



Mobile C Library Function Reference

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Part No. MCC-API-301-311

Mobile C Library Function Reference

Mobile C Library Function Reference

MCC-API-301-310

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Release Version			
MCC-API-300-100	2002-12-09		
MCC-API-300-100	2003-06-13	PlayVOD() Parameter size	
MCC-API-301-201	2003-07-30	CAM API 가 CallHist API 가	
	2003-09-03	A, B	Kang.J.Y
	2003-09-18	- ComOpen() API 가 - MallocInt(), GetFreeMemory() 가	Kim.H.J
	2003-09-25	- Table C	Kang.J.Y
	2003-09-29	CAMGetSupportRes CAMGetResCount PhotoGetData(int index, BYTE *data)	Ko.Y.K
	2003-10-01	CAM, PHOTO API	Ko.Y.K
	2003-10-01	MCC_API_301_201_031001	Ko.Y.K
	2003-10-06	" B. Mobile C version 1.5x version 3.x API " - , 가,	Kang.J.Y
	2003-10-13	- VOD, Camera API chapter - B. -	Ko.Y.K
	2003-10-14	- Table 가(SScript.h)	Ko.Y.K
	2003-10-16	- Serial Communication API	Kim.H.J
	2003-10-21	- VODPlayBuffer prototype	Ko.Y.K
	2003-10-21	- Socket Networking (blocking)	Ko.Y.K
	2003-10-22	- CAMSnapShot prototype - PlayVOD	Ko.Y.K
	2003-10-23	- VODGetInfo - CAMGetFormat prototype	Ko.Y.K
	2003-10-30	- Advance Audio API - Sound Channel range	Ko.Y.K

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	2003-11-7	- VODSetPosition default	Ko.Y.K
	2003-11-18	- File API return value 1	Ko.Y.K
	2003-11-25	- File API - FileOpen, FileMakeDir	Ko.Y.K
	2003-11-25	- File API open mode	Ko.Y.K
	2003-11-26	- FileDel, DirTest - CHCheckUsing	Ko.Y.K
	2003-11-26	-	Ko.Y.K
MCC-API-301-202	2003-12-08	- MelodyGetFormat Format	Ko.Y.K
	2003-12-24	- FileRemoveDir()	Kim.H.J
MCC-API-301-203	2004-01-12	- CopyWord.... API	Ko.Y.K
	2004-01-27	- Emulation 가	Ko.Y.K
	2004-01-27	- Acceleration 가	Ko.Y.K
MCC-API-301-204	2004-02-13	- VODPictureMate	Ko.Y.K
	2004-02-13	- SetCenterPoint, GetCenterPoint	Ko.Y.K
	2004-02-24	- Example SetCenterPoint()	Kim.H.J
	2004-02-24	- GetSysMdn() API 가 - GetSysMin() API	Kim.H.J
MCC-API-301-205	2004-03-20	- RandSeed() API	Kim.H.J
	2004-03-23	- CAMSetFormat, CAMSetResoution	Ko.Y.K
	2004-03-29	- FileWriteMedia API	Kim.H.J
MCC-API-301_206	2004-04-06	- ComOpen() API	Che.S.K
	2004-04-09	- ComOpen() API	Che.S.K
	2004-04-13	- PlayVOD() API 가 - VODSetPosition()API 가	Doh.C.W
	2004-04-17	- SetActiveBuffer, GetActiveBuffer 가 GNEX	Ko.Y.K
	2004-04-19	- AsciiToInt() API	Che.S.K

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	2004-04-22	- S_FILE_OPEN_READWRITE -> S_FILE_OPENMODE_READWRITE - S_FILE_OPEN_CREATE -> S_FILE_OPENMODE_CREATE - S_FILE_OPEN_APPEND -> S_FILE_OPENMODE_APPEND - S_FILE_OPEN_READ -> S_FILE_OPENMODE_READ	Che.S.K
MCC-API-301-207	2004-05-07	Sqrt() API	Che.S.K
MCC-API-301-208	2004-06-28	StretchCopyImage() StretchCopyImageDir() StretchCopyImagePal() StretchCopyImageDirPal() StretchCopyImagePalEx() 가	Kim.J.H
MCC-API-301-209	2004-07-17	GNEX Network 가	Jin.B.j
	2004-07-20	NetState() API	Che.S.K
MCC-API-301-210	2004-08-02	API	Che.S.K
	2004-08-09	GetLcdInfo() API	Che.S.K
	2004-08-11	SendSMS() API	Che.S.K
	2004-08-16	StretchCopyImagePalEx() SetImageZoom(), SetImageRotate() 가.	Kim.J.H
	2004-08-18	Melody Access Type 가 : SMAF	Doh.C.W
	2004-08-19	GetSysInfo() API 가	Che.S.K
	2004-08-19		Choi,E.K
	2004-08-20	RegMusicBel() API	Che.S.K
	2004-08-25	VODGetCount() API	Che.S.K
	2004-08-26	ImageGetFormat() API	Che.S.K
	2004-08-26	StretchCopyImage API	Che.S.K
	2004-09-07	StretchCopyImageHS API 6 가	Nam.D.K
	2004-09-14	StretchCopyImageEx() 가	Nam.D.K
	2004-09-15	MelodyGetFormat() API	Che.S.K.
2004-09-17	ImageGetFormat() API	Che.S.K.	
2004-09-21	VOD API	Che.S.K.	

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MCC-API-301-301	2004-10-14	VodPlayBuffer() API	Park.J.S
	2004-10-14	PBCheckUsing() API	Park.J.S
	2004-10-19	SockClose(), VODGetPosition(), VODSetPosition()	Choi,E.K.
	2004-10-28	GNEX/GVM	Jin. B.j
	2004-11-26	StretchCopyImageHS API	Nam.D.K
MCC-API-301-302	2004-12-29	VODStop() API Event 가	Kim.H.J
	2005-01-07	Netsend Size	Jin. B.j
MCC-API-301-303	2005-02-21	SetSystemOperation() API 가	Kwak.J.H
	2005-02-22	VODEX 가. VODSeek() 가	Kim.H.J
	2005-03-08	- GetSysInfo() « VODEX » 가 - SetSystemOperation() « VODEX »	Kim.H.J
	2005-03-30	- Floating Point API 가	Doh.C.W
MCC-API-301-304	2005-06-30	- API 가. (StrEdit)	Kwak.J.H
	2005-07-11	GetImage() GIF API 가	Kwak.J.H
	2005-07-11	VODDeleteData	Na.I.Y.
	2005-07-27	SetSystemOperation() GIGA Command GetKeyState()	Doh.C.W
MCC-API-301-305	2006-01-16	Network Function Library BackToBrowser()	Koo.J.M.
	2006-01-16	MallocInt()	Koo.J.M.
	2006-01-20	PhotoRegPictureMate() parameter	Koo.J.M.
	2006-01-20	PhotoRegPictureMate()	Koo.J.M.
	2006-01-20		Koo.J.M.
MCC-API-301-306	2006-02-20	ShowStrEdit() OPTION	Koo.J.M.
MCC-API-301-307	2006-02-24	ShowStrEdit() Function ShowStrEditStyle() Function SetStrEdit() Function GetStrEdit() Function EndStrEdit() Function	Koo.J.M.

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MCC-API-301-308	2006-07-24	ShowStrEdit() Function SetStrEditStyle() Function SetStrEdit() Function GetStrEdit() Function EnStrEdit() Function ShowStrEdit() MallocInt()	Lee. I
MCC-API-301-309	2006-09-25	- 가 VibeCloseDevice VibeGetDeviceCapabilityInt32 VibeGetDeviceCapabilityString VibeGetDeviceCount VibeGetDevicePropertyBool VibeGetDevicePropertyInt32 VibeGetDeviceState VibeGetIVTEffectCount VibeGetIVTEffectIndexFromName VibeGetIVTEffectType VibeGetIVTMagSweepEffectDefinition VibeInitialize VibeModifyPlayingMagSweepEffect VibeModifyPlayingPeriodicEffect VibeOpenDevice VibePlayIVTEffect VibeGetIVTPeriodicEffectDefinition VibePlayIVTEffectRepeat VibePlayMagSweepEffect VibePlayPeriodicEffect VibeSetDevicePropertyBool VibeSetDevicePropertyInt32 VibeStopAllPlayingEffects VibeStopPlayingEffect VibeGetIVTEffectDuration VibeCreateStreamingEffect	Lee. I

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		<p>VibeDestroyStreamingEffect VibePlayStreamingSample VibePausePlayingEffect VibeResumePausedEffect VibeGetEffectState VibeTerminate</p>	
MCC-API-301-310	2007-05-25	<p>- Virtual Key 가 GetVirtualKeyCode GetKeyCode - SetSystemOperation SetSystemOperation</p>	Lee. I.
MCC-API-301-311	2007-10-25	<p>- HTTP API 가 GNEX_HttpOpen GNEX_HttpClose GNEX_HttpConnect GNEX_HttpDisconnect GNEX_HttpGetBodyDataLen GNEX_HttpGetReadBodyData - Vibrator API 가 GNEX_Vibrator - GetSysInfo API Command - Image API 가 GNEX_LoadImage GNEX_ReleaseImage GNEX_CopyImage2</p>	



GNEX System 가 GNEX SDK 가 . GNEX System **GNEX**
SDK Overview

GNEX SDK Documents

GNEX SDK Overview	SDK-OVW-301-xxx
GNEX SDK User's Guide	SDK-MAN-301-xxx
Mobile C API Reference Guide	MCC-API-301-xxx
Mobile C Programming Guide	MCC-PRG-301-xxx

Product Version

GNEX Product GNEX Module
 GNEX SDK 가 . GNEX GVM1X, GVM2X
 Backward Compatibility . GVM
 GNEX Compile 가 GNEX
 , GNEX
 GNEX MobileC Compiler Compile 가 .
 가 SDK
 'Immersion VibeTonz Studio SDK'
 , Immersion SDK <http://mshop.immersion.com>
 GNEX 가 ImmVibe.dll Immersion SDK
 가 SCH_G100'
 가 가가

VM Module SDK version

SDK	VM Module		
	GVM 1X	GVM 2X	GNEX
MobileC Compiler 1.51			

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MobileC Compiler 1.52			
MobileC Compiler 1.53			
MobileC Compiler 3.1			

	<p>: SetPalette() <i>Mobile C Library</i></p> <p>Function Reference</p>
	<p style="text-align: right;">(")</p> <p>: '3 Image'</p>

	<p>가 Library function</p> <p>: SaveLCD();</p>
	<p>, Workspace GLOBAL Reserved</p> <p>Definition</p> <p>: SetTimer(300, <i>S_TM_REPEAT</i>);</p>
	<p>: int RegScreen(string <i>name</i>)</p> <p><i>name</i> :</p>

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System Library Functions

System Library Function HW , , MIN(Mobile Identification Number)

GetHwConfig

Syntax `void GetHwConfig(int hwcfg[])`

Parameter *hwcfg*[]): hw config 가 4 integer

Function Hw parameter .
 ("Mobile C Programming Guide" Header Info Table)
hwcfg[0] : LCD Class
hwcfg[1] : Image Type
hwcfg[2] : Audio Type
hwcfg[3] : Carrier Type, Vocoder Type 가
 GVM v1.03 Carrier Type 가 .

Return value None

Example

```
int                      hwcfg[4];
:
GetHwConfig(hwcfg);

// audio type                      MA1                      MA1                      .
if (hwcfg[2] & 2) {
    PlaySound(sndMa1);
}

// audio type                      buzzer                      buzzer                      .
else if (hwcfg[2] & 1) {
    PlaySound(sndBzr);
}
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

GetSysMin

Syntax **void GetSysMin(string str)**

Parameter *str* : MIN string

Function

MIN(Mobile Identification Number) :

MDN(Mobile Directory Number) : 가

str

string *str*

Return value None

Example

```
stringsvMIN;
int swSndBuf[S_SND_BUFFER]; // sending buffer

GetSysMin(svMIN);
:
:
PutBytes(swSndBuf, 1, svMIN, StrLen(svMIN));
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

GetSysMdn

Syntax **void GetSysMdn(string str)**

Parameter *str* : MDN string

Function

MIN(Mobile Identification Number) :

MDN(Mobile Directory Number) : 가

str string *str*

GNEX 1.00.07 Library

Return value None

Example

```
stringsvMDN;  
int swSndBuf[S_SND_BUFFER]; // sending buffer  
  
GetSysMdn(svMDN);  
:  
:  
PutBytes(swSndBuf, 1, svMDN, StrLen(svMDN));
```

Emulation Yes

Mobile C Version 3.x

GetSysUserID

Syntax	<code>int GetSysUserID(string str)</code>
Parameter	<code>str</code> : string
Function	string <code>str</code>
Return value	<p>0 : .</p> <p>1 : .</p> <p>GetUserID return value Script Type PTP</p> <p>가 . PTP GNEX 1.00.00 0</p>
Example	<pre>stringsvUserID; int NetID; int SndBuf[2]; NetID = GetSysUserID(svUserID);</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

GetLocInfo

Syntax	void GetLocInfo(int <i>info</i>[])
Parameter	<i>info</i> [] : 가 5 integer
Function	<p><i>info</i>[]</p> <p><i>info</i>[0] : SID <i>info</i>[1] : NID <i>info</i>[2] : REG_ZONE <i>info</i>[3] : BASE_ID <i>info</i>[4] : PILOT_PN</p>
Return value	None
Example	<pre>int list[5]; string str; GetLocInfo(list); MakeStr2(str, "SID:%d NID:%d", list[0], list[1]); DrawStr(10, 10, str); MakeStr1(str, "REG_ZONE:%d", list[2]); DrawStr(10, 20, str); MakeStr1(str, "BASE_ID:%d", list[3]); DrawStr(10, 30, str); MakeStr1(str, "PN:%d", list[4]); DrawStr(10, 40, str); Flush();</pre>
Emulation	No
Mobile C Version	1.0, 1.5x, 3.x

GetDate

Syntax	void GetDate(int a[])
Parameter	integer
Function	year, month, day, weekday a[] . weekday 0 6 . (Example) a[0] : a[1] : a[2] : a[3] :
Return value	None
Example	<pre> int a[4]; const string weekday[] = { " ", " ", " ", " ", " ", " ", " ", " " }; GetDate(a); // , . MakeStr3(str1, "%2d %2d %2d ", a[0], a[1], a[2]); DrawStr(10, 10, str1); DrawStr(10, 25, weekday[a[3]]); Flush(); </pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

GetTime

Syntax	void GetTime(int a[])
Parameter	integer
Function	clock, min, sec, msec a[] 가 0
	a[0] : a[1] : a[2] : a[3] :
Return value	None
Example	<pre> int a[4]; string str; GetTime(a); // , . MakeStr3(str, "%2d %2d %2d ", a[0], a[1], a[2]); DrawStr(0, 10, str); MakeStr1(str, "%2dmsec", a[3]); DrawStr(0, 40, str); Flush(); </pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

SendSMS¹

Syntax `int SendSMS(int TI2, string dial, string text)`

Parameter

- TI* : SMS Server
- dial* : SMS
- text* : SMS

Function

dial *text* SMS . SMS

80byte . **EVENT_RESULT**

. SMS **EVENT_RESULT** *swData* 7

8 .

