

?????: How-to communicate with Flash Lite from Javascript in widget (WRT)

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Flash Lite???

JavaScript???

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## Flash Lite

????:

1) Flash?????????

??????1

("actionscript"???)

????????????????????????????????

```
var total_ram;
var free_ram;
```

??????5

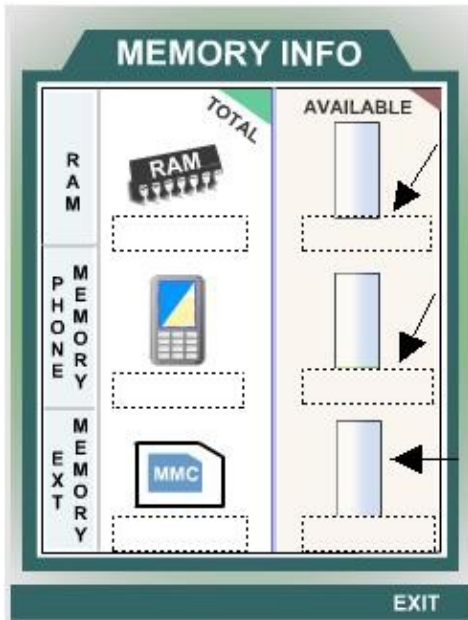
????????????????????????????????

("objects"???)

?????????????????2?????????????????????'var'????????????????

```
Total_ram_txt
Free_ram_txt
```

????????????????????????????????



????: ?????????(Convert to Symbol)?????????(Registration)????????????(bottom)????



??????5

("actionscript"???)

```
//Set the Interval of updating text boxes on the screen.
var intervalId = setInterval( updateScreen, 1000 ); //1 Second
function updateScreen()
{
  if(total_ram != undefined && free_ram != undefined )
  {
    total_ram_txt = total_ram + " M"; //set Total ram in textfield
    free_ram_txt = free_ram + " M"; //set Free ram in textfield
    _root.mem_lvl_mc._height = (free_ram*50/total_ram); //Update Level on the screen
  }
}
```

SetInterval()??

???Flash????????????

SWF????????????????????memInfo.swf????

## Main HTML

????HTML???????????

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
  http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd>
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
  <title>Memory Info</title>
  <script language="javascript">AC_FL_RunContent = 0;</script>
  <script src="AC_RunActiveContent.js" language="javascript"></script>
</head>
<BODY BGCOLOR="#FFFFFF" onload = "load();">
  <embed id="systeminfo" type="application/x-systeminfo-widget" hidden="yes"></embed>
  <script language="javascript">
    if (AC_FL_RunContent == 0) {
      alert("This page requires AC_RunActiveContent.js.");
    } else {
      AC_FL_RunContent (
        'codebase', '[http]://download.macromedia.com/pub/shockwave/cabs/flash/sw
        'width', '240',
        'height', '320',
        'src', 'network_signal240x320',
        'quality', 'high',
        'pluginspage', 'http://www.macromedia.com/go/getflashplayer',
        'align', 'middle',
        'play', 'true',
        'loop', 'true',
        'scale', 'showall',
        'wmode', 'window',
        'devicefont', 'false',
        'id', 'memInfo',
        'bgcolor', '#ffffff',
        'name', 'memInfo',
        'menu', 'true',
        'allowFullScreen', 'false',
        'allowScriptAccess', 'sameDomain',
        'movie', 'memInfo',
        'salign', ''
      ); //end AC code
    }
  </script>
  <noscript>
  <OBJECT
    CLASSID="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
    'codebase',
'http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=7,0,0,0',
    ID=memInfo align="middle">
    <param name="allowScriptAccess" value="sameDomain" />
    <param name="allowFullScreen" value="false" />
    <param name="movie" value="memInfo.swf" />
    <param name="quality" value="high" />
    <param name="bgcolor" value="#ffffff" />
  <embed
    src="memInfo.swf"
    quality="high" bgcolor="#ffffff"
    width="240"
    height="320"
    name="memInfo"
    align="middle">
  </embed>
  </noscript>
</BODY>
</html>
```

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```
allowScriptAccess="sameDomain"  
allowFullScreen="false"  
type="application/x-shockwave-flash"  
pluginspage="http://www.macromedia.com/go/getflashplayer" />  
</OBJECT>  
</noscript>  
</div>  
</BODY>  
</HTML>
```

???:

<embed id="systeminfo" type="application/x-systeminfo-widget" hidden="yes"></embed>

??

?????<body>?????????????????

Flash?????????(<embed>??)'name'?????JavaScript?Flash????(????"memnfo")????????????

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## Javascript

Javascript????????????????

```
//USER DEFINED VARIABLES  
var sysinfo = null;  
var drives = 0;  
var totalRamSize;  
var freeRamSize;  
var space;  
var loop = 0;  
  
//---USER FUNCTIONS  
function load()  
{  
    sysinfo = document.embeds[0]; //Must for accessing system attributes  
    Runtimer();  
}  
  
function Runtimer()  
{  
    //Calls itself every 2 second and calls AC_communicateWithFlash() function  
    t=setTimeout("Runtimer()",2000); //2 Second  
    if(loop != 0)  
    { AC_communicateWithFlash();}  
    loop = 1;  
}  
  
function checkRamSpace()  
{  
    // get total RAM size in bytes  
    totalRamSize = sysinfo.totalram;  
    space = Number(Number(totalRamSize) / Number(1048576)); //MB
```

## Web\_Runtime\_Widget @JavaScript §Flash\_Lite "é ä;ã ã æ 1æ³

```
totalRamSize = space.toFixed(2);
// get free RAM size in bytes
freeRamSize = sysinfo.freeram;
space = Number(Number(freeRamSize) / Number(1048576)); //MB
freeRamSize = space.toFixed(2); //Display 2 Decimal Place
}

function getFlashMovieObject(movieName)
{
  if (window.document[movieName])
  {
    return window.document[movieName];
  }
  if (navigator.appName.indexOf("Microsoft Internet")==-1)
  {
    if (document.embeds && document.embeds[movieName])
      return document.embeds[movieName];
  }
  else // if (navigator.appName.indexOf("Microsoft Internet")!=1)
  {
    return document.getElementById(movieName);
  }
}

function AC_communicateWithFlash()
{
  //this function checks for Current Ram Space and Drives Space
  //and sets the values inside flash.
  checkRamSpace();
  //memInfo defined in HTML file used for referencing flash Object
  var flashMovie=getFlashMovieObject("memInfo");
  //following steps assigns the JAVASCRIPT variables values to flash variables placed on
  the root timeline.
  flashMovie.SetVariable("/:total_ram",totalRamSize);
  flashMovie.SetVariable("/:free_ram",freeRamSize );
}
}
```

**??????**

???????????? Media:MemInfo.zip

?????????????:

1. Flash???????
2. JavaScript?????????

**???**

- Widget??Flash?????????????????

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