

SCREEN

Handles the TV screen commands (for example, 3D Effect).

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

```
<object id="plugin" classid="clsid:SAMSUNG-INFOLINK-SEF" style="width:0px; height:0px;"></object>
```

You can declare Screen class like this :

```
ex) plugin = document.getElementById("plugin");

    plugin.Open('Screen', '1.003', 'Screen');

    plugin.Execute('method', 'parm1', 'parm2');
```

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Constants

| Name | Value | Description |
|-----------------------------------------|-------|------------------------------------------------------------------|
| PL_SCREEN_3DEFFECT_MODE_OFF | 0 | The state of current 3DEffectMode of the DTV is off. |
| PL_SCREEN_3DEFFECT_MODE_TOP_BOTTOM | 1 | The state of current 3DEffectMode of the DTV is top bottom. |
| PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE | 2 | The state of current 3DEffectMode of the DTV is side by side. |
| PL_SCREEN_3DEFFECT_MODE_LINE_BY_LINE | 3 | The state of current 3DEffectMode of the DTV is line by line. |
| PL_SCREEN_3DEFFECT_MODE_VERTICAL_STRIPE | 4 | The state of current 3DEffectMode of the DTV is vertical stripe. |
| PL_SCREEN_3DEFFECT_MODE_FRAME_SEQUENCE | 5 | The state of current 3DEffectMode of the DTV is frame sequence. |
| PL_SCREEN_3DEFFECT_MODE_CHECKER_BD | 6 | The state of current 3DEffectMode of the DTV is checker BD. |
| PL_SCREEN_3DEFFECT_MODE_FROM_2D_TO_3D | 7 | The state of current 3DEffectMode of the DTV is from 2D to 3D. |

Methods

Flag3DEffectSupport

Description

| | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|
| Flag3DEffectSupport function returns whether device supports 3DEffect or not. | |
| Parameters | none |
| Return | <div> <div>■Success</div> <div>- positive value</div> </div> <div> <div>■Fail</div> <div>- negative value</div> </div> |
| Emulator Support | Y |
| SDK Constraint | None |
| Example | |
| <pre> if (1 == SefPlugin.Execute("Flag3DEffectSupport")) { if (PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE == ScreenPlugin.Get3DEffectMode()) { if (1 == SefPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF)) { SefPlugin.Execute("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF); } } else { if (1 == SefPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE)) { SefPlugin.Execute("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE); } } } </pre> | |
| Set3DEffectMode | |
| Description | |
| The Set3DEffectMode function sets the 3DEffect. | |
| Parameters | <div> <div>■mode</div> <div>- PL_SCREEN_3DEFFECT_MODE</div> <div>- 3DEffect mode</div> </div> |
| Return | <div> <div>■Success</div> <div>- positive value</div> </div> <div> <div>■Fail</div> <div>- negative value</div> </div> |
| Emulator Support | Y |
| SDK Constraint | None |
| Example | |
| <pre> if (1 == SefPlugin.Execute("Flag3DEffectSupport")) { if (PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE == SefPlugin.Execute("Get3DEffectMode")) { if (1 == SefPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF)) { SefPlugin.Execute ("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF); } } else { if (1 == SefPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE)) { SefPlugin.Execute("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE); } } } </pre> | |
| Get3DEffectMode | |
| Description | |
| Get3DEffectMode function returns a current 3DEffectMode (PL_SCREEN_3DEFFECT_MODE). | |
| Parameters | none |

| | |
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| Return | <ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - current 3DEffectMode (PL_SCREEN_3DEFFECT_MODE) ■Fail <ul style="list-style-type: none"> - negative value |
| Emulator Support | Y |
| SDK Constraint | None |

Example

```
if (1 == SelfPlugin.Execute("Flag3DEffectSupport")) {
    if (PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE == SelfPlugin.Execute("Get3DEffectMode")) {
        if (1 == SelfPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF)) {
            SelfPlugin.Execute("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF);
        }
    } else {
        if (1 == SelfPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE)) {
            SelfPlugin.Execute("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE);
        }
    }
}
```

Check3DEffectMode

Description

Check3DEffectMode function returns whether 3DEffect mode can be changed to input mode or not.

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| Parameters | <ul style="list-style-type: none"> ■mode <ul style="list-style-type: none"> - PL_SCREEN_3DEFFECT_MODE - 3DEffect mode |
| Return | <ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - positive value ■Fail <ul style="list-style-type: none"> - negative value |
| Emulator Support | Y |
| SDK Constraint | None |

Example

```
if (1 == SelfPlugin.Execute("Flag3DEffectSupport")) {
    if (PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE == SelfPlugin.Execute("Get3DEffectMode")) {
        if (1 == SelfPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF)) {
            SelfPlugin.Execute("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_OFF);
        }
    } else {
        if (1 == SelfPlugin.Execute("Check3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE)) {
            SelfPlugin.Execute("Set3DEffectMode", PL_SCREEN_3DEFFECT_MODE_SIDE_BY_SIDE);
        }
    }
}
```