Return value

SMS 1, SMS

0 return .

1 :

0 :

Example

```
string str1, str2;
int cnt, rst;

if (subData == SWAP_KEY_1) {
    cnt++;
    GetSysMin(str1); //
    MakeStr1(str2, "[%d] SMS .", cnt);
    rst = SendSMS(4098, str1, str2);
    //                    str2                    SMS                    .
}
```

¹ GVM1X/2X GNEX

² 가 SK TI 4098

Mobile C Library Function Reference

Emulation

Mobile C Version 1.0, 1.5x, 3.x

BackToBrowser

Syntax `void BackToBrowser(string u)`

Parameter `u`: URL

Function

URL browser .
GVM1X url 64byte , GVM2X
가 255byte . VOD GNEX ,
URL VOD URL , VOD가
. . Emulator BackToBrowser가

Return value None

Example `BackToBrowser ("http://WAP.SWAP.COM");`

Emulation

Mobile C Version 1.0, 1.5x, 3.x

RegMusicBell³

Syntax	<code>int RegMusicBell(string name, sound m)</code>
Parameter	<p><i>name</i> : MusicBell</p> <p><i>m</i> : MusicBell Sound Data</p>
Function	<p><i>m</i> MusicBell . MusicBell</p> <p style="text-align: right;">MusicBell</p> <p style="text-align: center;">. MusicBell</p> <p style="text-align: right;">. Buzzer</p>
Return value	<p>GVM2X return value가 GNEX 1.00.00</p> <p style="text-align: center;">MusicBell 1 , 0</p> <p>return .</p>
Example	<pre>int result; const string Title = " "; const sound Song = { 0x01, 0x00, 0x70, 0x1F, 0xFF, 0x7B, 0x18, 0xC2, 0xFF, 0x2B, 0x38, 0xC0, 0xD3, 0x0A, 0x65, 0xC9, 0x97, 0x1A, 0xB0, 0xF8, 0x3F, 0x5B, 0x98, 0xC1, 0x3F, 0x2B } result = RegMusicBell(Title, Song); // " " Musicbell .</pre>

³ MobileC

VM

return value 가 .

Mobile C Library Function Reference

Emulation

(me1)

Mobile C Version 1.0, 1.5x, 3.x

RegScreen⁴

Syntax `int RegScreen(string name)`

Parameter *name* :

Function LCD buffer 가 , LCD buffer 가 , LCD LCD

Return value GVM2X return value가 GNEX 1.00.00 1 , -1 Image Disk가 full 0 return .

Example

```
const image RegImg =
{0x04, 0x38, 0x38, 0x13, 0x13, . . . , 0x24};

ClearWhite();
CopyImage(5, 5, RegImg);
Flush();

RegScreen(" ");
// " "
```

Emulation

⁴ MobileC VM return value 가 .

Mobile C Library Function Reference

(img)

Related Topics RegMusicBell
Mobile C Version 1.0, 1.5x, 3.x

VoiceCall

Syntax `void VoiceCall(string dial, int ret)`

Parameter *dial*:
ret: 0, 1

Function

```

                                dial
                                가
                                , ret 1
                                , ret 0
VoiceCall                    EVENT_RESULT(swData=11)
                                , ret 1
                                가
EVENT_RESULT (swData=18)가                    GVM2X
가    Library    . Script type    Stand-Alone
    
```

Return value None

Example

```

void EVENT_KEYPRESS(){
    switch (swData) {
        case SWAP_KEY_UP:
            VoiceCall("01234567890", 1);
            // 01234567890
            // 가                    가
            break;
    }
}

void EVENT_RESULT(){
    switch (swData){
        case S_RST_CONTINUE: DrawStr(10,10, str);
            Flush();
            break;
    }
}
    
```

Emulation

Call

Related Topics EVENT_RESULT event

Mobile C Version 1.5x, 3.x

Exit

Syntax **void Exit()**

Parameter None

Function `가` , ***EVENT_END()*** `가` .

Return value None

Example

```
void f( int remain )
{
    if( remain <= 0 ) Exit();
}

void EVENT_END()()
{
    SaveStatus();
}
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

GetVMInfo

Syntax	int GetVMInfo(void)
Parameter	None
Function	<p>VM</p> <p>MULTI CHANNEL</p> <p>. VOD , VOD , GIGA 가 bit-</p> <p>wised OR</p> <p>GNEX 1.00.00 Library</p>
Return value	<p>0x01 : chanel</p> <p>0x02 :</p> <p>0x04 :</p> <p>0x08 : VOD</p> <p>0x10 : VOD</p> <p>0x20: GIGA</p>
Example	<pre> HWfeature = GetVMInfo(); MakeStrStr(str1, "Channel: %s", (HWfeature & 0x01 ? "Yes" : "No ")); DrawStr(cX, y61, str1); MakeStrStr(str1, "CAM : %s", (HWfeature & 0x02 ? "Yes" : "No ")); DrawStr(cX, y62, str1); MakeStrStr(str1, "Photo : %s", (HWfeature & 0x04 ? "Yes" : "No ")); DrawStr(cX, y63, str1); MakeStrStr(str1, "VODctl : %s", (HWfeature & 0x08 ? "Yes" : "No ")); DrawStr(cX, y64, str1); MakeStrStr(str1, "VODdata: %s", (HWfeature & 0x10 ? "Yes" : "No ")); DrawStr(cX, y65, str1); MakeStrStr(str1, "GIGA : %s", (HWfeature & 0x20 ? "Yes" : "No ")); </pre>

Mobile C Library Function Reference

```
DrawStr(cX, y66, str1);
```

Emulation Yes

Mobile C Version 3.x

GetLcdInfo

Syntax

void GetLcdInfo(int *info*[])

Parameter

info[0]: LCD (byte) - lcd가 x lcd x 2
info[1]: LCD 가
info[2]: LCD
info[3]: color model

```
#define MGL_LCD_1BIT_BW 0
#define MGL_LCD_2BIT_GRAY 1 // 4 Gray
#define MGL_LCD_4BIT_GRAY 2 // 16 Gray
#define MGL_LCD_4BIT_COLOR 3 // 16 Color
#define MGL_LCD_8BIT_COLOR 4 // 256 Color
#define MGL_LCD_12BIT_COLOR 5 // 4K Color
#define MGL_LCD_16BIT_COLOR 6 // 64K Color
#define MGL_LCD_18BIT_COLOR 7
#define MGL_LCD_24BIT_COLOR 8
```

Function

LCD
 GNEX 1.00.00 Library

Return value

None

Example

```
int gData[4];

GetLcdInfo( gData );

MakeStr1( gstrOut, "SIZE: %3d", gData[0] );
DrawStr( 0, gPY[1], gstrOut );
MakeStr1( gstrOut, "WIDTH: %3d", gData[1] );
DrawStr( 0, gPY[2], gstrOut );
MakeStr1( gstrOut, "HEIGHT: %3d", gData[2] );
DrawStr( 0, gPY[3], gstrOut );
MakeStr1( gstrOut, "COLORMODEL: %3d", gData[3] );
DrawStr( 0, gPY[4], gstrOut );
Flush();
```

Mobile C Library Function Reference

Emulation	Yes
Mobile C Version	3.x

GetSysInfo

Syntax `int GetSysInfo(string keyword, string info)`

Parameter

keyword :

info : (GNEX가
)

Keyword	Info
"PLATFORM"	"WIPI 1.2", "WIPI 2.0", "WITOP", "EMUL"
"VODEX"	"VODEX 1.0", "Not Support"

* (SKT), (WIPI)가 . [Table 31] GetSysInfo Keyword

Function

GNEX 1.01.00 Library .

Return value

0 return . info 1,
1 :
0 :

Example

```
string strInfo;
int ret;

ret = GetSysInfo("PLATFORM", strInfo);

ClearWhite();
if (ret == 1)
DrawStr(10,10, strInfo);
else
DrawStr(10,10, "GetSysInfo failed");

Flush();
```

Emulation

Yes

Mobile C Version

3.x

SetSoMo

Syntax **void SetSoMo(int so, int mo)**

Parameter *so* : Service Option
 mo : Mux Option

Function IS-95C TCP/IP SO(Service Option)
 MO(Mux Option) SScript.h
 . GVM 2X 가 . Emulator test가 가

Return value None

Example `SetSoMo(10,30);`

Mobile C Version 1.5x, 3.x

LockChatMode

Syntax **void LockChatMode(int sw)**

Parameter *sw* : ON/OFF Switch

Function ON/OFF . **Script Type** PTP
 가 , Script Type Stand-Alone
 default ON(Disable) PTP
 default OFF(Enable) . PTP
 Script
 LockChatMode(S_ON) Disable

Definition	Description	Value
S_OFF	Enable	0
S_ON	Disable	1

[Table 15] LockChatMode sw

Return value None

Example

```
#define LINE_SPACE 13
int        sw, mode;

switch (mode) {
case 2 :    // KeyPress
    sw = (sw + 1) % 2;
    LockChatMode(sw);
    DrawStr(0, 3+LINE_SPACE*2, "        ");
    SetStrAlign(S_ALIGN_RIGHT);
    if(sw == 0)
        DrawStr(swWidth/2, 3+LINE_SPACE*2, "가 ");
    else
        DrawStr(swWidth/2, 3+LINE_SPACE*2, " 가 ");
    break;
                                  :
                                  :
```

Related Topics SetChatMode

Mobile C Version 1.5x

SetChatMode

Syntax **void SetChatMode(int sw)**

Parameter *sw* : GVM
Switch

Function ON/OFF

Script Type PTP 가

Definition	Description	Value
S_OFF		0
S_ON	GVM	1

[Table 16] SetChatMode sw

Return value None

Example

```
#define S_ON 1

switch (swData) {
    case S_RST_RCV_CHAT:
        ResetTimer();
        SetChatMode(S_ON); //
        break;
}
```

Related Topics LockChatMode

Mobile C Version 1.0, 1.5x

SetSystemOperation

Syntax `int SetSystemOperation(int nCommand, int nOption, int *pData)`

Parameter *nCommand* :
nOption :

	nCommand	nOption	
Annunciator	S_SSO_SHOWANN	S_SSO_ON	Annunciator
		S_SSO_OFF	Annunciator
Virtual Key	S_SSO_GIGA_VIRTUALKEYMODE	S_SSO_ON	GIGA virtual key
		S_SSO_OFF	GIGA virtual key

pData : Command

Function

GNEX 1.05.00 Library

Return value S_SSO_R_SUCCESS :
S_SSO_R_FAIL :
(Not Supported S_SSO_R_FAIL)

Example

```
int iData;
ret = SetSystemOperation(S_SSO_SHOWANN, S_SSO_OF, &iData);
```

Emulation No

Mobile C Version 3.x

GetKeyState

Syntax

int GetKeyState()

Parameter

None

Function

Bit or Bitmap . GIGA 2.0
 . EVENT_KEYPRESS Key
 bit가 1 가 , 0
 GNEX 1.05.00 Library

Return value

Key Bit

Example

```
int keyUp;
int keyOK;

// Up 가
keyUp=((GetKeyState() & ( 1 << SWAP_KEY_UP )) != 0)? 1:0;
// Ok 가
keyOK=((GetKeyState() & ( 1 << SWAP_KEY_OK )) != 0)? 1:0;
```

Emulation

Yes

Mobile C Version

3.x

VOD Library Functions

```
VOD Library Function    VOD                                VOD
VOD                       ,                      ,
                        .           VOD           ,
                        .
```

PlayVOD

Syntax **int PlayVOD(string url, media data, int startX, int startY, int width, int height)**

Parameter

```
url :                        VOD          가      url
(                               NULL)
data :                        (url          NULL)
startX :                      x      (url          0)
startY :                      y      (url          0)
width :                        (url          0)
height :                       (url          0)
```

Function

```
url                               VOD                               startX,
startY                            . URL                               VOD                               GNEX
가                                , WAP Browser    VOD Player    VOD
                                , VOD                               GNEX                               가
                                . VOD                               ,                               , VOD
URL                               CID    SID                               CID    SID
.
                                ,                               GNEX                               , VOD
                                Drawing    API                               . Camera On
                                VOD
                                code                               .                               , PlayVOD()
                                .                               VOD                               MPEG4
```

Return value

1 :

-1 :

-2 :

Mobile C Library Function Reference

Example

```
switch (data) {
case SWAP_KEY_1: //play
    PlayVOD("", vodData, 0, swWidth-1, 0, swHeight-10);
    break;

case SWAP_KEY_2: //download & play
    PlayVOD("http://a.b.com/c.php?cid=11100&sid=00111&svcT
ype=DP&svcMode=0&retURL=SKT_GVM://CID=03111;SID=00300;",
nullimage, 0, 0, 0, 0);
    break;

case SWAP_KEY_3: //streaming play
    PlayVOD("http://a.b.com/c.php?cid=11100&sid=00111&svcT
ype=OD&svcMode=0&retURL=SKT_GVM://CID=03111;SID=00300;",
nullimage, 0, 0, 0, 0);
    break;
}
```

Emulation No

Mobile C Version 3.x

VODPlayFile

Syntax `int VODPlayFile(int m_type, string filename, int repeat)`

Parameter

m_type : VOD

```
#define S_VOD_MEDIA_ALL      0
#define S_VOD_MEDIA_MPEG4   1
#define S_VOD_MEDIA_TCM     2
#define S_VOD_MEDIA_AAC     3
#define S_VOD_MEDIA_EVRC    4
#define S_VOD_MEDIA_H263    5
#define S_VOD_MEDIA_H264    6
```

filename : VOD

repeat : VOD

Function

VOD

VOD , *EVENT_RESULT*(*swData*=24)†

Camera On VOD

GNEX 1.00.00 Library

GNEX 1.05.00 VODEX .(Programming Guide

'VODEX ')

Return value

-2 :

-1 :

1 :

Example

```
ret = VODPlayFile( S_VOD_MEDIA_MPEG4, "176x96.skm",
S_VOD_PLAY_REPEAT );
switch( ret )
{
case RET_SUCCESS:
    DrawStr( 0, gPY[2], "SUCCESS: FILE" );
    break;
case RET_FAIL:
    DrawStr( 0, gPY[2], "FAIL: FILE" );
    break;
}
```

Emulation No

Mobile C Version 3.x

VODPlayURL

Syntax `int VODPlayURL(string url)`

Parameter `url`: WAP page url

Function WAP VOD
GNEX가 , WAP Browser
VOD Player VOD , VOD
GNEX 가
VOD , VOD URL
CID SID CID SID
GNEX 1.00.00 Library

Return value
-2 :
-1 :
1 :

Example

```
ret =  
VODPlayURL( "http://hcs.nate.com/um.php?cid=81100&sid=005  
29&svcType=DP&svcMode=0&retURL=SKT_GVM://CID=03000;SID=00  
317;" );
```

Emulation No

Mobile C Version 3.x

VODPlayBuffer

Syntax `int VODPlayBuffer(int m_type, binary data, int repeat)`

Parameter `m_type`: VOD (Table 25)

