

## **[Tutorial] LG Web\_Executing Window Media Player #2**

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**LGDEV-051**

Home Entertainment Company  
LG Electronics, Inc.

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# About This Document

## Revision History

Document Version	Date	Comment
1.0	October 12, 2011	Initial Version

## Purpose

This document describes how to execute Window Media Player by using Web Open API of LG Smart TV.

## Reference Documents

Refer to the following documents:

- LG Web\_Executing Window Media Player #1
- LG Web\_Executing Window Media Player #3
- LG Web Application Development Guide
- LG Web Open API Reference Guide

## Conventions

### Codes

Source code and examples are indicated in the `grey Courier New` font.

### Note, Caution

Note and caution are used to emphasize information.  
The following samples describe when each is used.

---

#### Note

Contains information about something that is helpful to you.

---

---

#### Caution

Contains important information about something that you should know.

---

# Abbreviation

The following table defines the abbreviations used in this document.

Abbreviation	Description
API	Application Programming Interface

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# 1 Introduction

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This chapter provides an overview of this application and needed APIs.

1.1 Overview

1.2 Needed APIs


## 1.1 Overview

Following the “LG Web\_Executing Window Media Play #1”, his application shows which properties of LG Web Open API are used to get media information when executing media player in LG Smart TV.

This application shows how to get and set property values.

### LG Smart TV SDK | Web Open API Tutorial

File : /mediaplayer/app/mediaplayer2.html



Web Open API List		
Methods	Properties	Events
	playState version type data width height isScannable	

View
Source

```

1. version : undefined
2. type : application/x-netcast-av
3. data :
http://localhost:8080/ApiTutorial/mediafile/timer.mp4
4. width x height : 300 x 250
6. Check "isScannable" : undefined
          
```

playState  
version  
type  
data  
width  
height  
isScannable  
application/x-netcast-av

object method property event

BACK
EXIT
PREVIOUS PAGE
NEXT PAGE
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Check whether video is being played and retrieved values are correct.

[Figure 1] Window Media Player Execution Application #2

## 1.2 Needed APIs

This application uses following Web Open API:

[Table 1] Description of the Needed APIs

API Class	Name	Description
Property	playState	Returns current media play status by number.
	version	Returns media version by String type.
	type	Returns media type by String type.
	data	Returns media URL by String type.
	width / height	Returns media object size by String type.
	isScannable	If returned value is true, fast forward or rewind is available.

For more information on these functions, refer to “LG Web Open API Reference Guide”.

---

### Note

Log is used for checking the sequence of Web Open API; this will not be covered in the sample code description.

---





## 2 Creating Application

---

This chapter describes how to use media player using Web open API.

2.1 Initializing the Page

2.2 Inputting Keys

2.3 Displaying Text

2.4 Setting Media Object

2.5 Source Code of mediaPlayer2.html

## 2.1 Initializing the Page

Use the **initPage** function to set the basic functions of the application.

- 04: Record the last visited page when running the application.
- 07: Initialize the page.
- 08: Get the source code of the page using the XMLHttpRequest object.
- 09: Set the page ID.
- 10: Initialize the Log function.
- 13-16: Add an event handler which will be executed when the corresponding button is pressed.
- 18: Call function that displays property values on screen.

### Sample Code

```
01 : function initPage()  
02 : {  
03 :     //save page as last visited page  
04 :     setLastVisitPage();  
05 :  
06 :     //common initialize function  
07 :     commonInitialize();  
08 :     requestSourceCode();  
09 :     setPageID("Media Player");  
10 :     jsLog.initLG();  
11 :  
12 :     //add onclick event handler  
13 :     addEventHandler(document.getElementById("btn_back"),"click",onClickListener);  
14 :     addEventHandler(document.getElementById("btn_red"),"click",onClickListener);  
15 :     addEventHandler(document.getElementById("btn_green"),"click",onClickListener);  
16 :     addEventHandler(document.getElementById("btn_exit"),"click",onClickListener);  
17 :  
18 :     processTest();  
19 :  
20 :     jsLog.lgobject('application/x-netcast-av');  
21 : }
```

## 2.2 Inputting Key

Use **onUserInput** function is called by onClickHandler function; it receives a key value as the userInput parameter from onClickHandler and creates the corresponding function for each key value to operate the key.

- 05: When the Back key is pressed, this code is executed.
- 06: When the Red key is pressed, this code is executed.
- 07: When the Green key is pressed, this code is executed.

