

## How\_to\_check\_network\_status\_in\_Flash\_Lite\_1.1

In Flash Lite applications connecting to Internet, it is useful to check the network status, while making the connection.

- If connection is being established or not
- If connection failed Network error
- If there is DNS Failure
- If no HTTP request has been made

In Flash Lite 1.1 **GetNetworkRequestStatus** command returns a value indicating the current status of the most recent HTTP request. It can be any of the following values.

- **-1:** The command is not supported.
- **0:** There is a pending request, a network connection has been established, the server's host name has been resolved, and a connection to the server has been made.
- **1:** There is a pending request, and a network connection is being established.
- **2:** There is a pending request, but a network connection has not yet been established.
- **3:** There is a pending request, a network connection has been established, and the server's host name is being resolved.
- **4:** The request failed because of a network error.
- **5:** The request failed because of a failure in connecting to the server.
- **6:** The server has returned an HTTP error.
- **7:** The request failed because of a failure in accessing the DNS server or in resolving the server name.
- **8:** The request has been successfully fulfilled.
- **9:** The request failed because of a timeout.
- **10:** The request has not yet been made.

## Example

You want to show loading with animation and some time count.

- Add this ActionScript code in the first frame

```
/:timerCount = "30";  
/:requeststatus = fscommand2("GetNetworkRequestStatus");
```

- Type loading text with animated movie clip
- Load variable HTTP path.

```
loadVariables("http://www.google.co.in", "", "GET");
```

Example

- Check the request of HTTP status

```
if (/:timerCount>=0) {  
play();  
}
```

As **GetNetworkRequestStatus** returns 12 status values, you have to use switch statement to update a text with the current status in final\_status.

```
switch (/:requeststatus) {  
case -1 :  
/:final_status = "Request status not supported" add "\n";  
break;  
case 0 :  
/:final_status = "Connection to server has been made" add "\n";  
break;  
case 1 :  
/:final_status = "Connection is being established" add "\n";  
break;  
case 2 :  
/:final_status = "Pending request, contacting network" add "\n";  
break;  
case 3 :  
/:final_status = "Pending request, resolving domain" "\n";  
break;  
case 4 :  
/:final_status = "Failed, network error" add "\n";  
break;  
case 5 :  
/:final_status = "Failed, couldn't reach server" add "\n";  
break;  
case 6 :  
/:final_status = "HTTP error" add "\n";  
break;  
case 7 :  
/:final_status = "DNS failure" add "\n";  
break;  
case 8 :  
/:final_status = "Request has been fulfilled" add "\n";  
break;  
case 9 :  
/:final_status = "Request timed out" add "\n";  
break;  
case 10 :  
/:final_status = "No HTTP request has been made" add "\n";  
break;  
gotoAndStop("error");  
}
```

## Further Reading

[Oxygen Toolkit](#)

--Narendar Raul