```
#define S_VOD_MEDIA_ALL 0
#define S_VOD_MEDIA_MPEG4 1
#define S_VOD_MEDIA_TCM 2
#define S_VOD_MEDIA_AAC 3
#define S_VOD_MEDIA_EVRC 4
#define S_VOD_MEDIA_H263 5
#define S_VOD_MEDIA_H264 6
```

`data`: VOD

`repeat`: VOD , 0 1

Function VOD . VOD ,
EVENT_RESULT(swData=24)가 . Camera On

VOD .
 GNEX 1.00.00 Library .
 GNEX 1.05.00 VODEX .(Programming Guide
 'VODEX ')

Return value -2 :

-1 :

1 :

Example `ret=VODPlayBuffer(S_VOD_MEDIA_MPEG4,voddata,S_VOD_PLAY_REPEAT);`

```
switch( ret ){
case RET_SUCCESS:
    DrawStr( 0, gPY[2], "SUCCESS: BUFFER" );
    break;
case RET_FAIL:
    DrawStr( 0, gPY[2], "FAIL: BUFFER" );
    break;
}
```

Emulation No

Mobile C Version 3.x

VODPlayResource

Syntax `int VODPlayResource(int m_type, string cidsid, string title, int repeat)`

Parameter

m_type: VOD (Table 25)

```
#define S_VOD_MEDIA_ALL 0
#define S_VOD_MEDIA_MPEG4 1
#define S_VOD_MEDIA_TCM 2
#define S_VOD_MEDIA_AAC 3
#define S_VOD_MEDIA_EVRC 4
#define S_VOD_MEDIA_H263 5
#define S_VOD_MEDIA_H264 6
```

cidsid: VOD cidsid(WIPI Resource Name)

title: VOD title

repeat: VOD

Function

VOD . VOD ,

EVENT_RESULT(swData=24)가 . Camera On

VOD .

GNEX 1.00.00 Library .

GNEX 1.05.00 VODEX .(Programming Guide

'VODEX ')

Return value

-2 :

-1 :

1 :

Example

```
VODGetName( 0, gstrCIDSID, gstrTitle, S_VOD_MEDIA_MPEG4,
S_VOD_STORAGE_RECORD );
ret = VODPlayResource( S_VOD_MEDIA_MPEG4, gstrCIDSID,
gstrTitle, S_VOD_PLAY_REPEAT );

switch( ret ) {
case RET_SUCCESS:
    DrawStr( 0, gPY[2], "SUCCESS: RESOURCE" );
    break;
case RET_FAIL:
    DrawStr( 0, gPY[2], "FAIL: RESOURCE" );
    break;
}
```

Emulation No

Mobile C Version 3.x

VODStop

Syntax	int VODStop(void)
Parameter	None
Function	VOD VOD Play , <i>EVENT_RESULT(swData=24)</i> 가 VOD Record , <i>EVENT_RESULT(swData=25)</i> 가 . GNEX 1.00.00 Library . GNEX 1.05.00 VODEX .(Programming Guide 'VODEX ')
Return value	-2 : -1 : 1 :
Example	<pre>ret = VODStop(); switch(ret) { case RET_SUCCESS: DrawStr(0, gPY[2], "SUCCESS: VOD STOP"); break; case RET_FAIL: DrawStr(0, gPY[2], "FAIL: VOD STOP"); break; }</pre>
Emulation	No
Mobile C Version	3.x

VODPause

Syntax	int VODPause(void)
Parameter	None
Function	VOD GNEX 1.00.00 Library GNEX 1.05.00 VODEX (Programming Guide 'VODEX ')
Return value	-2 : -1 : 1 :
Example	<pre>ret = VODPause(); switch(ret) { case RET_SUCCESS: DrawStr(0, gPY[2], "SUCCESS: VOD PAUSE"); break; case RET_FAIL: DrawStr(0, gPY[2], "FAIL: VOD PAUSE"); break; }</pre>
Emulation	No
Mobile C Version	3.x

VODResume

Syntax	int VODResume(void)
Parameter	None
Function	VOD GNEX 1.00.00 Library GNEX 1.05.00 VODEX (Programming Guide 'VODEX ')
Return value	-2 : -1 : 1 :
Example	<pre>ret = VODResume(); switch(ret) { case RET_SUCCESS: DrawStr(0, gPY[2], "SUCCESS: VOD RESUME"); break; case RET_FAIL: DrawStr(0, gPY[2], "FAIL: VOD RESUME"); break; }</pre>
Emulation	No
Mobile C Version	3.x

VODSeek

Syntax `int VODSeek(int interval)`

Parameter interval : . 0 가
ms

Function

VODEX , VODEX 가
S_VOD_R_FAIL
GNEX 1.05.00 Library

Return value

-2(S_VOD_R_NOTSUPPORT) : VOD
-1(S_VOD_R_FAIL) : Seek
0 : 0
(ms)

Example

```
void EVENT_KEYPRESS()
{
    int retSeek;
    switch(swData)
    {
        case SWAP_KEY_LEFT:
            retSeek = VODSeek(-2000);
            if(retSeek >= 0)
                MoveProgressBar(retSeek);
            break;
        case SWAP_KEY_RIGHT:
            retSeek = VODSeek(2000);
            if(retSeek >= 0)
                MoveProgressBar(retSeek);
            break;
    }
}
```

Emulation No

Mobile C Version 3.x

VODSetPosition

Syntax `int VODSetPosition(int x, int y, int width, int height)`

Parameter

`x` : x
`y` : y
`width` : 가
`height` :

Function

VOD
GNEX 1.00.00 Library .
VOD VODSetPosition() API GNEX
Success VOD
GNEX 1.05.00 VODEX .(Programming Guide
'VODEX ')

Return value

1 :
-2 :

Example

```
ret = VODSetPosition( 10, 27, swWidth-20, swHeight-30 );  
  
MakeStr5( gstrOut, "R:%d X:%d Y:%d W:%d H:%d", ret, 10,  
27, swWidth-20, swHeight-30 );  
  
DrawStr( 0, gPY[1], gstrOut );
```

Emulation No

Mobile C Version 3.x

VODGetPosition

Syntax `int VODGetPosition(int *x, int *y, int *width, int *height)`

Parameter

x : x
y : y
width : 가
height :

Function

VOD
GNEX 1.00.00 Library .
GNEX 1.05.00 VODEX .(Programming Guide
'VODEX ')

Return value

1 :
-2 :

Example

```
ret = VODGetPosition( &pos[0], &pos[1], &pos[2],  
&pos[3] );  
  
MakeStr5( gstrOut, "R:%d X:%d Y:%d W:%d H:%d", ret,  
pos[0], pos[1], pos[2], pos[3] );  
  
DrawStr( 0, gPY[1], gstrOut );
```

Emulation No

Mobile C Version 3.x

VODRecord

Syntax `int VODRecord(image data, int width, int height, int quality, int size)`

Parameter

data : VOD 가
width : VOD 가
height : VOD
quality : VOD (Table 27)
size : VOD

Function Preview , VOD .
 , **EVENT_RESULT(swData=25)** 가
 . **EVENT_RESULT()** 가
data .
 GNEX 1.00.00 Library .

Return value

-2 :
 -1 :
 1 :

Example

```
SetMediaSize( gData, 1024*50 );

ret = VODRecord( gData, 176, 144, S_VOD_QUALITY_ECONOMIC,
GetMediaSize( gData ) );

switch( ret )
{
case RET_SUCCESS:
    DrawStr( 0, gPY[2], "SUCCESS: RECORD" );
    break;
case RET_FAIL:
    DrawStr( 0, gPY[2], "FAIL: RECORD" );
    break;
}
```

Emulation No
Mobile C Version 3.x

VODGetFreeSpace

Syntax	int VODGetFreeSpace(void)
Parameter	None
Function	VOD FileGetFreeSpace() GNEX 1.00.00 Library VOD
Return value	-2 : -1 : 0 :
Example	<pre>vod_space = VODGetFreeSpace(); if(vod_space >= 0) { MakeStr1(gstrOut, "Free Space:%d", vod_space); DrawStr(0, swHeight-9, gstrOut); }</pre>
Emulation	No
Mobile C Version	3.x

VODGetInfo

Syntax `int VODGetInfo(int index, int *info, int m_type, int s_type)`

Parameter

index : VOD index

info : VOD 가 ()

m_type : VOD (Table 25)

```
#define S_VOD_MEDIA_ALL 0
#define S_VOD_MEDIA_MPEG4 1
#define S_VOD_MEDIA_TCM 2
#define S_VOD_MEDIA_AAC 3
#define S_VOD_MEDIA_EVRC 4
#define S_VOD_MEDIA_H263 5
#define S_VOD_MEDIA_H264 6
```

s_type : VOD (Table 26)

```
#define S_VOD_STORAGE_ALL 0
#define S_VOD_STORAGE_NORMAL 1
#define S_VOD_STORAGE_LIVESCREEN 2
#define S_VOD_STORAGE_LIVEBELL 3
#define S_VOD_STORAGE_RECORD 4
```

Function

VOD .

GNEX 1.00.00 Library .

info[0] = 가

info[1] =

info[2] =

info[3] = fps

info[4] = ()

Return value

1 :

-1 :

-2 :

Example `ret = VODGetInfo(VODindex, info, 0, S_VOD_STORAGE_ALL);`

Emulation No

Mobile C Version 3.x

VODGetCount

Syntax `int VODGetCount(int type, int m_type, int s_type)`

Parameter

type : 1 :
2 :

m_type : VOD (Table 25)

```
#define S_VOD_MEDIA_ALL 0
#define S_VOD_MEDIA_MPEG4 1
#define S_VOD_MEDIA_TCM 2
#define S_VOD_MEDIA_AAC 3
#define S_VOD_MEDIA_EVRC 4
#define S_VOD_MEDIA_H263 5
#define S_VOD_MEDIA_H264 6
```

s_type : VOD (Table 26)

```
#define S_VOD_STORAGE_ALL 0
#define S_VOD_STORAGE_NORMAL 1
#define S_VOD_STORAGE_LIVESCREEN 2
#define S_VOD_STORAGE_LIVEBELL 3
#define S_VOD_STORAGE_RECORD 4
```

Function VOD .
GNEX 1.00.00 Library .

Return value 0 :
-1 :
-2 :

Example

```
max_count=VODGetCount(S_VOD_MAX_COUNT,0,S_VOD_STORAGE_ALL);
cnt=VODGetCount(S_VOD_COUNT,0,S_VOD_STORAGE_ALL);

if( vod_max_count >= 0 && vod_count >= 0 ){
MakeStr2(gstrOut,"Max:%d Current:%d",max_count,cnt );
DrawStr(0, swHeight-18, gstrOut);
}
```

Emulation No

Mobile C Version 3.x

VODGetName

Syntax **int VODGetName(int *index*, string *cidsid*, string *title*, int *m_type*, int *s_type*)**

Parameter *index* : VOD
cidsid : VOD CIDSID가 (WIPI Resource Name)
title : VOD
m_type : VOD (VODGetInfo)
s_type : VOD (VODGetInfo)

Function VOD CIDSID Title
GNEX 1.00.00 Library .

Return value 1 :
 -1 :
 -2 :

Example ret = VODGetName(VODIndex, gstrVODCIDSID, gstrVODTitle, 0, S_VOD_STORAGE_ALL);

Emulation No

Mobile C Version 3.x

VODGetSize

Syntax `int VODGetSize(int index, int *size, int m_type, int s_type)`

Parameter

<i>index</i> : VOD	
<i>size</i> : VOD	가
<i>m_type</i> : VOD	(VODGetInfo)
<i>s_type</i> : VOD	(VODGetInfo)

Function VOD
GNEX 1.00.00 Library .

Return value

- 2 :
- 1 :
- 0 :
- 1 :

Example

```
ret =  
VODGetSize( VODIndex, &gVODSize, 0, S_VOD_STORAGE_ALL );
```

Emulation No

Mobile C Version 3.x

VODGetFormat

Syntax `int VODGetFormat(int index, int *format, int m_type, int s_type)`

Parameter

index : VOD
format : VOD
m_type : VOD (VODGetInfo)
s_type : VOD (VODGetInfo)

Function VOD
GNEX 1.00.00 Library .

Return value

-2 :
-1 :
0 :
1 :

Example

```
ret = VODGetFormat( VODIndex, &gVODFormat, 0,  
S_VOD_STORAGE_ALL );
```

Emulation No

Mobile C Version 3.x

VODGetData

Syntax	int VODGetData(int <i>index</i>, image <i>data</i>, int <i>m_type</i>, int <i>s_type</i>)
Parameter	<p><i>index</i> : VOD</p> <p><i>data</i> : VOD 가</p> <p><i>m_type</i> : VOD (VODGetInfo)</p> <p><i>s_type</i> : VOD (VODGetInfo)</p>
Function	<p>VOD , , , VOD</p> <p>. image <i>data</i></p> <p>.</p> <p>GNEX 1.00.00 Library</p>
Return value	<p>-2 :</p> <p>-1 :</p> <p>0 :</p> <p>1 :</p>
Example	<code>ret=VODGetData(VODIndex,gimgVODData,0,S_VOD_STORAGE_ALL);</code>
Emulation	No
Mobile C Version	3.x

VODWriteData

Syntax `int VODWriteData(string cidsid, int size, int format, image data, int s_type)`

Parameter

cidsid: VOD
size: VOD
format: VOD
data: VOD
s_type: VOD (VODGetInfo)

Function VOD . *cidsid* 22
s_type **S_VOD_STORAGE_ALL**

GNEX 1.00.00 Library

Return value

-3 :
-2 :
-1 :
0 :
1 :

Example

```
StrCpy(gstrVODCIDSID, "GNEX_VOD00012345678901" );
gVODFormat = S_VOD_MEDIA_MPEG4;
gVODSize = GetMediaSize(vodtest);
ret = VODWriteData( gstrVODCIDSID, gVODSize, gVODFormat,
vodtest, S_VOD_STORAGE_RECORD );
```

Emulation No

Mobile C Version 3.x

VODDeleteData

Syntax	<code>int VODDeleteData(int <i>index</i>, int <i>m_type</i>, int <i>s_type</i>)</code>
Parameter	<i>index</i> : VOD <i>m_type</i> : VOD (VODGetInfo) <i>s_type</i> : VOD (VODGetInfo)
Function	<i>s_type</i> Storage index VOD GNEX 1.00.00 Library .
Return value	-2 : -1 : 0 : 1 :
Example	<code>ret = VODDeleteData(VODIndex, 0, S_VOD_STORAGE_ALL);</code>
Emulation	No
Mobile C Version	3.x

VODRegPictureMate

Syntax `int VODRegPictureMate(string cidsid, int type, int s_type)`

Parameter

<i>cidsid</i> :	VOD	CIDSID(WIPI	Resource Name)
<i>type</i> :	mate	(Table 29)
#define S_MATE_IDLE		0	
#define S_MATE_CALL		1	
#define S_MATE_PWON		2	
#define S_MATE_PWOFF		3	
#define S_MATE_NATE		4	
<i>s_type</i> :	VOD	(VODGetInfo)

Function VOD mate . VOD

GNEX 1.00.00 Library .

Return value

- 2 :
- 1 :
- 0 :
- 1 :

Example