### Sample Code

```
01 : function onUserInput(userInput)
02 : {
03 :     switch(userInput)
04 :     {
05 :         case    VK_BACK    :    window.location.replace("../menu_mediaPlayer.html");
                                break;
06 :         case VK_RED : case 82 : window.location.replace("../mediaplayer.html");
                                break;
07 :         case          VK_GREEN          :          case          71          :
                                window.location.replace("../mediaplayer3.html"); break;
08 :     }
09 : }
```

## 2.3 Displaying Text

The following code displays the media object information by using properties.

### processTest

This function displays media property values on screen.

04:     Declare video.

08-13: If media is not playing, call processTest function at intervals of 4000 milliseconds.

16-34: Display media property values on screen.

### Sample Code

```
01 : var oldPlayState;
02 : function processTest()
03 : {
04 :   var video = document.getElementById("video");
05 :   jsLog.lgproperty('playState');
06 :
07 :   //check if video is now being played
08 :   if((video.playState != 1) && (oldPlayState != video.playState))
09 :   {
10 :     oldPlayState = video.playState;
11 :     setInterval(processTest, 4000);
12 :     return;
13 :   }
14 :
15 :   //version
16 :   jsLog.lgproperty('version');
17 :   setInnerTextById("version_value", "1. version : " + video.version);
18 :
19 :   //type
20 :   jsLog.lgproperty('type');
21 :   setInnerTextById("type_value", "2. type : " + video.type);
22 :
23 :   //data
24 :   jsLog.lgproperty('data');
25 :   setInnerTextById("data_value", "3. data : " + video.data);
26 :
27 :   //width x height
28 :   jsLog.lgproperty('width');
29 :   jsLog.lgproperty('height');
30 :   setInnerTextById("width_height_value", "4. width x height : " +
    video.width + " x " + video.height);
31 :
32 :   //isScannable
33 :   jsLog.lgproperty('isScannable');
34 :   setInnerTextById("isScannable_value", "6. Check \"isScannable\" : " +
    video.isScannable);
35 : }
```

## 2.4 Setting Media Object

The following code shows how to set Media object.

03: Set data type. Refer to “LG Web Application Development Guide” for related information.

04-05: Set width and height.

06: Set the path of media file which will be played.

### Sample Code

```
01 : <object  
02 :   id="video"  
03 :   type="application/x-netcast-av"  
04 :   width=300  
05 :   height=250  
06 :   data="/ApiTutorial/mediafile/timer.mp4"  
07 :   style="float: left">  
08 : </object>
```

