangle	
Parameters	■X - Number ■Y - Number ■W - Number ■H - Number
Return	■Number - success : returns 1 - fail : returns negative number
Emulator Support	Yes
SDK Constraint	None
Example	
var ret = SefPlugin.Execute("SetScreenRect","0","0","1280","720"); If(ret != true) { console.log("Failed! Result = " + ret); }	

GetResolution

Description	
The GetResolution function gets the resolution of the video layer (for example, 720P, 1080I, NoSignal, NotSupported, and so on).	
Parameters	none
Return	■Success - resolution of the video layer (ex: 720P, 1080I, NoSignal, NotSupported, ...) ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	

if(PL_WINDOW_SHOW_STATE_START != WindowPlugin.GetState_Show()) {
 	
WindowPlugin.Show(), PL_WINDOW_SHOW_TYPE_START);
}	

GetSource

Description	

The GetSource command gets the current source (for example, TV, PC, or DVI, and so on).	
Parameters	none
Return	■Success - current source (PL_WINDOW_SOURCE) ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	

```
if( PL_WINDOW_SOURCE_MEDIA != WindowPlugin.GetSource()) {

   WindowPlugin.SetSource(), PL_WINDOW_SOURCE_MEDIA);
}
```

SetSource

Description	
The SetSource function sets the current source (for example, TV, PC, or DVI, and so on).	
Parameters	■source - PL_WINDOW_SOURCE - The Source
Return	■Success - positive value ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	

```
if (PL_WINDOW_SOURCE_MEDIA != WindowPlugin.GetSource()) {
   WindowPlugin.SetSource(PL_WINDOW_SOURCE_MEDIA);
}
```

SetPreviousSource

Description	
The SetPreviousSource command changes the previous set source (for example, TV, PC, or DVI, and so on).	
Parameters	none
Return	■Success - positive value ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	

```
// Sets Media Source
WindowEmp.Execute('SetSource', PL_WINDOW_SOURCE_MEDIA);

// Sets Previous Source
WindowEmp.Execute('SetPreviousSource');
```

GetCurrentChannel_Major

Description	
The GetCurrentChannel_Major function gets the major number (for example, “11” from “11-1”) of the current channel number.	
Parameters	none
Return	■Success - major number of the current channel number ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	

var major = WindowPlugin.GetCurrentChannel_Major();
var minor = WindowPlugin.GetCurrentChannel_Minor();
var channelNumber = major + "-" + minor;	

GetCurrentChannel_Minor

Description	
The GetCurrentChannel_Minor function gets the minor number (for example, “1” from “11-1”) of the current channel number.	
Parameters	none
Return	■Success - minor number of the current channel number ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	

var major = WindowPlugin.GetCurrentChannel_Major();
var minor = WindowPlugin.GetCurrentChannel_Minor();
var channelNumber = major + "-" + minor;	

GetCurrentChannel_Name

Description	
The GetCurrentChannel_Name function gets the name of the current channel (for example, “BBC”).	
Parameters	none
Return	■Success - name of the current channel ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	
var name = WindowPlugin.GetCurrentChannel_Name()	

GetCurrentChannel_OriginNetID

Description	
The GetCurrentChannel_OriginNetID function gets the OriginNetID of the current channel.	
Parameters	none
Return	■Success - OriginNetID of the current channel ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	
var originNetID = WindowPlugin.GetCurrentChannel_OriginNetID();	

GetCurrentChannel_ProgramNumber

Description	
The GetCurrentChannel_ProgramNumber function gets the program number of the current channel.	
Parameters	none
Return	■Success - program number of a current channel ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	
var programNumber = WindowPlugin.GetCurrentChannel_ProgramNumber();	

GetCurrentChannel_PTC

Description	
The GetCurrentChannel_PTC function gets the PTC of the current channel.	
Parameters	none
Return	■Success - PTC of the current channel ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	
var PTC = WindowPlugin.GetCurrentChannel_PTC();	

GetCurrentChannel_ServiceName

Description	
The GetCurrentChannel_ServiceName function gets the service name of the current channel.	
Parameters	none

Return	■Success - service name of the current channel ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	
var serviceName = WinWindowPlugin.GetCurrentChannel_ServiceName();	

GetCurrentChannel_Type

Description	
The GetCurrentChannel_Type function gets the type (for example, AnalogTV, DigitalTV, CableAnalogTV, CableDigitalTV, and so on) of the current channel.	
Parameters	none
Return	■Success - PL_WINDOW_CHANNEL_TYPE - type of the current channel ■Fail - negative value
Emulator Support	Y
SDK Constraint	None
Example	
var type = WindowPlugin.GetCurrentChannel_Type();	