```
ret = VODRegPictureMate( gstrVODCIDSID, gRegType,
S_VOD_STORAGE_ALL );
```

Emulation No

Mobile C Version 3.x

VODGetPictureMate

Syntax `int VODGetPictureMate(int type, string cidsid, string title)`

Parameter

type : mate (Table 29)

#define **S_MATE_IDLE** 0

#define **S_MATE_CALL** 1

#define **S_MATE_PWON** 2

#define **S_MATE_PWOFF** 3

#define **S_MATE_NATE** 4

cidsid : mate VOD CIDSID(WIPI Resource Name)

title : mate VOD Title

Function

mate VOD *cidsid*, *title*

string *cidsid*, *title*

GNEX 1.00.00 Library

Return value

-2 :

-1 :

0 : mate type

Example `ret = VODGetPictureMate(0, gstrVODCIDSID, gstrVODTitle);`

Emulation No

Mobile C Version 3.x

Camera Library Functions

Camera Library Function	Camera	Camera
H/W		Photo

CAMWriteImage

Syntax	<code>int CAMWriteImage(string <i>name</i>, int <i>format</i>)</code>
Parameter	<p>name :</p> <p>format :</p>
Function	<p>Snapshot . SnapShot</p> <p>GNEX 1.00.00 Library .</p>
Return value	<p>-2 :</p> <p>-1 :</p> <p>1 :</p>
Example	<pre>// Image Format : JPEG status = CAMWriteImage("gnex_cam", S_IMG_JPG); switch(status) { case 1: DrawStr(swWidth/2, swHeight/2, " ."); break; case -1: DrawStr(swWidth/2, swHeight/2, " ."); break; }</pre>
Emulation	No
Mobile C Version	3.x

CAMGetPosition

Syntax `int CAMGetPosition(int *x, int *y, int *width, int *height)`

Parameter x, y :
width, height :

Function Camera Preview
GNEX 1.00.00 Library

Return value -2 :
-1 :
1 :

Example

```
int x, y, w, h, ret;  
string str;  
  
ret = CAMGetPosition( &x, &y, &w, &h );  
  
DrawStr( swWidth/2, swHeight/2-6, "      Preview  
      " );  
MakeStr4( str, "X:%d, Y:%d, W:%d, H:%d", x, y, w, h );  
DrawStr( swWidth/2, swHeight/2+6, str );
```

Emulation No

Mobile C Version 3.x

CAMSetPosition

Syntax	int CAMSetPosition(int x, int y, int width, int height)
Parameter	x, y : width, height :
Function	Camera Preview . width, height 0 , Preview width, height 가 GNEX 1.00.00 Library .
Return value	-2 : -1 : 1 :
Example	<pre> Clear(0); DrawStr(swWidth/2, 0, " ~~ !!!"); DrawStr(swWidth/2, swheight-12, " . *^^*"); // Preview ret = CAMSetPosition(0, 12, swWidth-1, swHeight-13); if(ret) ret = CAMPowerON(); </pre>
Emulation	No
Mobile C Version	3.x

CAMGetFormat

Syntax	int CAMGetFormat(void)
Parameter	none
Function	Camera index GNEX 1.00.00 Library
Return value	Format Index return (CAMGetSupportFormat index .) -2 가 return -1 가 return
Example	<pre> int *cam_fmt_list; int cam_fmt_count, status; string strOut; cam_fmt_count = CAMGetFormatCount(); if(cam_fmt_count > 0) { // ... // cam_fmt_list = MallocInt(cam_fmt_count); // status = CAMGetSupportFormat(cam_fmt_list); if(status == 1) { status = CAMGetFormat(); if(status >= 0) { MakeStr1(strOut, "Image Format index %d", cam_fmt_list[status]); DrawStr(swWidth/2, swHeight/2, strOut); } } } </pre>
Emulation	No
Mobile C Version	3.x

CAMSetFormat

Syntax	int CAMSetFormat(int <i>format</i>)
Parameter	<i>format</i> : Camera (CAMGetSupportFormat index)
Function	Camera index . GNEX 1.00.00 Library .
Return value	-2 : -1 : 1 :
Example	<pre> int *cam_fmt_list; int cam_fmt_count, status; string strOut; cam_fmt_count = CAMGetFormatCount(); if(cam_fmt_count > 0) { // ... // cam_fmt_list = MallocInt(cam_fmt_count); // status = CAMGetSupportFormat(cam_fmt_list); if(status == 1) { status = CAMSetFormat(0); //0 if(status == 1) DrawStr(swWidth/2, swHeight/2, " ."); } } </pre>
Emulation	No
Mobile C Version	3.x

CAMGetResolution

Syntax	int CAMGetResolution(void)
Parameter	none
Function	Camera GNEX 1.00.00 Library
Return value	return (CAMGetSupportResolution index) -2 가 return -1 가 return
Example	<pre> int *cam_res_list; int cam_res_count, status; string strOut; cam_res_count = CAMGetResolutionCount(); if(cam_res_count > 0) { // 가 ... // cam_res_list = MallocInt(cam_res_count*2); // status = CAMGetSupportResolution(cam_res_list); if(status == 1) { status = CAMGetResolution(); if(status >= 0) { MakeStr2(strOut, "X: %d, Y: %d", cam_res_list[status], cam_res_list[status+1]); DrawStr(swWidth/2, swHeight/2, strOut); } } } </pre>
Emulation	No
Mobile C Version	3.x

CAMSetResolution

Syntax	int CAMSetResolution(int resolution)
Parameter	resolution :
Function	CAM .(CAMGetSupportResolution index) GNEX 1.00.00 Library .
Return value	-2 : -1 : 1 :
Example	<pre> int *cam_res_list; int cam_res_count, status; string strOut; cam_res_count = CAMGetResolutionCount(); if(cam_res_count > 0) { // 가 ... // cam_res_list = MallocInt(cam_res_count*2); // status = CAMGetSupportResolution(cam_res_list); if(status == 1) { status = CAMSetResolution(0); //0 if(status == 1) DrawStr(swWidth/2, swHeight/2, " ."); } } </pre>
Emulation	No
Mobile C Version	3.x

CAMGetSupportResolution

Syntax	int CAMGetSupportResolution (int <i>res_list</i>[])
Parameter	<p><i>res_list</i> [] :</p> <p><i>res_list</i> []</p> <p>CAMGetResolutionCount()</p>
Function	<p>가</p> <p>GNEX 1.00.00 Library</p>
Return value	<p>1 :</p> <p>-1 :</p> <p>-2 : Not Supported</p> <p>-3 :</p>
Example	<pre> int *cam_res_list; int cam_res_count, status; string strOut; cam_res_count = CAMGetResolutionCount(); if(cam_res_count > 0) { // 가 ... // cam_res_list = MallocInt(cam_res_count*2); // status = CAMGetSupportResolution(cam_res_list); if(status == 1) { MakeStr1(strOut, " : %d", cam_res_count); DrawStr(swWidth/2, swHeight/2-6, strOut); DrawStr(swWidth/2, swHeight/2+6, " ."); } } </pre>
Emulation	No
Mobile C Version	3.x

CAMGetResolutionCount

Syntax `int CAMGetResolutionCount(void)`

Parameter None

Function

GNEX 1.00.00 Library

Return value

- 2 :
- 1 :
- 0 :

Example

```
int *cam_res_list;
int cam_res_count, status;
string strOut;

cam_res_count = CAMGetResolutionCount();

//          가          ...
if( cam_res_count > 0 ) {
    //
    cam_res_list = MallocInt( cam_res_count*2 );
    //
    status = CAMGetSupportResolution( cam_res_list );
    if( status == 1 ) {
        MakeStr1( strOut, "          : %d",
cam_res_count );
        DrawStr( swWidth/2, swHeight/2-6, strOut );
        DrawStr( swWidth/2, swHeight/2+6, "
          ." );
    }
}
```

Emulation No

Mobile C Version 3.x

CAMGetFormatCount

Syntax **int CAMGetFormatCount(void)**

Parameter None

Function
GNEX 1.00.00 Library

Return value
-2 :
-1 :
0 :

Example

```
int *cam_fmt_list;
int cam_fmt_count, status;
string strOut;

cam_fmt_count = CAMGetFormatCount();
if( cam_fmt_count > 0 ) { // ...
    //
    cam_fmt_list = MallocInt( cam_fmt_count );
    //
    status = CAMGetSupportFormat( cam_fmt_list );
    if( status == 1 ) {
        MakeStr1( strOut, "                : %d",
cam_fmt_count );
        DrawStr( swWidth/2, swHeight/2-6, strOut );
        DrawStr( swWidth/2, swHeight/2+6, "
                ." );
    }
}
```

Emulation No

Mobile C Version 3.x

CAMGetSupportFormat

Syntax **Int CAMGetSupportFormat(int *format_list*[])**

Parameter *format_list* [] :
format_list
CAMGetFormatCount()

Function
 GNEX 1.00.00 Library

Return value
 -3 :
 -2 :
 -1 :
 1 :

Example

```
int *cam_fmt_list;
int cam_fmt_count, status;
string strOut;

cam_fmt_count = CAMGetFormatCount();
if( cam_fmt_count > 0 ) { // ...
//
    cam_fmt_list = MallocInt( cam_fmt_count );
//
    status = CAMGetSupportFormat( cam_fmt_list );
    if( status == 1 ) {
        MakeStr1( strOut, "                : %d",
cam_fmt_count );
        DrawStr( swWidth/2, swHeight/2-6, strOut );
        DrawStr( swWidth/2, swHeight/2+6, "
                ." );
    }
}
```

Emulation No

Mobile C Version 3.x

CAMStatus

Syntax	int CAMStatus(void)
Parameter	None
Function	CAM GNEX 1.00.00 Library
Return value	-2 : -1 : CAM Off 1 : CAM On
Example	<pre>// status = CAMStatus(); switch(status) { case -2: // Not Supported Function or Device DrawStr(swWidth/2, swHeight/2-6, " 가 ,"); DrawStr(swWidth/2, swHeight/2+6, " ."); break; case -1: // Camera Off Status status = CAMPowerON(); // Power On Camera if(status != 1) DrawStr(swWidth/2, swHeight/2, " "); break; case 1: // Camera On Status DrawStr(swWidth/2, swHeight/2, " 가 ."); break; }</pre>
Emulation	No
Mobile C Version	3.x

CAMPowerON

Syntax	int CAMPowerON(void)
Parameter	None
Function	CAM VOD GNEX 1.00.00 Library
Return value	-2 : -1 : 1 :
Example	<pre>// status = CAMStatus(); switch(status) { case -2: // Not Supported Function or Device DrawStr(swWidth/2, swHeight/2-6, " 가 ,"); DrawStr(swWidth/2, swHeight/2+6, " ."); break; case -1: // Camera Off Status status = CAMPowerON(); // Power On Camera if(status != 1) DrawStr(swWidth/2, swHeight/2, " "); break; case 1: // Camera On Status DrawStr(swWidth/2, swHeight/2, " 가 ."); break; }</pre>
Emulation	No
Mobile C Version	3.x

CAMPowerOFF

Syntax	int CAMPowerOFF(void)
Parameter	None
Function	CAM GNEX 1.00.00 Library
Return value	-2 : -1 : 1 :
Example	<pre>void EVENT_END() { // status = CAMStatus(); // 가 if(status == 1) { CAMPowerOFF(); } }</pre>
Emulation	No
Mobile C Version	3.x

CAMSnapShot

Syntax	int CAMSnapShot(void)
Parameter	None
Function	Frame SnapShot . SnapShot GNEX 1.00.00 Library GNEX
Return value	-3 : -2 : -1 : 1 :
Example	<pre>status = CAMSnapShot(); if(status == 1) { DrawStr(swWidth/2, swHeight/2, " ?"); }</pre>
Emulation	No
Mobile C Version	3.x

PhotoGetName

Syntax	int PhotoGetName(int <i>index</i>, string <i>name</i>)
Parameter	<i>index</i> :photo index <i>name</i> : index photo
Function	index Photo 가 . string <i>name</i> GNEX 1.00.00 Library .
Return value	-2 : -1 : 1 :
Example	<pre>int i, count, ret; string strName; SetMediaSize(strName, 32+1); // 33 count = PhotoGetCount(2); // for(i=0; i<count; i++) { ret = PhotoGetName(i, strName); if(ret) DrawStr(0, i*12, strName); // }</pre>
Emulation	No
Mobile C Version	3.x

PhotoGetCount

Syntax	int PhotoGetCount(int type)
Parameter	<i>type</i> = 1 : 가 <i>type</i> = 2 :
Function	type MaxCount Count GNEX 1.00.00 Library
Return value	-2 : -1 : 0 :
Example	<pre>int max, cur; max = PhotoGetCount(1); // 가 cur = PhotoGetCount(2); // if(cur < max) { CAMWriteImage(" ", S_IMG_JPG); }</pre>
Emulation	No
Mobile C Version	3.x

PhotoGetSize

Syntax `int PhotoGetSize(int Index, int *size)`

Parameter

<i>index</i> : photo	index
<i>size</i> : index	photo

Function

photo	size	.
GNEX 1.00.00	Library	.

Return value

- 2 :
- 1 :
- 0 :
- 1 :

Example

```
int ret, size;
image photo;

ret = PhotoGetSize( index, &size ); //
if( ret ) {
    SetMediaSize( photo, size );//
    ret = PhotoGetData( index, photo );
    if( !ret ) {
        SetMediaSize( photo, 0 ); //
    }
}
```

Emulation No

Mobile C Version 3.x

PhotoGetFormat

Syntax

int PhotoGetFormat(int *Index*, int **format*)

Parameter

index : photo index
format : index photo (Table 28)

```
#define S_IMG_WBMP 0
#define S_IMG_BMP 1
#define S_IMG_GIF 2

#define S_IMG_JPG 3
#define S_IMG_SIS 4
#define S_IMG_PNG 5
#define S_IMG_VDI 6
#define S_IMG_OEM 7
#define S_IMG_WTB 8
#define S_IMG_WTA 9
#define S_IMG_YUV 10
```

Function

photo (JPEG, BMP, PNG)
 GNEX 1.00.00 Library .

Return value

-2 :
 -1 :
 0 :
 1 :

Example

```
int ret, format;
image photo;
string str;

ret = PhotoGetFormat( index, &format ); //

if( ret ) {
    MakeStr2( str, "%d : %d", index,
    format );
    DrawStr( swWidth/2, swHeight/2, str );
}
```

Emulation

No

Mobile C Version

3.x

PhotoGetData

Syntax	int PhotoGetData(int <i>index</i>, image <i>data</i>)
Parameter	<i>index</i> : photo index <i>data</i> : photo
Function	<i>index</i> photo . image <i>data</i> GNEX 1.00.00 Library .
Return value	-2 : -1 : 0 : 1 :
Example	<pre>int ret, size; image photo; ret = PhotoGetSize(index, &size); // if(ret) { SetMediaSize(photo, size);// ret = PhotoGetData(index, photo);// if(!ret) { SetMediaSize(photo, 0); // } }</pre>
Emulation	No
Mobile C Version	3.x

PhotoDeleteData

Syntax **int PhotoDeleteData(int *index*)**

Parameter *index* : photo index

Function photo
GNEX 1.00.00 Library

Return value -2 :
 -1 :
 0 :
 1 :

Example `int ret;`

`ret = PhotoDeleteData(index);`

`switch(ret) {`
`case 1:`
`DrawStr(swWidth/2, swHeight/2, "`
`.");`
`break;`
`case 0:`
`DrawStr(swWidth/2, swHeight/2, "`
`.");`
`break;`
`case -1:`
`DrawStr(swWidth/2, swHeight/2, "`
`.");`
`break;`
`}`

Emulation No

Mobile C Version 3.x

PhotoRegPictureMate

Syntax `int PhotoRegPictureMate(int index, int type)`

Parameter

index : photo index

type : Picture Mate type

0 : Idle

1 : Call

2 : Power On

3 : Power Off

4 : Nate

Function

index *type* PictureMate

GNEX 1.00.00 Library

Return value

-2 :

-1 :

0 :

1 :

Example

