
Table of Contents

Part I Methods	1
1 Close	1
2 displayNote	1
3 findFiles	2
4 getDrive	4
5 screenShot	5
6 writeFile	6
Index	0

1 Methods

1.1 Close

Description

Terminates the engine process when the application shall quit.

Symbian Capabilities Needed

None

Arguments

None

Returns

Nothing

Example

FL1.x:

```
loadVariables("http://127.0.0.1:1080/Close", "tClose"); //tClose is The target path to a mov
//loop code to receive the response
if (end eq "end") { //you can chek also "close" variable for the value "ok"
    _root.msg_1 = "...engine terminated, now you can exit...";
    stop();
} else {
    //continue checking
    gotoAndPlay(2);
}
```

FL2.x:

Code:

```
var s:LoadVars = new LoadVars();
var r:LoadVars = new LoadVars();
r.onLoad = function(){
    if(this.end == "end") {
        _root.gotoAndPlay(3);
        msgText.text = "DONE";
    }
}
s.sendAndLoad("http://127.0.0.1:1080/Close",r,"POST");
```

1.2 displayNote

Description

Displays a *symbian* native note: *error*, *warning*, *confirmation* or *information*

Symbian Capabilities Needed

None

Arguments

`notetype:String` the type of the note. Possible values are: "*information*", "*warning*", "*error*", "*confirmation*"
`msg:String` the message to display

Returns

Nothing

Example

FL1.x:

```
notetype = "error";
msg = "This is a Janus Symbian Note!";
loadVariables("http://127.0.0.1:1080/displayNote", "tMC", "POST");

//loop to receive the response
if (end eq "end") {
    if(err eq "none") {
        //all done
    }
    else {
        // display error
        _root.mess = msg;
        stop();
    }
} else {
    //continue checking
    gotoAndPlay(2);
}
```

FL2.x:

```
sendVar.msg = "This is a Janus Symbian Note!";
sendVar.notetype = "error";
receiveVar.onLoad = function(){
    if(this.err == "none") {
        trace("ok");
        msgText.text = "DONE";
    } else {
        trace("error");
        msgText.text = this.msg;
    }
}
sendVar.sendAndLoad("http://127.0.0.1:1080/displayNote", receiveVar, "POST");
```

1.3 findFiles

Description

Searches for a particular file/files and writes back an xml file with the result.

Symbian Capabilities Needed

None

Arguments

outputfile:*String* location for output the xml file. (if without drive specification, file will be saved on the same drive of exe). Example, the same folder of your application (*/FlashApps/<UID>/*)

searchpath:*String* the searchpath. It must be without drive specification. if we want to search whole drive this argument must be "undefined". Could be absolute or relative

searchtarget: drive to search, three options: "phone" - "memory" - "both"
String

searchtype:*String* search filter (ie. "*.*", "hello.*", "myfile.txt", etc..)

Returns

Number of entries found after having written an xml file with the resulting files (if > 0)
Here's an example of the xml file:

```
<?xml version='1.0' encoding='iso-8859-1'?>
<findFiles ver='Janus Symbian 2.0'>
  <item path="C:\Data\Others\test.mp4" />
  <item path="C:\Videos\200705\test.3gp" />
  <item path="E:\Videos\200705\200705A0\17052007001.3gp" />
  <item path="E:\Videos\200705\200705A0\22052007002.avi" />
  <item path="c:\Videos\200707\200707A0\22072007003.mp4" />
  <item path="E:\Videos\200709\200709A0\01092007010.mpg" />
  <item path="E:\Videos\200709\200709A0\11092007011.mov" />
</findFiles>
```

Example

FL1.x:

```
sendVar.outputfile = "C:\\Others\\result.xml";
sendVar.searchpath = "undefined";
sendVar.searchtarget = "both";
sendVar.searchtype = "*.mp4";

//calling engine
loadVariables("http://127.0.0.1:1080/findFiles", "tMC", "POST");

//loop to receive the response
if (end eq "end") {
  if(err eq "none") {
    //all done
    trace("DONE: Found " + count + " items. ");
  }
  else {
    // display error
    _root.mess = msg;
    stop();
  }
} else {
  //continue checking
  gotoAndPlay(2);
}
```

