

js Namespace Reference

Enumerations

```
enum JSTraceType { JST\_HTTPGET,  
                JST\_HTTPPOST,  
                JST\_HTTPRESULT  
                }  
  
                JSLogLevel {  
  
                JSL\_EMERGENCY =0,  
                JSL\_ALERT =1,  
                JSL\_CRITICAL =2,  
                JSL\_ERROR =3,  
  
enum  
                JSL\_WARNING =4,  
                JSL\_NOTICE =5,  
                JSL\_INFO =6,  
                JSL\_DEBUG =7  
  
                }
```

Functions

```
DllSpec      jsProcessor (void *data, const std::string &sourcecode, std::map< std::string, std::string > &arg,  
bool          std::string &out, std::string &err, std::string &exitcode)  
  
DllSpec      jsProcessorExt (void *data, const std::string &sourcecode, std::map< std::string, std::string >  
bool          &arg, std::string &out, std::string &err, std::string &exitcode, vfihtml::ExtContext *context)  
const  
DllSpec char jsProcVersion ()  
*  
  
DllSpec      jsSetHttpProxy (const char *proxy)  
void
```

const

[DllSpec](#) char [jsGetHttpProxy](#) ()

*

[DllSpec](#)

void [jsSetConsole](#) (void(*cb)(void *data, const char *text), void *data)

[DllSpec](#)

void [jsGetConsole](#) (void(*&cb)(void *, const char *), void *&data)

[DllSpec](#)

void [jsSetNotify](#) (int(*cb)(void *data, const char *to, const char *notification_id, const char

[DllSpec](#)

void [jsGetNotify](#) (int(*&cb)(void *data, const char *to, const char *notification_id, const char

[DllSpec](#)

void [jsSetNotifyAndWait](#) (int(*cb)(void *data, const char *to, const char *notification_id, const char

[DllSpec](#)

void [jsGetNotifyAndWait](#) (int(*&cb)(void *data, const char *to, const char *notification_id, const char

[DllSpec](#)

void [jsSetTrace](#) (void(*cb)(void *data, [JSTraceType](#) type, const std::string &app_id, std::map<

[DllSpec](#)

void [jsGetTrace](#) (void(*&cb)(void *data, [JSTraceType](#) type, const std::string &app_id, std::map<

[DllSpec](#)

void [jsSetLog](#) (void(*cb)(void *data, const std::string &app_id, [JSLogLevel](#) log_level, const

[DllSpec](#)

void [jsGetLog](#) (void(*&cb)(void *data, const std::string &app_id, [JSLogLevel](#) log_level, const

Enumeration Type Documentation

? [JSLogLevel](#)

enum [JSLogLevel](#)

Enumerator

JSL_EMERGENCY

JSL_ALERT

JSL_CRITICAL

JSL_ERROR

JSL_WARNING

JSL_NOTICE

JSL_INFO

JSL_DEBUG

? [JSTraceType](#)

enum [JSTraceType](#)

trace type

Enumerator

JST_HTTPGET trace of an HTTP GET request, data provided: "url"

JST_HTTPPOST trace of an HTTP POST request, data provided: "url"

JST_HTTPRESULT trace of the HTTP result, data provided: "status"

Function Documentation

?jsGetConsole()

[DllSpec](#) void js::jsGetConsole (void(*&)(void *, const char *) *cb*,
 void *& *data*
)

get current setting of callback for console output

Parameters

[out] *cb* callback function pointer or NULL

[out] *data* data pointer provided to callback as first parameter

?jsGetHttpProxy()

const [DllSpec](#) char* js::jsGetHttpProxy ()

Read current proxy setting

Returns

proxy setting.

?jsGetLog()

[DllSpec](#) void js::jsGetLog (void(*&)(void *data, const std::string &app_id, [JSLogLevel](#) log_level, const
std::vector< std::string > &msg) *cb*,

void *&

data

)

read logging callback

Parameters

[out] cb callback function pointer or NULL

[out] data data pointer provided to callback as first parameter

?_jsGetNotify()

[DllSpec](#) void (int(&))(void *data, const char *to, const char *notification_id, const char *json_param, unsigned flags, const char *from)

cb,

void *&

data

)

get current setting of notification callback

Parameters

[out] cb callback function pointer or NULL

[out] data data pointer provided to callback as first parameter

?_jsGetNotifyAndWait()

[DllSpec](#) void (int(&))(void *data, const char *to, const char *notification_id, const char *json_param, unsigned flags, const char *from, const char *wait_id, std::string &result, int timeout_msec)

cb,

void *&

data

)

get current setting of notification callback

Parameters

[out] cb callback function pointer or NULL

[out] data data pointer provided to callback as first parameter

?_jsGetTrace()

```

DllSpec void js::jsGetTrace ( void(*&)(void *data, JSTraceType type, const std::string &app_id, std::map<
std::string, std::string > &trace) cb,
void *& data
)

```

read HTTP trace callback

Parameters

- [out] cb callback function pointer or NULL
- [out] data data pointer provided to callback as first parameter

?jsProcessor()

```

DllSpec bool js::jsProcessor ( void * data,
const std::string & sourcecode,
std::map< std::string, std::string > & arg,
std::string & out,
std::string & err,
std::string & exitcode
)