```
int ret1, ret2;

ret1 = PhotoRegPictureMate( 1, S_MATE_IDLE );
ret2 = PhotoRegPictureMate( 2, S_MATE_PWON );

if( ret1 == 1 )
    DrawStr( swWidth/2, swHeight/2-6, "1          IDLE
            ." );
else
    DrawStr( swWidth/2, swHeight/2-6, "1
            ." );
if( ret2 == 1 )
    DrawStr( swWidth/2, swHeight/2+6, "2          POWER ON
            ." );
else
    DrawStr( swWidth/2, swHeight/2+6, "2
            ." );
```

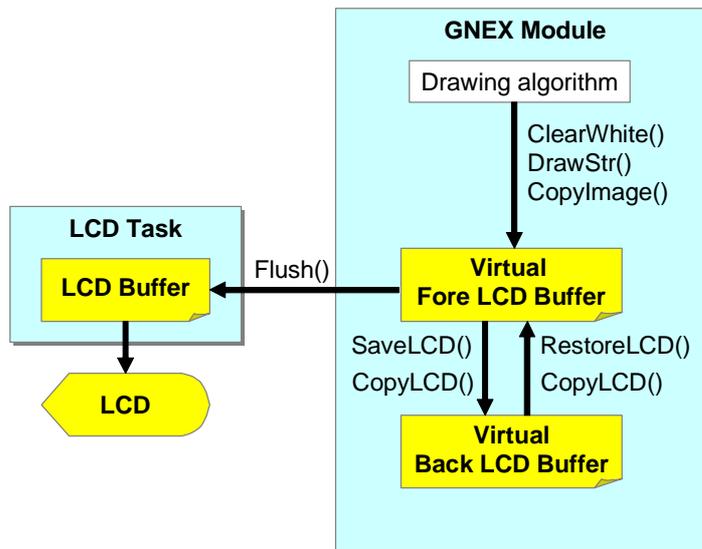
Emulation No

Mobile C Version 3.x

Graphic Library Functions

Graphic Library Function

GVM Image
 GVM Image
 LCD
 LCD buffer
 Flush()
 GVM Image data
 Image type, Width, Height, Hot spot x, Hot spot y, Palette, image data code, Graphic Library Function
 가 가 palette
 Color type [Table 1]



GetClip

Syntax	void GetClip(int <i>pos</i>[])								
Parameter	<table> <tr> <td><i>pos</i>[0]: clipping</td> <td>x</td> </tr> <tr> <td><i>pos</i>[1]: clipping</td> <td>y</td> </tr> <tr> <td><i>pos</i>[2]: clipping</td> <td>x</td> </tr> <tr> <td><i>pos</i>[3]: clipping</td> <td>y</td> </tr> </table>	<i>pos</i> [0]: clipping	x	<i>pos</i> [1]: clipping	y	<i>pos</i> [2]: clipping	x	<i>pos</i> [3]: clipping	y
<i>pos</i> [0]: clipping	x								
<i>pos</i> [1]: clipping	y								
<i>pos</i> [2]: clipping	x								
<i>pos</i> [3]: clipping	y								
Function	<table> <tr> <td>clipping</td> <td>.</td> </tr> <tr> <td>GNEX 1.00.00</td> <td>Library</td> </tr> </table>	clipping	.	GNEX 1.00.00	Library				
clipping	.								
GNEX 1.00.00	Library								
Return value	None								
Example	<pre>int gData[4]; string str; GetClip(gData); MakeStr2(str, "SX: %3d SY: %3d", gData[0], gData[1]); DrawStr(0, gPY[1], str); MakeStr2(str, "TX: %3d TY: %3d", gData[2], gData[3]); DrawStr(0, gPY[2], str); Flush();</pre>								
Emulation	Yes								
Acceleration	SV130, SV9140								
Related Topics	SetClip, ResetClip								
Mobile C Version	3.x								

GetGamma

Syntax `int GetGamma()`

Parameter None

Function Gamma
GNEX 1.00.00 Library
[Table 2] Gamma Table

Return value Gamma

Example

```
int tmpGamma;
const image ImgTest =
{ 0x03, 0x28, 0x28, 0x13, 0x13, 0x02, 0x34, 0x00};

ClearWhite();
SetGamma(2);
CopyImageDir(10, 10, ImgTest, S_DIR_NORMAL);

tmpGamma = GetGamma();
```

Emulation Yes

Acceleration No

Related Topics SetGamma

Mobile C Version 3.x

GetActiveBuffer

Syntax	int GetActiveBuffer()
Parameter	None
Function	Foreground LCD buffer background LCD buffer LCD buffer . GNEX 1.00.01 Library .
Return value	0 : foreground LCD buffer 1: background LCD buffer
Example	<pre>SetActiveBuffer(0); MakeStr1(gstrOut, "Act_Buf=%d", GetActiveBuffer()); DrawStr(0, 0, gstrOut);</pre>
Emulation	Yes
Acceleration	No
Related Topics	SetActiveBuffer
Mobile C Version	3.x

GetColor

Syntax	int GetColor()
Parameter	None
Function	Color Palette GNEX 1.00.00 Library
Return value	Color Palette 0~181 return
Example	<pre> #define MAX_COLOR 181 int gColor; string gstrOut; const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; gColor = Rand(0, MAX_COLOR); SetColor(gColor); Clear(0); DrawStr(0, gPY[0], "SetColor/GetColor"); MakeStr2(gstrOut, "SC=%3d GC=%3d", gColor, GetColor()); DrawStr(0, gPY[1], gstrOut); Flush(); </pre>
Emulation	Yes
Acceleration	IM-6400, SCH-E350, SCH-X850
Related Topics	SetColor, SetColorRGB
Mobile C Version	3.x

GetPixel

Syntax **int GetPixel(int x, int y)**

Parameter *x*: color pixel *x*
 y: color pixel *y*

Function LCD (*x,y*) Pixel . Return 4Gray
 0~3, Color 0~255가 . LCD buffer color
 LCD buffer LCD
 LCD pixel

Return value pixel color return color
 palette index

Example

```
void main(){
    int color;
    String str;

    ClearWhite();

    PutPixel(3,5,S_BLACK);
    color = GetPixel(3,5);

    MakeStr1(str, "Color index : %d",color);
    DrawStr(3, 20, str)

    Flush;
}
```

Emulation Yes
Acceleration SV130, SV9140
Mobile C Version 1.0, 1.5x, 3.x

GetDDB

Syntax `void GetDDB(image buf, int x, int y, int width, int height, int trFlag, int trColor)`

Parameter

buffer :

x : LCD x

y : LCD y

width : LCD 가

height : LCD

trFlag : color 1,
 0

trColor : color

color 5:6:5(R:G:B) (device color)

Function

 LCD device color

 color

GNEX 1.00.00 Library

Return value None

Example

```
const image imgc8 = {0x07, 0x34, 0x45 ...};
image gimgDDB;
const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96};
int gCX, gCY;

CopyImage( gCX, gCY+10, imgc8 );

    GetDDB( gimgDDB, gCX, gCY+10, 30, 30, 0, 0 );
    PutDDB( 5, 30, gimgDDB );

Flush();
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics PutDDB

Mobile C Library Function Reference

Mobile C Version 3.x

GetPaletteColor

Syntax	int GetPaletteColor(image <i>m</i> , int <i>ind</i>)
Parameter	<i>m</i> : 가 <i>ind</i> : Local Palette Index
Function	local palette index <i>ind</i> Palette . True color가 GetPaletteColorRGB() . GNEX 1.00.00 Library .
Return value	가 가 local palette Palette
Example	<pre> const image img_color4 = {0x07, 0x34, 0x45 ...}; const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; int gCX, gCY, tmp; string gstrOut; CopyImage(gCX, gCY+10, img_color4); DrawStr(0, gPY[1], gstrOut); tmp = GetPaletteColor(img_color4, gPalIndex); MakeStr1(gstrOut, "Color Index=%d", tmp); DrawStr(0, gPY[2], gstrOut); </pre>
Emulation	Yes
Acceleration	No
Related Topics	GetPaletteColorRGB, SetPaletteColor, SetPaletteColorRGB
Mobile C Version	3.x

GetPaletteColorRGB

Syntax `int GetPaletteColorRGB(image m, int ind, int rgb[])`

Parameter

m : 가
ind : color type Palette Index
rgb[] : RGB

Function

m *ind* color
 RGB *rgb[0], rgb[1], rgb[2]* . true color가
 true color가 RGB 0
 . GNEX 1.00.00 Library .

Return value

: 0
 : -1

Example

```
const image tc8 = {0x07, 0x34, 0x45 ...};
const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96};
int gCX, gCY, gData[3], gPalIndex, iRet;
string gstrOut;

CopyImage( gCX, gCY+10, tc8 );
MakeStr1( gstrOut, "Pal Index=%d", gPalIndex );
DrawStr( 0, gPY[1], gstrOut );

iRet = GetPaletteColorRGB( tc8, gPalIndex, gData );

MakeStr3( gstrOut, "R:%3d G:%3d B:%3d",
gData[0], gData[1], gData[2] );
DrawStr( 0, gPY[2], gstrOut );
```

Emulation Yes

Acceleration No

Related Topics GetPaletteColor, SetPaletteColor, SetPaletteColorRGB

Mobile C Version 3.x

GetImageAlpha

Syntax	int GetImageAlpha (
Parameter	None
Function	alpha blending factor GNEX 1.00.00 Library
Return value	alpha blending factor ([Table 13] alpha blending factor)
Example	<pre> const image imgEye = {0x07, 0x34, 0x45 ...}; const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; int alpha; string gstrOut; Clear(0); SetImageAlpha(Rand(0, 4)); alpha = GetImageAlpha(); switch (alpha){ case 0: DrawStr(0, gPY[0], "Alpha=100%"); break; case 1: DrawStr(0, gPY[0], "Alpha= 75%"); break; case 2: DrawStr(0, gPY[0], "Alpha= 50%"); break; case 3: DrawStr(0, gPY[0], "Alpha= 25%"); break; } CopyImage(swWidth/2, gPY[8], imgEye); Flush(); </pre>
Emulation	Yes
Acceleration	No
Related Topics	SetImageAlpha
Mobile C Version	3.x

GetImageZoom

Syntax	int GetImageZoom ()
Parameter	None
Function	zoom factor GNEX 1.00.00 Library
Return value	zoom factor 0 : 1 1 : 2
Example	<pre>const image imgEye = {0x07, 0x34, 0x45 ...}; const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; string gstrOut; Clear(0); SetImageZoom(Rand(0, 2)); MakeStr1(gstrOut, "Zoom=%dx", GetImageZoom()); DrawStr(0, gPY[2], gstrOut); CopyImage(swWidth/2, gPY[3], imgEye); Flush();</pre>
Emulation	Yes
Acceleration	No
Related Topics	SetImageZoom
Mobile C Version	3.x

GetImageMirror

Syntax	int GetImageMirror ()
Parameter	None
Function	mirror factor . ([Table 6] Image Direction) GNEX 1.00.00 Library .
Return value	mirror factor (0=Normal, 1=Mirror)
Example	<pre>const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; int tmp; Clear(0); SetImageMirror(Rand(0, 2)); MakeStrStr(gstrOut, "Mirror=%s", (GetImageMirror()==0?"NO":"YES")); DrawStr(0, gPY[3], gstrOut); CopyImage(swWidth/2, gPY[5], imgEye); Flush();</pre>
Emulation	Yes
Acceleration	No
Related Topics	SetImageMirror
Mobile C Version	3.x

GetImageRotate

Syntax `int GetImageRotate ()`

Parameter None

Function factor ([Table 14] Image rotation)
GNEX 1.00.00 Library .

Return value .

Example

```
const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96};
int rotate;
Clear( 0 );

SetImageRotate( Rand(0, 4) );
rotate = GetImageRotate();

switch (rotate){
case 0: DrawStr( 0, gPY[0], "Rotate= 0°" ); break;
case 1: DrawStr( 0, gPY[0], "Rotate= 90°" ); break;
case 2: DrawStr( 0, gPY[0], "Rotate=180°" ); break;
case 3: DrawStr( 0, gPY[0], "Rotate=270°" ); break;
}

CopyImage( swWidth/2, gPY[5], imgEye );

Flush();
```

Emulation Yes

Acceleration No

Related Topics SetImageRotate

Mobile C Version 3.x

GetFontColor

Syntax	void GetFontColor (int <i>color</i>[])
Parameter	<p><i>color</i>[0] : Foreground Color ([Table 3] Color Palette Table)</p> <p><i>color</i>[1] : Background Color</p>
Function	<p>font . GNEX 1.00.00 Library</p> <p><i>color</i>[0] : Foreground Color</p> <p><i>color</i>[1] : Background Color</p>
Return value	None
Example	<pre> const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; int a, b, gData[2], gFont=2, tmpFont; a=Rand(0,182); b=Rand(0,182); SetFont(gFont); SetFontColor(a, b); tmpFont = GetFont(); SetFontColor(gData); MakeStr2(gstrOut, "FC=%3d BC=%d", gData[0] , gData[1]); DrawStr(0, gPY[1], gstrOut); switch (tmpFont){ case 0: DrawStr(0, gPY[3], "FONT_SMALL"); break; case 1: DrawStr(0, gPY[3], "FONT_MEDIUM"); break; case 2: DrawStr(0, gPY[3], "FONT_LARGE"); break; case 3: DrawStr(0, gPY[3], "FONT_DOUBLE"); break; case 4: DrawStr(0, gPY[3], "FONT_HUGE"); break; case 5: DrawStr(0, gPY[3], "FONT_HUGE_DOUBLE"); break; } Flush(); </pre>
Emulation	Yes
Acceleration	No
Related Topics	SetFontColor
Mobile C Version	3.x

GetFont

Syntax **int GetFont ()**

Parameter None

Function font . ([Table 4] Font)
GNEX 1.00.00 Library .