## 2.5 Source Code of mediaPlayer2.html

Source code of mediaPlayer2.html is as follows:

```
!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
<title>Windows Media Player API Test Page(2/3)</title>
<link rel="stylesheet" href="../../css/style.css">
<script language="javascript" src="../../js/keycode.js"></script>
<script language="javascript" src="../../js/common.js"></script>
<script language="javascript" src="../../js/menu.js"></script>
<script language="javascript" src="../../js/media.js"></script>

<script type="text/javascript" src="../../blackbirdjs/blackbird.js"></script>
<link type="text/css" rel="Stylesheet" href="../../blackbirdjs/blackbird.css"
/>

<script>

    //initialize page
    function initPage()
    {
        //save page as last visited page
        setLastVisitPage();

        //common initialize function
        commonInitialize();
        requestSourceCode();
        setPageID("Media Player");
        jsLog.initLG();

        //add onclick event handler
        addEventHandler(document.getElementById("btn_back"), "click",
onClickHandler);
        addEventHandler(document.getElementById("btn_red"), "click",
onClickHandler);
        addEventHandler(document.getElementById("btn_green"), "click",
onClickHandler);
        addEventHandler(document.getElementById("btn_exit"), "click",
onClickHandler);

        processTest();

        jsLog.lgobject('application/x-netcast-av');
    }

    //onUserInput function should be implemented
    function onUserInput(userInput)
    {
        switch(userInput)
        {
            case VK_BACK :
window.location.replace("../menu_mediaPlayer.html"); break;
            case VK_RED : case 82 :
window.location.replace("../mediaplayer.html"); break;
            case VK_GREEN : case 71 :
window.location.replace("../mediaplayer3.html"); break;
        }
    }

    var oldPlayState;
    function processTest()
    {
        var video = document.getElementById("video");
        jsLog.lgproperty('playState');
```

```

        //check if video is now being played
        if((video.playState != 1) && (oldPlayState != video.playState))
        {
            oldPlayState = video.playState;
            setInterval(processTest, 4000);
            return;
        }

        //version
        jsLog.lgproperty('version');
        setInnerTextById("version_value", "1. version : " +
video.version);

        //type
        jsLog.lgproperty('type');
        setInnerTextById("type_value", "2. type : " + video.type);

        //data
        jsLog.lgproperty('data');
        setInnerTextById("data_value", "3. data : " + video.data);

        //width x height
        jsLog.lgproperty('width');
        jsLog.lgproperty('height');
        setInnerTextById("width_height_value", "4. width x height : " +
video.width + " x " + video.height);

        //isScannable
        jsLog.lgproperty('isScannable');
        setInnerTextById("isScannable_value", "6. Check
\"isScannable\" : " + video.isScannable);
    }
</script>
</head>

<body ondragstart='return false' onselectstart='return false'
onload="javascript:initPage();">

<!-- title -->
<div class='SuiteTitle' >LG Smart TV SDK | Web Open API Tutorial</div>

<!-- navigation -->
<div class='SuiteNavigation'>
    <div style="float:left;">File :
/mmediaplayer/app/mmediaplayer2.html</div>
</div>

<div class='SuiteTitleLine'> </div>

<!-- test contents -->
<div class='ContentArea'>
    <div class='ApiListTitleArea'>Web Open API List</div>
    <div class='ApiListArea'>
        <div class='MethodTitleArea'>
            Methods
            <div class='MethodListArea'>

        </div>
    </div>
    <div class='PropertyTitleArea'>
        Properties
        <div class='PropertyListArea'>
            playState<br>
            version<br>
            type<br>
            data<br>
            width<br>
            height<br>
            isScannable<br>

```

```

        </div>
    </div>
    <div class='EventTitleArea'>
        Events
        <div class='EventListArea'>

        </div>
    </div>
</div>

<div class='ViewTitleArea'>
    <div id='tabViewArea' class='SelectedViewArea'
style='float:left;' onclick='showView();'>View</div>
    <div id='tabCodeArea' class='UnselectedViewArea'
style='float:right;' onclick='showCode();'>Source</div>
</div>

<div id='view'>
    <div class='ViewArea'>
        <!-- video object -->
        <object
            id="video"
            type="application/x-netcast-av"
            width=300
            height=250
            data="/ApiTutorial/mediafile/timer.mp4"
            style="float: left";>
        </object>

        <table border="0" cellpadding="0" cellspacing="0"
style="position: relative; left: 10px; width:450px; height:250px;">
            <tr height="40px">
                <td width="100%" colspan="2"><div
class="eachTestGuide " id="version_value">1. version :</div></td>
            </tr>
            <tr height="40px">
                <td width="100%"><div class="eachTestGuide "
id="type_value">2. type :</div></td>
            </tr>
            <tr height="40px">
                <td width="100%"><div class="eachTestGuide "
id="data_value">3. data :</div></td>
            </tr>
            <tr height="40px">
                <td width="100%"><div class="eachTestGuide "
id="width_height_value">4. width x height :</div></td>
            </tr>
            <tr height="40px">
                <td width="100%"><div class="eachTestGuide "
id="isScannable_value">5. Check &quot;isScannable&quot; :</div></td>
            </tr>
        </table>
    </div>
</div>

    <div style="visibility: hidden" id='codeview'>
        <textarea class="SourceCodeArea" value=""
id='sourcecode'></textarea>
    </div>

</div>
<!-- description -->
<div id='testdescription' class='SuiteDescription' style="position: absolute;
left:-50px; top:600px">Check whether video is being played and retrieved
values are correct.</div>

<!-- button and copyright -->
<div class='SuiteButtonArea'>
    <!-- back key description -->
    <div id='btn_back' class='buttonDescription '>BACK</div>

```



```
<!-- exit key description -->
<div id='btn_exit' class='buttonDescription'>EXIT</div>

<!-- red key description -->
<div id='btn_red' class='buttonDescription redColor'>PREVIOUS
PAGE</div>

<!-- green key description -->
<div id='btn_green' class='buttonDescription greenColor'>NEXT
PAGE</div>

<!-- copyright -->
<div class='copyright'>Copyright LG Electronics</div>
</div>

</body>
</html>
```