```

Process JavaScript script and return the data sent to stdout and stderr

Parameters

- [in] data this parameter is unused, it is just there for compatibility with the ADKGUI scripting interface
- [in] sourcecode string containing the Js source code
- [in] arg key value map, can be accessed as table 'ARG' from within the JavaScript script
- [out] out data sent to stdout
- [out] err data sent to stderr
- [out] exitcode parameter that was passed to exit()

Returns

true if processing was successful, false if not

?jsProcessorExt()

```

DllSpec bool js::jsProcessorExt ( void * data,
const std::string & sourcecode,
std::map< std::string, std::string > & arg,

```

```

        std::string &
        std::string &
        std::string &
        vfihtml::ExtContext *
    )
    out,
    err,
    exitcode,
    context

```

Process JavaScript script and return the data sent to stdout and stderr. This is the variant with ADKGUI extensions support.

Parameters

[in]	data	this parameter is unused, it is just there for compatibility with the ADKGUI scripting interface
[in]	sourcecode	string containing the Js source code
[in]	arg	key value map, can be accessed as table 'ARG' from within the JavaScript script
[out]	out	data sent to stdout
[out]	err	data sent to stderr
[out]	exitcode	parameter that was passed to exit()
[in,out]	context	extended context, if NULL GUI extensions are disabled.

Returns

true if processing was successful, false if not

? jsProcVersion()

```
const DllSpec char* js::jsProcVersion ( )
```

Returns

version information

? jsSetConsole()

```
DllSpec void js::jsSetConsole ( void(*) (void *data, const char *text) cb,
                                void *data
                                )
```

set callback for console output

Parameters

[in]	cb	callback function pointer or NULL
[in]	data	data pointer provided to callback as first parameter

The callback takes the following parameters:

Parameters

[in] data data pointer

[in] text string to be sent to console

The console callback is global, only one callback may be set. Setting the callback function is not thread safe, i.e. appropriate actions have to be taken to protect against race conditions.

? jsSetHttpProxy()

[DllSpec](#) void js::jsSetHttpProxy (const char * *proxy*)

Set Http-Proxy

Parameters

[in] proxy Proxy setting, e.g. <http://localhost:8888> or NULL

? jsSetLog()

[DllSpec](#) void (void(*) (void *data, const std::string &app_id, [JSLogLevel](#) log_level, const std::vector< std::string > &msg) *cb*, void * *data*)

install logging callback

Parameters

[in] cb callback function pointer or NULL

[in] data data pointer provided to callback as first parameter

The callback takes the following parameters:

Parameters

[in] data data pointer

[in] log_level logging level 0-7 (emergency,alert,critical,

[in] app_id application ID (as found in ARGV["cp_appId"])

[in] msg log message parameters in the order they were provided to log.info()/log.debug(),log.error()

The log callback is global, only one callback may be set. Setting the callback function is not thread safe, i.e. appropriate actions have to be taken to protect against race conditions.

?_jsSetNotify()

[illegible]

set callback for sending notifications

Parameters

[in] cb callback function pointer or NULL
[in] data data pointer provided to callback as first parameter

The callback takes the following parameters:

Parameters

[in] data	data pointer
[in] to	destination address
[in] notification_id	notification id
[in] json_param	string containing the JSON encoded parameters
[in] flags	optional flags
[in] from	optional source address, if NULL use default source address

Returns

0 in case of success or negative error code

The notification callback is global, only one callback may be set. Setting the callback function is not thread safe, i.e. appropriate actions have to be taken to protect against race conditions.

? jsSetNotifyAndWait()

```

DllSpec void
js::jsSetNotifyAndWait
    int(*) (void *data, const char *to, const char *notification_id, const char
    ( *json_param, unsigned flags, const char *from, const char *wait_id,
    std::string &result, int timeout_msec)
    void *
    )

```

set callback for sending notifications

Parameters

[in] cb callback function pointer or NULL

[in] data data pointer provided to callback as first parameter

The callback takes the following parameters:

Parameters

[in]	data	data pointer
------	------	--------------

[in] to destination address

```
[in] notification_id notification id
```

[in] json_param string containing the JSON encoded parameters

[in] flags	optional flags
------------	----------------

[in] from optional source address, if NULL use default source address

[in] wait_id	wait for notification with this id
--------------	------------------------------------

[out] result	received notification
--------------	-----------------------

```
[in] timeout_msec  timeout in milliseconds
```

Returns

0 in case of success or negative error code

The notification callback is global, only one callback may be set. Setting the callback function is not thread safe, i.e. appropriate actions have to be taken to protect against race conditions.

? jsSetTrace()

[illegible]

install HTTP trace callback

Parameters

[in] cb callback function pointer or NULL

[in] data data pointer provided to callback as first parameter

The callback takes the following parameters:

Parameters

[in] data data pointer
[in] type trace type
[in] app_id application ID (as found in ARGV["cp_appId"])
[in] trace key value map containing trace parameters

The trace callback is global, only one callback may be set. Setting the callback function is not thread safe, i.e. appropriate actions have to be taken to protect against race conditions.