Return value font

Example `GetFontColor()` Example

Emulation Yes

Acceleration No

Related Topics SetFont

Mobile C Version 3.x

GetFontAlign

Syntax	int GetFontAlign ()
Parameter	None
Function	font align GNEX 1.00.00 Library
Return value	font align
Example	<pre>const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; int tmpFontAlign, gIndex=2; SetFontAlign(gIndex); tmpFontAlign = GetFontAlign(); switch (tmpFontAlign){ case 0: DrawStr(0, gPY[3], "FONT_ALIGN_LEFT"); break; case 1: DrawStr(0, gPY[3], "FONT_ALIGN_CENTER"); break; case 2: DrawStr(0, gPY[3], "FONT_ALIGN_RIGHT"); break; } Flush();</pre>
Emulation	Yes
Acceleration	No
Related Topics	SetFontAlign
Mobile C Version	3.x

GetFontStyle

Syntax	int GetFontStyle ()
Parameter	None
Function	font style . GNEX 1.00.00 Library .
Return value	font style ([Table 15] Font Style)
Example	<pre>const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; int gIndex=0; SetFontStyle(0); SetFontStyle(gIndex); switch(GetFontStyle()){ case 0: DrawStr(0, gPY[2], "STYLE_NORMAL"); break; case 1: DrawStr(0, gPY[2], "STYLE_BOLD"); break; case 2: DrawStr(0, gPY[2], "STYLE_ITALIC"); break; case 3: DrawStr(0, gPY[2], "STYLE_ITALIC_BOLD"); break; case 4: DrawStr(0, gPY[2], "STYLE_UNDERLINE"); break; }</pre>
Emulation	Yes
Acceleration	No
Related Topics	SetFontStyle
Mobile C Version	3.x

GetFontWidth

Syntax **int GetFontWidth ()**

Parameter None

Function Font Width .
GNEX 1.00.00 Library .

Return value Font Width

Example `const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96};
int gIndex, width, height;
string gstrOut;`

```
switch( GetFont() ) {  
    case 0: DrawStr(0, gPY[3], "FONT_SMALL" );  
            break;  
    case 1: DrawStr(0, gPY[3], "FONT_MEDIUM" );  
            break;  
    case 2: DrawStr(0, gPY[3], "FONT_LARGE" );  
            break;  
    case 3: DrawStr(0, gPY[3], "FONT_DOUBLE" );  
            break;  
    case 4: DrawStr(0, gPY[3], "FONT_HUGE" );  
            break;  
    case 5: DrawStr(0, gPY[3], "FONT_HUGE_DOUBLE" );  
            break;  
}
```

```
width = GetFontWidth();  
height = GetFontHeight();  
MakeStr1(gstrOut, "Width=%d Height=%d", width, height);  
DrawStr( 0, gPY[4], gstrOut );
```

Emulation Yes

Acceleration No

Related Topics SetFont

Mobile C Library Function Reference

Mobile C Version 3.x

GetFontHeight

Syntax `int GetFontHeight ()`

Parameter None

Function Font Height
GNEX 1.00.00 Library

Return value Font Height

Example `GetFontWidth()` Example

Emulation Yes

Acceleration No

Related Topics SetFont

Mobile C Version 3.x

GetStrWidth

Syntax	int GetStrWidth (string s)
Parameter	s :
Function	String Width GNEX 1.00.00 Library
Return value	String s Width
Example	<pre> const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; int gFont=1, width; string gstrOut, gstrOut2; SetFont(gFont); StrCpy(gstrOut2, "one, two, three"); width = GetStrWidth(gstrOut2); DrawStr(0, gPY[2], gstrOut2); switch(GetFont()) { case 0: DrawStr(0, gPY[3], "FONT_SMALL"); break; case 1: DrawStr(0, gPY[3], "FONT_MEDIUM"); break; case 2: DrawStr(0, gPY[3], "FONT_LARGE"); break; case 3: DrawStr(0, gPY[3], "FONT_DOUBLE"); break; case 4: DrawStr(0, gPY[3], "FONT_HUGE"); break; case 5: DrawStr(0, gPY[3], "FONT_HUGE_DOUBLE"); break; } MakeStr1(gstrOut, "StringWidth=%d", width); DrawStr(0, gPY[4], gstrOut); </pre>
Emulation	Yes
Acceleration	No
Related Topics	StrLen, GetFontWidth

Mobile C Library Function Reference

Mobile C Version 3.x

SetClip

Syntax	<code>void SetClip(int x1, int y1, int x2, int y2)</code>
Parameter	<p><i>x1</i>: clipping x</p> <p><i>y1</i>: clipping y</p> <p><i>x2</i>: clipping x</p> <p><i>y2</i>: clipping y</p>
Function	<p>(x1, y1) (x2, y2) Clipping Drawing clipping . GVM2X 가 Library .</p>
Return value	None
Example	<pre>SetClip(10,10,50,50); DrawEllipse(20,10,80,80); Flush(); // clipping // clipping ResetClip(); DrawEllipse(20,10,80,80); Flush(); // clipping //</pre>
Emulation	Yes
Acceleration	SV130, SV9140, IM-6400, SCH-E350, SCH-X850
Related Topics	GetClip, ResetClip
Mobile C Version	1.5x, 3.x

ResetClip

Syntax	void ResetClip()
Parameter	None
Function	Clipping 가 . LCD . GVM2X Clipping 가 Library .
Return value	None
Example	<pre>SetClip(10,10,50,50); DrawEllipse(20,10,80,80); Flush(); // clipping // clipping ResetClip(); DrawEllipse(20,10,80,80); Flush(); // clipping //</pre>
Emulation	Yes
Acceleration	SV130, SV9140, IM-6400, SCH-E350, SCH-X850
Related Topics	SetClip, GetClip
Mobile C Version	1.5x, 3.x

SetActiveBuffer

Syntax	void SetActiveBuffer (int <i>num</i>)
Parameter	<i>num</i> : LCD buffer 0 foreground LCD buffer , 1 background LCD buffer .
Function	Foreground LCD buffer background LCD buffer LCD buffer . GNEX 1.00.01 Library .
Return value	None
Example	<pre> const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; string gstrOut; int buf; SetActiveBuffer(0); buf = GetActiveBuffer(); MakeStr1(gstrOut, "Active Buffer=%d", buf); DrawStr(0, gPY[1], gstrOut); </pre>
Emulation	Yes
Acceleration	No
Related Topics	GetActiveBuffer
Mobile C Version	3.x

SetGamma

Syntax	<code>void SetGamma(int <i>gamma</i>)</code>
Parameter	<i>gamma</i> : Gamma (0 ~ 6)
Function	Gamma . Dot Masking , 4Gray Gray Level . Color [Table 2] Gamma Table . default 3 .
Return value	None
Example	<pre> const image ImgTest = { 0x03, 0x28, 0x28, 0x13, 0x13, 0x02, 0x34, 0x00} : ClearWhite(); SetGamma(2); CopyImageDir(10, 10, ImgTest, S_DIR_NORMAL); // SetGamma(2) // SetGamma(3)</pre>
Emulation	Yes
Acceleration	IM-6400, SCH-E350, SCH-X850
Related Topics	GetGamma
Mobile C Version	1.0, 1.5x, 3.x

SetColor

Syntax	void SetColor(int c)
Parameter	<p><i>c</i> : Color Palette LCD type color . ([Table 3] Color Palette Table) BW, 4Gray LCD : 0 ~ 15 Color LCD : 0 ~ 181</p>
Function	<p>DrawLine, DrawHLine, DrawVLine, DrawRect, FillRect, DrawEllipse, FillEllipse, DrawRectRound, FillRectRound Color Palette . DrawLine, DrawHLine, DrawVLine, DrawRect, FillRect, DrawEllipse, FillEllipse, DrawRectRound, FillRectRound SetColor SetColorRGB Color default (0x03) .</p>
Return value	None
Example	<pre>#define S_LGRAY 0x01 SetColor(S_LGRAY); FillRect(10, 10, 50, 50); Flush(); // color S_LGRAY // LCD .</pre>
Emulation	Yes
Acceleration	IM-6400, SCH-E350, SCH-X850
Related Topics	DrawLine, DrawHLine, DrawVLine, DrawRect, FillRect, DrawEllipse, FillEllipse, DrawRectRound, FillRectRound, GetColor
Mobile C Version	1.0, 1.5x, 3.x

SetColorRGB

Syntax `void SetColorRGB(int r, int g, int b)`

Parameter

<i>r</i> :	Red color
<i>g</i> :	Green color
<i>b</i> :	Blue color

Function

DrawLine, DrawHLine, DrawVLine, DrawRect, FillRect, DrawEllipse, FillEllipse, DrawRectRound, FillRectRound Color

. DrawLine, DrawHLine, DrawVLine, DrawRect, FillRect, DrawEllipse, FillEllipse, DrawRectRound, FillRectRound

SetColor SetColorRGB Color

GNEX 1.00.00 Library

Return value None

Example

```
SetColorRGB(0,0,0);
FillRect(10, 10, 50, 50);
Flush();
```

Emulation Yes

Acceleration IM-6400, SCH-E350, SCH-X850

Related Topics DrawLine, DrawHLine, DrawVLine, DrawRect, FillRect, DrawEllipse, FillEllipse, DrawRectRound, FillRectRound, GetColor

Mobile C Version 3.x

SetFontType

Syntax

void SetFontType(int *fsize*, int *c1*, int *c2*, int *align*)

Parameter

fsize : font size, default S_FONT_LARGE
([Table 4] Font)

c1 : foreground color, default (0x03)

c2 : background color, default (0x00)

align : Alignment Rule, default S_ALIGN_LEFT
([Table 5] Alignment)

*GVM2X SetStrType

Function

fsize, foreground color, background color,
S_FONT_LARGE, S_FONT_DOUBLE,
S_FONT_HUGE, S_FONT_HUGE_DOUBLE 가

Return value

None

Example

```
int ring, swTime;
string str;

ClearWhite();

SetFontType(S_FONT_SMALL, S_LGRAY, S_GR_TRANSPARENT,
S_ALIGN_CENTER);

MakeStr2(str, "%3dMSEC, %2dRINGS", swTime, ring);
DrawStrSolid(swWidth - 7*5, 7, str);
Flush();
```

Mobile C Library Function Reference

Emulation	Yes
Acceleration	No
Related Topics	GetFont, GetFontAlign, GetFontStyle
Mobile C Version	1.0, 1.5x ⁵ , 3.x

⁵ Mobile C version 1.53(GVM)

SetStrType

SetFont

Syntax	void SetFont (int <i>fsize</i>)
Parameter	<i>fsize</i> : Font Size ([Table 4] Font) S_FONT_SMALL : 4x6 S_FONT_MEDIUM : 6x8 S_FONT_LARGE : 6x12 S_FONT_DOUBLE : 12x24 S_FONT_HUGE : 8x16 S_FONT_HUGE_DOUBLE: 16x32
Function	font *GVM2X SetStrFont
Return value	None
Example	<code>GetFontColor()</code> Example
Emulation	Yes
Acceleration	No
Related Topics	GetFont, GetFontAlign, GetFontStyle
Mobile C Version	1.0, 1.5x ⁶ , 3.x

⁶ Mobile C version 1.53(GVM)

SetStrFont

SetFontColor

Syntax	void SetFontColor (int <i>c1</i>, int <i>c2</i>)
Parameter	<i>c1</i> : Foreground Color ([Table 3] Color Palette Table) <i>c2</i> : Background Color
Function	font *GVM2X SetStrColor
Return value	None
Example	<code>SetFontColor()</code> Example
Emulation	Yes
Acceleration	No
Related Topics	GetFontColor
Mobile C Version	1.0, 1.5x ⁷ , 3.x

⁷ Mobile C version 1.53(GVM)

SetStrColor

SetFontAlign

Syntax **void SetFontAlign (int a)**

Parameter *a* : Alignment Rule, default S_ALIGN_LEFT ([Table 5]
Alignment)

Function font align .

*GVM2X SetStrAlign .

Return value None

Example **SetFontAlign()** Example

Emulation Yes

Acceleration No

Related Topics GetFontAlign

Mobile C Version 1.0, 1.5x⁸, 3.x

⁸ Mobile C version 1.53(GVM)

SetStrAlign

SetFontStyle

Syntax	void SetFontStyle (int <i>sty</i>)
Parameter	<i>sty</i> : font style ([Table 15] Font Style)
Function	font style . GNEX 1.00.00 Library .
Return value	None
Example	SetFontStyle() Example
Emulation	Yes
Acceleration	No
Related Topics	SetFontStyle
Mobile C Version	3.x

SetPalette

Syntax

void SetPalette(int *pal*[], int *palist*[])

Parameter

pal[] : Palette
palist[] : color type Palette

Function

SetPalette 가 palette library function
 image palette LCD
 palette **SetPalette()**가
 가 Image Palette VDI Format Color Type
 Local Palette

Return value

None

Example

```
int i, DesPal[17];

const image Player =
{ 0x07, 0x26, 0x1E, 0x13, 0x0E,
  0x00, 0x03, 0x04, 0x12, 0x6D, 0x7A, 0x7E, 0x00, 0x00,
  0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
  0x22, 0x22, 0x22, .... .}

const int pal_2[17] =
{ S_PAL_COLOR4,
  0x00, 0x03, 0x04, 0x89, 0x2B, 0x7A, 0x7E, 0x00, 0x00,
  0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00 }

ClearWhite();

DrawStr(1, 1, "Original image");
CopyImage(swWidth/2, swHeight/4, Player);

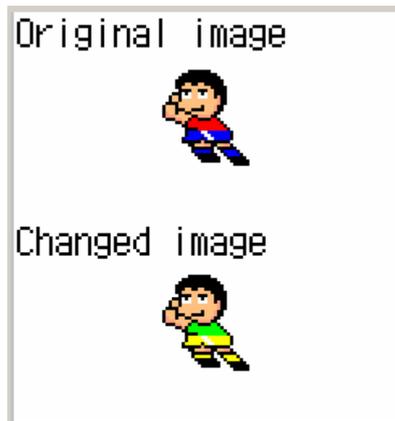
DrawStr(1, (swHeight*3/4)-30, "Changed image");
SetPalette(DesPal, pal_2);
CopyImagePal(swWidth/2, swHeight*3/4, Player, DesPal);

Flush();
```

Mobile C Library Function Reference

```
//  
//      Player  
//      ,      local palette  
//      가      palette DesPal  
//  
//      .  
//      local palette  
//      palette pal_2[17]  
//  
//      ,  
//      SetPalette .
```

Emulation Yes
Acceleration No
Mobile C Version 1.0, 1.5x, 3.x



SetPaletteColor

Syntax	int SetPaletteColor (image <i>img</i>, int <i>ind</i>, int <i>mpi</i>)
Parameter	<p><i>img</i> :</p> <p><i>ind</i> :</p> <p><i>mpi</i> :</p>
Function	<p>256</p> <p><i>img</i> <i>ind</i> <i>color</i> <i>mpi</i></p> <p><i>color</i> . SetPalette(), CopyImagePal() ,</p> <p><i>ind</i></p> <p>GNEX 1.00.00 Library</p>
Return value	<p>0 :</p> <p>-1 :</p>
Example	<pre>const image imgC4 = {0x07, 0x34, 0x45 ...}; string str; int result, color; result=SetPaletteColor(imgC4, 0x03, color); MakeStr1(str, "SetPalCor=%d", result); DrawStr(20+(swWidth-50)/2,27, str); CopyImage(20+(swWidth-50)/2, 36, imgC4);</pre>
Emulation	Yes
Acceleration	No
Related Topics	SetPaletteColorRGB
Mobile C Version	3.x

SetPaletteColorRGB

Syntax **int SetPaletteColorRGB (image *img*, int *ind*, int *r*, int *g*, int *b*)**

