

# Opening and Closing Applications

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## Opening an Application

To run or open an application, the request has to be sent to the Application Manager. Such requests are made through the `sendReadyEvent()` method of the [Widget](#) object in the common module.

```
var widgetAPI = new Common.API.Widget(); // Creates Common module
widgetAPI.sendReadyEvent(); // Sends 'ready' message to the Application Manager
```

## Setting the Access Point

Whenever you open an application, the browser reads the `index.html` file. You must register a JavaScript function in the `onload` property in the `index.html` file so that when the `<body>` load event occurs, the application starts. The application must call the `sendReadyEvent()` method of the [Widget](#) object in the common module.

```
<body onload="Main.onLoad();">
```

## Closing an Application

There are two ways to close your application working on the screen:

Press the **Return** or **Exit** button on the [remote control](#).

Sending an event to the Application Manager. To do this, use the `sendExitEvent()` and `sendReturnEvent()` functions of the [Widget](#) object in the common module. For more information, see [Common Modules](#).

## Preventing of closing the TV screen by the Return or Exit key

TV users can close applications using the **Return** or **Exit** key on the [remote control](#):

Pressing the **Return** key, returns users to the Application Manager

Pressing the **Exit** key, returns users to the TV screen.

In order to prevent this, the `blockNavigation()` function of the [Widget](#) object in the common module has to be executed on pressing **Return** or **Exit** key. For more information, see [Common Modules](#).