

This article is archived because it is not considered relevant for third-party developers creating commercial solutions today. The article is believed to be still valid for the original topic scope.



The following is a collection of questions that have been frequently asked on the [WidSets Discussion Board](#).

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WidSets approach

Why own scripting language and not Java?

The simplest reason is that WidSets would not be possible with Java. Mobile information device profile (MIPD) does not support dynamic classloading. As a result, you cannot load new Java classes to a running MIDP application; everything has to be inside the JAR.

Frequently_Asked_Questions

Compiled WidSets Scripting Language (WSL) code also packs down to smaller bytecode size compared to Java bytecode (even obfuscated), so it creates less traffic when transferred to mobile phone, and also consumes less space when stored in the phone memory. A native language such as Symbian would be faster and would provide better support for graphics, but would have less compatible phones.

WidSets itself is written in Java.

Why does all traffic go through WidSets servers?

Content can be modified to fit the mobile usage. Images can be scaled down and image format can be converted to work on your phone. Relevant content can be filtered from Web pages or xml documents.

Our servers poll for feeds and content streams, and notify the mobile client only when there is new data available for you.

The amount of traffic sent between client-server can be monitored on the client software or at WidSets Web site. Traffic limits can also be set.

Normally (with socket-connection) WidSets client is only connected to WidSets server with a single connection.

Pros with socket-connection

- No extra traffic in the form of HTTP headers for each request
- Servers do the polling of content and instantly push it to all interested clients
- Only relevant data is sent to the client

With http-connection, some polling must be done by client too, which increases the amount of traffic and also latency between new data as it is not pushed.

Due to operator limitations some, users are forced to use an http-connection.

Can I install my own WidSets server?

WidSets server software is not available for downloading or purchasing.

Scripting language

Can I use Java libraries/code in my widget?

Due to limitations in MIDP/J2ME you cannot dynamically load classes. However, you can access your own Web/CGI code (created with Java, Perl, PHP, or similar) by using [Http service](#).

Can I use native libraries/code in my widget?

Due to limitations in MIDP/J2ME you cannot access or use the native libraries.

How can I port my existing J2ME MIDlet to a widget?

See [Porting from MIDP to WidSets Scripting Language](#)

API features

Can I access the phone resources?

Memory card/hard disk

Access to device's file system (JSR-75 FileConnection) allowing loading/saving of files will be added in 3.5 version.

Currently you can store your widget data to a memory card by using [Store](#) (MIDP RMS)

WidSets RMS is not shared so it cannot be accessed from other MIDlets.

Gallery/Images

See above.

Phonebook contacts

Currently you cannot access the phone's contacts (JSR-75 PIM). However, [phone numbers](#) and [e-mail addresses](#) can be browsed from contacts with user interaction with the [Input](#) component.

Bluetooth

Bluetooth APIs are not available from the Scripting Language. There are no relevant use cases for them in the widget world.

SMS sending/receiving

SMS cannot be sent or received from a widget.

Making telephone calls

Telephone calls cannot be started from a widget.

Opening browser

Possible, using [openBrowser\(String url\)](#). Still some phone models cannot run WidSets and web browser at the same time, or fail trying it due to limited memory.

Why are not all optional APIs/JREs available?

Mapping Java APIs and WidSets Scripting Language APIs always increase the size of WidSets client. The size of the client is kept as small as possible so that it works in as many mobile devices as possible.

Support for APIs that are useful (and are supported/work on most devices) will be added in widget creation. If you have any thoughts on subject please share them at the [WidSets Discussion Board](#).

Can sounds/music be played?

Yes. Sounds included as widget-resources or loaded using the HTTP-service can be played using [Player](#).

Sounds must be in memory before they can be played; Streaming is supported by opening music urls using [openBrowser\(String url\)](#).

Can videos be played?

Embedded videos are not supported but opening browser to video url using [openBrowser\(String url\)](#) usually works. (In many cases accesspoints have not been preset for video players and users will have to set them manually in order for the videos to work)

Encryption/Decryption

Currently the API does not contain any support for encrypting or decrypting data. However, all data received/sent using WidSets client is encrypted. To access server-side resources with HTTP service, HTTPS protocol is recommended.

Inbox access

WidSets Inbox is not accessible from Scripting API.

However, you can send recommendation of *this* widget to another user's Inbox using [SEND_WIDGET](#) action id.

Can e-mail be sent from a widget?

Syndication items received from Syndication service can be emailed using the senditemaction.

To send a free-formed e-mails you need to create a Web service to do so, and access it by using HTTP service.