Parameter

img :
ind :
r : Red color
g : Green color
b : Blue color

Function

img *ind* *color* RGB color
. SetPalette(), CopyImagePal()
ind
GNEX 1.00.00 Library

Return value

0 :
-1 :

Example

```
const image imgC4 = {0x07, 0x34, 0x45 ...};
string str;
int result, color;

//0-255-0: green color
result=SetPaletteColorRGB(imgC4, 0x04, 0, 255, 0);

MakeStr1(str, "SetPalRGB=%d", result);
DrawStr(20+(swWidth-50)/2,96, str);

CopyImage(20+(swWidth-50)/2,105, imgC4);
```

Emulation Yes
Acceleration No
Related Topics SetPaletteColor

Mobile C Version 3.x

SetImageAlpha

Syntax **void SetImageAlpha (int *alpha*)**

Parameter *alpha* : alpha blending factor

Function alpha blending factor
GNEX 1.00.00 Library
([Table 13] alpha blending factor)

Return value None

Example `GetImageAlpha()` Example

Emulation Yes

Acceleration No

Related Topics GetImageAlpha

Mobile C Version 3.x

SetImageZoom

Syntax **void SetImageZoom (int zoom)**

Parameter *zoom* : zoom factor
 #define *S_ZOOM_1X* 0
 #define *S_ZOOM_2X* 1

Function

GNEX 1.00.00 Library

StretchCopyImage(),StretchCopyImageDir(),StretchCopyImagePal(),
StretchCopyImageDirPal(),StretchCopyImagePalEx()

Return value None

Example **GetImageZoom()** Example

Emulation Yes

Acceleration No

Related Topics GetImageZoom

Mobile C Version 3.x

SetImageMirror

Syntax	void SetImageMirror (int <i>mir</i>)
Parameter	<i>mir</i> : mirror factor ([Table 6] Image Direction)
Function	mirror GNEX 1.00.00 Library
Return value	None
Example	SetImageMirror() Example
Emulation	Yes
Acceleration	No
Related Topics	GetImageMirror
Mobile C Version	3.x

SetImageRotate

Syntax	void SetImageRotate (int <i>rot</i>)
Parameter	<i>rot</i> :
Function	factor . GNEX 1.00.00 Library . ([Table 14] Image rotation) StretchCopyImage(),StretchCopyImageDir(),StretchCopyImagePal(), StretchCopyImageDirPal(),StretchCopyImagePalEx() HotSpot (0,0)
Return value	None
Example	<code>GetImageRotate()</code> Example
Emulation	Yes
Acceleration	No
Related Topics	GetImageRotate
Mobile C Version	3.x

SetShadeColor

Syntax **void SetShadeColor (int c1, int c2)**

Parameter *c1* : color 1
 c2 : color 2

Function shade 가 color .
 GNEX 1.00.00 Library .

Return value None

Example SetShadeColor(3, 50);

```
ShadeEllipse( 0, 0, 15, 15, 0, 0 );  
ShadeEllipse( 31, 0, 15, 15, 1, 5 );  
ShadeEllipse( 62, 0, 15, 15, 2, 10 );  
ShadeEllipse( 93, 0, 15, 15, 3, 15 );  
ShadeEllipse( 0, 31, 15, 15, 4, 20 );  
ShadeEllipse( 31, 31, 15, 15, 5, 25 );  
ShadeEllipse( 62, 31, 15, 15, 6, 30 );  
ShadeEllipse( 93, 31, 15, 15, 7, 35 );
```

Emulation Yes

Acceleration No

Related Topics SetShadeColorRGB

Mobile C Version 3.x

SetShadeColorRGB

Syntax **void SetShadeColorRGB (int *r1*, int *g1*, int *b1*, int *r2*, int *g2*, int *b2*)**

Parameter

r1: color 1 Red color
g1: color1 Green color
b1: color1 Blue color
r2: color2 Red color
g2: color2 Green color
b2: color2 Blue color

Function shade 가 color RGB color
GNEX 1.00.00 Library

Return value None

Example

```
SetShadeColorRGB( 255, 0, 0, 0, 0, 255 );  
  
ShadeEllipse( 0, 0, 15, 15, 0, 0 );  
ShadeEllipse( 31, 0, 15, 15, 1, 5 );  
ShadeEllipse( 62, 0, 15, 15, 2, 10 );  
ShadeEllipse( 93, 0, 15, 15, 3, 15 );  
ShadeEllipse( 0, 31, 15, 15, 4, 20 );  
ShadeEllipse( 31, 31, 15, 15, 5, 25 );  
ShadeEllipse( 62, 31, 15, 15, 6, 30 );  
ShadeEllipse( 93, 31, 15, 15, 7, 35 );
```

Emulation Yes

Acceleration No

Related Topics SetShadeColor

Mobile C Version 3.x

Clear

Syntax **void Clear(int c)**

Parameter *c*: Color Palette LCD type Color
 . ([Table 3] Color Palette Table)
 BW, 4Gray LCD : 0 ~ 15
 Color LCD : 0 ~ 181

Function LCD Buffer Palette *c* .

Return value None

Example

```
#define S_LGRAY 0x01  
  
// LCD buffer S_LGRAY  
Clear(S_LGRAY);  
  
// LCD buffer LCD  
Flush();  
  
// BW LCD LCD Buffer  
// 4Gray LCD Light Gray
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics ClearWhite, ClearBlack, ClearPartial

Mobile C Version 1.0, 1.5x, 3.x

ClearPartial

Syntax **void ClearPartial (int sx, int sy, int ex, int ey, int mpi)**

Parameter

sx: x
sy: y
ex: x
ey: y
mpi: Color palette

Function Clear (sx, sy) (ex, ey) .
GNEX 1.00.00 Library .

Return value None

Example

```
// 0 color (0,0) (100,100) .  
ClearPartial(0, 0, 100, 100, 0);  
  
// LCD buffer                    LCD  
Flush();
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics Clear, ClearWhite, ClearBlack

Mobile C Version 3.x

ClearRGB

Syntax `void ClearRGB (int r , int g , int b)`

Parameter

- r* : Red Color
- g* : Green Color
- b* : Blue Color

Function `RGB color`
GNEX 1.00.00 Library

Return value None

Example

```
SetFontType(S_FONT_LARGE, S_WHITE, S_BLACK, S_ALIGN_CENTER);
DrawStrSolid(0, swHeight-16, "1. START");
```

```
// LCD buffer Red
ClearRGB(255,0,0);
```

```
// LCD buffer LCD
Flush();
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Mobile C Version 3.x

ClearPartialRGB

Syntax `void ClearPartialRGB (int sx, int sy, int ex, int ey, int r, int g, int b)`

Parameter

sx: x
sy: y
ex: x
ey: y
r: Red Color
g: Green Color
b: Blue Color

Function RGB color
GNEX 1.00.00 Library

Return value None

Example

```
SetFontType(S_FONT_LARGE, S_WHITE, S_BLACK, S_ALIGN_CENTER);  
DrawStrSolid(0, swHeight-16, "1. START");  
  
// LCD buffer Red  
ClearPartialRGB(0, 0, 50, 50, 255, 0, 0);  
  
// LCD buffer LCD  
Flush();
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Mobile C Version 3.x

ClearWhite

Syntax **void ClearWhite()**

Parameter None

Function LCD Buffer White
 BW LCD 4Gray LCD LCD Pixel Disable
 Color LCD White

Return value None

Example

```
int center = swWidth >> 1;

// LCD buffer    white
// Flush                        LCD
ClearWhite();

SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_CENTER);
DrawStrSolid(center, swHeight-16, "1. START");

Flush(); // LCD buffer                LCD
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics Clear, ClearBlack

Mobile C Version 1.0, 1.5x, 3.x

ClearBlack

Syntax **void ClearBlack()**

Parameter None

Function LCD Buffer Black
 BW LCD 4Gray LCD LCD Pixel Enable
 Color LCD Black

Return value None

Example

```
// LCD buffer    black  
// Flush                    LCD  
ClearBlack();  
  
SetFontType(S_FONT_LARGE, S_WHITE, S_BLACK, S_ALIGN_CENTER);  
DrawStrSolid(0, swHeight-16, "1. START");  
  
// LCD buffer                LCD  
Flush();
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics Clear , ClearWhite

Mobile C Version 1.0, 1.5x, 3.x

PutPixel

Syntax	void PutPixel(int x, int y, int c)
Parameter	<p><i>x</i>: x</p> <p><i>y</i>: y</p> <p><i>c</i>: Color Palette LCD type Color . ([Table 3] Color Palette Table) BW, 4Gray LCD : 0 ~ 15 Color LCD : 0 ~ 181</p>
Function	<p>Palette 가 LCD</p>
Return value	None
Example	<pre>#define S_BLACK 0x03 ClearWhite(); PutPixel(3, 5, S_BLACK); Flush(); // LCD buffer clear , (3, 5) // LCD</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	PutPixelDev, PutPixelRGB
Mobile C Version	1.0, 1.5x, 3.x

PutPixelDev

Syntax **void PutPixelDev(int x, int y, int c)**

Parameter *x*: x
 y: y
 c: 5:6:5(R:G:B) (device color) color

Function device color
 가 LCD

 GNEX 1.00.00 Library

Return value None

Example `int a, dev, inx;`

 `dev = RGBToDev(0,255,0);`
 `inx = RGBToIndex(0,255,0);`

 `for (a = 0; a <= 100; a++){`
 `PutPixelDev(30, a, dev);`
 `PutPixelRGB(50, a, 0,255,0);`
 `PutPixel(70, a, inx);`
 `}`

 `Flush();`

Emulation Yes

Acceleration SV130, SV9140

Related Topics PutPixel, PutPixelRGB

Mobile C Version 3.x

PutPixelRGB

Syntax `void PutPixelRGB(int x, int y, int r, int g, int b)`

Parameter

- `x`: x
- `y`: y
- `r`: Red color
- `g`: Green color
- `b`: Blue color

Function RGB color
 가 LCD
 GNEX 1.00.00 Library

Return value None

Example `PutPixelDev()` Example

Emulation Yes

Acceleration SV130, SV9140

Related Topics PutPixel, PutPixelDev

Mobile C Version 3.x

RGBToIndex

Syntax `int RGBToIndex(int r, int g, int b)`

Parameter

r: Red color
g: Green color
b: Blue color

Function palette color *r, g, b* RGB
color 가 가 color index .
GNEX 1.00.00 Library .

Return value RGB color 가 가 palette color index

Example `PutPixelDev()` Example

Emulation Yes

Acceleration No

Related Topics RGBToDev

Mobile C Version 3.x

RGBToDev

Syntax `int RGBToDev(int r, int g, int b)`

Parameter

<i>r</i> :	Red color
<i>g</i> :	Green color
<i>b</i> :	Blue color

Function *r, g, b* RGB color device color .
GNEX 1.00.00 Library .

Return value RGB color device color

Example `PutPixelDev()` Example

Emulation Yes

Acceleration No

Related Topics RGBToIndex

Mobile C Version 3.x

PutDDB

Syntax	<code>void PutDDB(int x, int y, image buf)</code>
Parameter	<code>x</code> : x <code>y</code> : y <code>buf</code> : 가
Function	device color LCD <code>x, y</code> GNEX 1.00.00 Library
Return value	None
Example	<code>GetDDB()</code> Example
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	GetDDB
Mobile C Version	3.x

DrawLine

Syntax	<code>void DrawLine(int x1, int y1, int x2, int y2)</code>
Parameter	<code>x1</code> : Line <code>x</code> <code>y1</code> : Line <code>y</code> <code>x2</code> : Line <code>x</code> <code>y2</code> : Line <code>y</code>
Function	<code>SetColor</code> Color Palette <code>(x1, y1)</code> <code>(x2, y2)</code>
Return value	None
Example	<pre>ClearWhite(); SetColor(S_BLACK); DrawLine(10, 10, 100, 100); Flush(); // color S_BLACK</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawHLine, DrawVLine
Mobile C Version	1.0, 1.5x, 3.x

DrawHLine

Syntax **void DrawHLine(int x1, int x2, int y)**

Parameter *x1* : Line x
x2 : Line x
y : Line y

Function SetColor Color Palette (*x1*, *y*) (*x2*, *y*)
horizontal line .

Return value None

Example

```
ClearWhite();  
SetColor(S_BLACK);  
DrawHLine(10, 120, 70);  
Flush();  
  
// color                  S_BLACK                                  (10,70)                  (120,70)  
//                                  .
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics DrawLine, DrawVLine

Mobile C Version 1.0, 1.5x, 3.x

DrawVLine

Syntax	<code>void DrawVLine(int x, int y1, int y2)</code>
Parameter	<code>x</code> : Line <code>x</code> <code>y1</code> : Line <code>y</code> <code>y2</code> : Line <code>y</code>
Function	SetColor Color Palette <code>(x, y1)</code> <code>(x, y2)</code> vertical line .
Return value	None
Example	<pre>ClearWhite(); SetColor(S_BLACK); DrawVLine(50, 0, 128); Flush(); // color S_BLACK , (50,0) (50,128) // .</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawLine, DrawHLine
Mobile C Version	1.0, 1.5x, 3.x

DrawRect

Syntax

void DrawRect(int x1, int y1, int x2, int y2)

Parameter

<i>x1</i> :	x
<i>y1</i> :	y
<i>x2</i> :	x
<i>y2</i> :	y

Function

SetColor	Color Palette	
.		(transparent)
.		

Return value

None

Example

```
ClearWhite();
SetColor(S_BLACK);
DrawRect(10, 10, 50, 60);
Flush();

// color    S_BLACK              (10,10,50,60)
//          .
```

Emulation

Yes

Acceleration

SV130, SV9140

Related Topics

FillRect, FillRectEx, DrawRectRound, FillRectRound

Mobile C Version

1.0, 1.5x, 3.x

FillRect

Syntax `void FillRect(int x1, int y1, int x2, int y2)`

Parameter

<code>x1</code> :	x
<code>y1</code> :	y
<code>x2</code> :	x
<code>y2</code> :	y

Function

SetColor Color Palette

Return value None

Example

```
ClearWhite();
SetColor(S_BLACK);
FillRect(10, 10, 50, 60);
Flush();

// color        S_BLACK                    (10,10,50,60)
//                                            S_BLACK                    .
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics DrawRect, FillRectEx, DrawRectRound, FillRectRound, InvertRect

Mobile C Version 1.0, 1.5x, 3.x

FillRectEx

Syntax	void FillRectEx(int x1, int y1, int x2, int y2, int alpha)
Parameter	<p><i>x1, y1</i>: x, y</p> <p><i>x2, y2</i>: x, y</p> <p>([Table 18] Alpha factor)</p>
Function	<p><i>alpha</i> . <i>alpha</i> opaque SetColor</p> <p>Color Palette</p> <p>GNEX 1.00.00 Library</p>
Return value	None
Example	<pre>int i; ClearWhite(); for (i=0; i<20; i++){ SetColor(i*10); FillRect(0, i*10, swWidth, i*10+10); } InvertRect(15, 45, 25, 55); FillRectEx(55, 55, 75, 75, 0); FillRectEx(75, 45, 95, 55, 4); //InvertRect()</pre>
Emulation	Yes
Acceleration	SV130, SV9140, IM-6400, SCH-E350, SCH-X850
Related Topics	DrawRect, FillRect, DrawRectRound, FillRectRound, InvertRect
Mobile C Version	3.x