FL2.x:

```
var sendVar:LoadVars = new LoadVars();
var receiveVar:LoadVars = new LoadVars();
sendVar.searchtype = "*.mp4";
sendVar.searchtarget = "both";
sendVar.searchpath = "undefined";
sendVar.outputfile = "C:\\\\Others\\\\result.xml";

receiveVar.console = console;
receiveVar.onLoad = function(){
    if(this.err == "none") {
        trace("ok");
        trace("DONE: Found " + this.count + " items. ");
    } else {
        trace("error");
        trace("ERROR: " + this.msg);
    }
}
sendVar.sendAndLoad("http://127.0.0.1:1080/findFiles",receiveVar,"POST");
```

1.4 getDrive

Description

Gets the current drive letter where the application is running

Symbian Capabilities Needed

None

Arguments

None

Returns

Nothing

Example**FL1.x:**

```
loadVariables("http://127.0.0.1:1080/getDrive", "tMC");
//tMC is The target path to a movie clip that receives the loaded variables.

//loop code to receive the response

if (end eq "end") { //you can chek also "close" variable for the value "ok"
    if(err eq "none") {
        //all done
        trace("Application's drive is: " + driveLetter);
    }
    else {
        // display error
        _root.mess = msg;
        stop();
    }
} else {
```

```
        //continue checking
        gotoAndPlay(2);
    }
```

FL2.x:

```
var s:LoadVars = new LoadVars();
var r:LoadVars = new LoadVars();
r.onLoad = function(){
    if(this.err == "none") {
        trace("ok");
        trace("DONE: current drive is " + this.driveLetter + ".");
    } else {
        trace("error");
        trace("ERROR: " + this.msg);
    }
}
```

```
s.sendAndLoad("http://127.0.0.1:1080/getDrive",r,"POST");
```

1.5 screenShot

Description

Takes a full or partial screenshot in *jpg* format

Symbian Capabilities Needed

None

Arguments

path: <i>String</i>	the path of the file to write to, on same drive of exe if without drive specification
qualityfactor: <i>String</i>	the quality factor from "0" to "100"
area: <i>String</i>	the area to capture

Example

```
"0,0,100,100";
```

"aAx, aAy, aBx, aBy" Constructs the rectangle, initialising its top left and bottom right hand corners with four TInt values.

Returns

Nothing

Example

FL1.x:

```
qualityfactor = "100";
path = "\\Others\\hello.txt";
area = "0,0,100,100";
loadVariables("http://127.0.0.1:1080/screenShot", "tMC", "POST");
```

```
//loop to receive the response
if (end eq "end") {
    if(err eq "none") {
        //all done
    }
    else {
        // display error
        _root.mess = msg;
        stop();
    }
} else {
    //continue checking
    gotoAndPlay(2);
}
```

FL2.x:

```
sendVar.area = "0,0,100,100";
sendVar.path = "\\Others\\myScreen.jpg";
sendVar.qualityfactor = "100";

receiveVar.onLoad = function(){
    if(this.err == "none") {
        trace("ok");
        msgText.text = "DONE";
    } else {
        trace("error");
        msgText.text = this.msg;
    }
}
sendVar.sendAndLoad("http://127.0.0.1:1080/screenShot",receiveVar,"POST");
```

1.6 writeFile

Description

Writes txt or xml files on the device

Symbian Capabilities Needed

None

Arguments

<i>path:String</i>	the path of the file to write to, on same drive of exe if without drive specification
<i>method:String</i>	either "APPEND" or "REPLACE"
<i>cont:String</i>	the content to write to the file

Returns

Nothing

Example

FL1.x:

```
method = "APPEND";
path = "\\Others\\hello.txt";
```

```
//content to be written, note: you should do not use "+" character
cont = "--this text was appended.";

//calling engine
loadVariables("http://127.0.0.1:1080/writeFile", "tMC", "POST");

gotoAndPlay(4);

//loop to receive the response
if (end eq "end") {
    if(err eq "none") {
        //all done
    }
    else {
        // display error
        _root.mess = msg;
        stop();
    }
} else {
    //continue checking
    gotoAndPlay(2);
}
```

FL2.x:

```
sendVar.cont = "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed diam. Nunc dui.
sendVar.path = "\\Others\\hello.txt";
sendVar.method = "REPLACE";

receiveVar.onLoad = function(){
    if(this.err == "none") {
        trace("ok");
        msgText.text = "DONE";
    } else {
        trace("error");
        msgText.text = this.msg;
    }
}

sendVar.sendAndLoad("http://127.0.0.1:1080/writeFile",receiveVar,"POST");
```