ShadeRect

Syntax **void ShadeRect (int x1, int y1, int x2, int y2, int dir, int wave)**

Parameter

<i>x1</i>	:	x
<i>y1</i>	:	y
<i>x2</i>	:	x
<i>y2</i>	:	y
<i>dir</i>	:	shade ([Table 16] Shade)
<i>wave</i>	:	wave (1-32)

Function Shade
 dir *wave*
GNEX 1.00.00 Library

Return value None

Example

```
Clear(0);

SetShadeColorRGB( 255, 0, 0, 0, 0, 255 );

ShadeRect( 0, 0, 30, 30, 0, 0 );
ShadeRect( 31, 0, 61, 30, 1, 0 );
ShadeRect( 62, 0, 92, 30, 2, 0 );
ShadeRect( 93, 0, 123, 30, 3, 0 );
ShadeRect( 0, 31, 30, 61, 4, 0 );
ShadeRect( 31, 31, 61, 61, 5, 0 );
ShadeRect( 62, 31, 92, 61, 6, 0 );
ShadeRect( 93, 31, 123, 61, 7, 0 );

ShadeRect( 0, 62, 30, 92, 0, 10 );
ShadeRect( 31, 62, 61, 92, 1, 10 );
ShadeRect( 62, 62, 92, 92, 2, 10 );
ShadeRect( 93, 62, 123, 92, 3, 10 );
ShadeRect( 0, 93, 30, 123, 4, 10 );
ShadeRect( 31, 93, 61, 123, 5, 10 );
ShadeRect( 62, 93, 92, 123, 6, 10 );
```

Mobile C Library Function Reference

```
ShadeRect( 93, 93, 123, 123, 7, 10 );  
  
Flush();  
//
```

Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	SetShadeColor, SetShadeColorRGB, ShadeEllipse
Mobile C Version	3.x

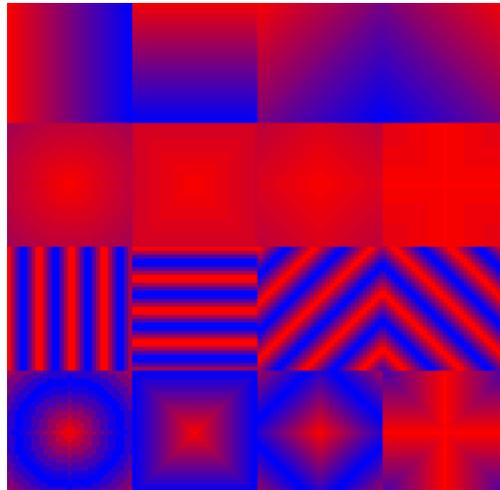


Figure 1

DrawRectRound

Syntax `void DrawRectRound(int x1, int y1, int x2, int y2, int r)`

Parameter

<code>x1</code> :	x
<code>y1</code> :	y
<code>x2</code> :	x
<code>y2</code> :	y
<code>r</code> :	

Function

SetColor	Color Palette
가	.
. GVM2X	가 Library .

Return value None

Example

```
ClearWhite();
SetColor(S_BLACK);
DrawRectRound(10,10,50,50,5);
Flush();

// 가
// .
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics DrawRect, FillRect, FillRectEx, FillRectRound, InvertRect

Mobile C Version 1.5x, 3.x

FillRectRound

Syntax `void FillRectRound(int x1, int y1, int x2, int y2, int r)`

Parameter

<i>x1</i> :	x
<i>y1</i> :	y
<i>x2</i> :	x
<i>y2</i> :	y
<i>r</i> :	

Function SetColor Color Palette
가 Color
Palette GVM2X 가 Library

Return value None

Example

```
ClearWhite();
SetColor(S_BLACK);
FillRectRound(10,10,50,50,5);
Flush();

// color S_BLACK
// 가 (10,10,50,50)
// S_BLACK
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics DrawRect, FillRect, FillRectEx, DrawRectRound, InvertRect

Mobile C Version 1.5x, 3.x

InvertRect

Syntax `void InvertRect(int x1, int y1, int x2, int y2)`

Parameter

<code>x1</code> :	x
<code>y1</code> :	y
<code>x2</code> :	x
<code>y2</code> :	y

Function

GVM2X 가 Library .

Return value None

Example

```
ClearWhite();
SetColor(S_BLACK);
FillRectRound(10,10,50,50,5);
// color S_BLACK
// 가

InvertRect(5,5,40,40);
// LCD buffer (5,5,40,40)
//

Flush();
// LCD .
```

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics DrawRect, FillRect, FillRectEx, DrawRectRound, FillRectRound

Mobile C Version 1.5x, 3.x

DrawEllipse

Syntax `void DrawEllipse(int x, int y, int rx, int ry)`

Parameter

<i>x</i>	:		<i>x</i>
<i>y</i>	:		<i>y</i>
<i>rx</i>	:	<i>x</i>	
<i>ry</i>	:	<i>y</i>	

Function SetColor Color Palette

Return value None

Example

```
ClearWhite();
SetColor(S_BLACK);
DrawEiilpse(10, 10, 50, 60);
Flush();
// color        S_BLACK
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics FillEllipse

Mobile C Version 1.0, 1.5x, 3.x

FillEllipse

Syntax **void FillEllipse(int cx, int cy, int rx, int ry)**

Parameter

<i>cx</i> :	x
<i>cy</i> :	y
<i>rx</i> :	x
<i>ry</i> :	y

Function

SetColor	Color Palette		
Palette			Color
GVM 1X	version 1.02	<i>x, y</i>	<i>rx, ry</i>
	LCD	가	가

Return value None

Example

```

ClearWhite();
SetColor(S_BLACK);
FillEllipse(50, 50, 10, 20);
Flush();

// color        S_BLACK
//        가 S_BLACK                    (50,50,10,20)
    
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics DrawEllipse

Mobile C Version 1.0, 1.5x, 3.x

DrawPoly

Syntax **void DrawPoly(int x[], int y[], int edge_count)**

Parameter *x[]* : x
 y[] : y
 edge_count :

Function SetColor Color Palette , *x[], y[]* x,y
 edge_count .(
 x,y x,y .)

Return value None

Example

```
int x[7] = {0, 3, 6, 9, 6, 3, 0};
int y[7] = {0, 3, 3, 0,-3,-3, 0};
ClearWhite();
SetColor(S_BLACK);
DrawPoly(x, y, 7);
Flush();
// color                      S_BLACK                      .
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics FillPoly

Mobile C Version 3.x

FillPoly

Syntax	<code>void FillPoly(int x[], int y[], int edge_count)</code>
Parameter	<p><code>x[]</code> : x</p> <p><code>y[]</code> : y</p> <p><code>edge_count</code> :</p>
Function	<p>SetColor Color Palette , <code>x[], y[]</code> x,y <code>edge_count</code> .</p> <p>Color Palette . (DrawPoly x,y x,y가) .</p>
Return value	None
Example	<pre>int x[7] = {0, 3, 6, 9, 6, 3, 0}; int y[7] = {0, 3, 3, 0, -3, -3, 0}; ClearWhite(); SetColor(S_BLACK); FillPoly(x, y, 7); Flush(); // color S_BLACK // 가 S_BLACK</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawPoly
Mobile C Version	3.x

ShadeEllipse

Syntax `void ShadeEllipse(int cx, int cy, int rx, int ry, int dir, int wave)`

Parameter

`cx` : x

`cy` : y

`rx` : x

`ry` : y

`dir` : shade ([Table 16] Shade)

`wave` : wave (1-32)

Function

shade

`dir` `wave`

GNEX 1.00.00 Library

Return value None

Example

```
Clear(0);  
  
SetShadeColorRGB( 255, 0, 0, 0, 0, 255 );  
  
ShadeEllipse( 0, 0, 15, 15, 0, 0 );  
ShadeEllipse( 31, 0, 15, 15, 1, 0 );  
ShadeEllipse( 62, 0, 15, 15, 2, 0 );  
ShadeEllipse( 93, 0, 15, 15, 3, 0 );  
ShadeEllipse( 0, 31, 15, 15, 4, 0 );  
ShadeEllipse( 31, 31, 15, 15, 5, 0 );  
ShadeEllipse( 62, 31, 15, 15, 6, 0 );  
ShadeEllipse( 93, 31, 15, 15, 7, 0 );  
  
ShadeEllipse( 0, 62, 15, 15, 0, 10 );  
ShadeEllipse( 31, 62, 15, 15, 1, 10 );  
ShadeEllipse( 62, 62, 15, 15, 2, 10 );  
ShadeEllipse( 93, 62, 15, 15, 3, 10 );  
ShadeEllipse( 0, 93, 15, 15, 4, 10 );
```

Mobile C Library Function Reference

```
ShadeEllipse( 31, 93, 15, 15, 5, 10 );  
ShadeEllipse( 62, 93, 15, 15, 6, 10 );  
ShadeEllipse( 93, 93, 15, 15, 7, 10 );  
  
Flush();  
//
```

Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	SetShadeColor, SetShadeColorRGB, ShadeRect
Mobile C Version	3.x

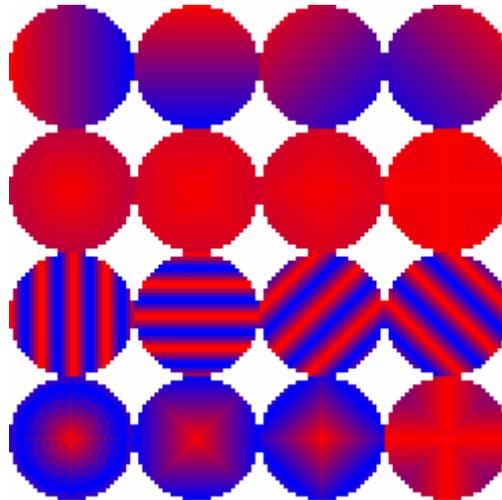


Figure 2

SaveLCD

Syntax	void SaveLCD()
Parameter	None
Function	<p>LCD Buffer Back Buffer .</p> <p>LCD , 가</p> <p>Back Buffer</p> <p>. Back Buffer</p> <p>LCD RestoreLCD() Clear() .</p>
Return value	None
Example	<pre> const image BackBlock = {0x07, 0x01, 0x01, 0x02, ... , 0x99}; CopyImage(0, 0, BackBlock); SaveLCD(); // image LCD buffer back LCD buffer . ClearWhite(); RestoreLCD(); // back buffer fore LCD buffer . Flush(); </pre>
Emulation	Yes
Acceleration	SV130, SV9140, IM-6400, SCH-E350, SCH-X850
Related Topics	RestoreLCD
Mobile C Version	1.0, 1.5x, 3.x

RestoreLCD

Syntax **void RestoreLCD()**

Parameter None

Function **SaveLCD** Back Buffer Fore Buffer
 . Back Buffer Fore Buffer
Flush LCD **RestoreLCD**
LCD update ClearWhite LCD

Return value None

Example SaveLCD

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics SaveLCD

Mobile C Version 1.0, 1.5x, 3.x

CopyLCD

Syntax	void CopyLCD(int <i>copyDir</i>)
Parameter	<i>copyDir</i> : ([Table 17] CopyLCD)
Function	Fore LCD buffer Back LCD buffer . GNEX 1.00.00 Library .
Return value	None
Example	<pre> const image img1 = {0x07, 0x34, 0x45 . . . }; const image img2 = {0x07, 0x34, 0x45 . . . }; ClearWhite(); CopyImage(swWidth/2, swHeight/2, img1); SaveLCD(); ClearWhite(); CopyImage(0, 0, img2); CopyLCD(1); Flush(); </pre>
Emulation	Yes
Acceleration	SV130, SV9140
Mobile C Version	3.x

ScrollLCD

Syntax **void ScrollLCD(int lcd , int dx, int dy, int wrap)**

Parameter *lcd* : LCD buffer.
lcd =0 : fore buffer
lcd =1 : back buffer
dx : 가
*dx*가
dy : 가
*dy*가
wrap : 가
wrap=1 0

Function *dx, dy*
LCD buffer , **ScrollLCD**
GVM 2X 가 Library

Return value None

Example

```
int scr_dx = 10, scr_dy = 10;
int scr_wrap = 1;
int Scr_back = 0;

ScrollLCD(scr_back, scr_dx, scr_dy, scr_wrap);
Flush();

// fore buffer    가    10,    10
// wrap    1    LCD
```

Emulation Yes
Acceleration SV130, SV9140
Mobile C Version 1.5x, 3.x

DrawStr

Syntax	void DrawStr(int x, int y, string str)
Parameter	<p><i>x</i> : x Position</p> <p><i>y</i> : y Position</p> <p><i>str</i>: LCD</p>
Function	<p>LCD buffer (x, y) str .</p> <p>. font size color</p> <p>SetFontType .</p>
Return value	None
Example	<pre>int ring, swTime; string str; ClearWhite(); MakeStr1(str, "%3dMSEC, %2dRINGS ", swTime, ring); DrawStr(swWidth - 7*5, 7, str); Flush();</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawStrSolid, DrawText, DrawTextSolid, DrawStr2, DrawStrSolid2, DrawStrEx
Mobile C Version	1.0, 1.5x, 3.x

DrawStrSolid

Syntax	void DrawStrSolid(int x, int y, string str)
Parameter	<i>x</i> : x Position <i>y</i> : y Position <i>str</i> : LCD
Function	LCD buffer (x, y) str . SetFontType background color가 .
Return value	None
Example	<pre>int ring, swTime; string str; : ClearWhite(); MakeStr2(str, "%3dMSEC, %2dRINGS", swTime, ring); DrawStrSolid(swWidth - 7*5, 7, str); Flush();</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawStr, DrawText, DrawTextSolid, DrawStr2, DrawStrSolid2, DrawStrEx
Mobile C Version	1.0, 1.5x, 3.x

DrawText

Syntax	<code>void DrawText(int x, int y, string str)</code>
Parameter	<p><i>x</i> : x Position</p> <p><i>y</i> : y Position</p> <p><i>str</i> : LCD</p>
Function	<p>LCD buffer <code>(x, y)</code> <i>str</i> .</p> <p>, font Large .</p>
Return value	None
Example	<pre>int ring, swTime; string str; ClearWhite(); MakeStr2(str, "%3dMSEC, %2dRINGS", swTime, ring); DrawText(swWidth - 7*5, 7, str); Flush(); // , Large font // .</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawStr, DrawStrSolid, DrawTextSolid, DrawStr2, DrawStrSolid2, DrawStrEx
Mobile C Version	1.0, 1.5x, 3.x

DrawTextSolid

Syntax `void DrawTextSolid(int x, int y, string str)`

Parameter `x` : x Position
 `y` : y Position
 `str` : LCD

Function LCD buffer `(x, y)` `str` .
 SetFontType background color , Font Large
 .

Return value None

Example

```
int     ring, swTime;
string str;
       :
ClearWhite();
SetFontType(S_FONT_SMALL, S_LGRAY, S_BLACK, S_ALIGN_CENTER);
MakeStr2(str, "%3dMSEC, %2dRINGS", swTime, ring);
DrawTextSolid(swWidth - 7*5, 7, str);
Flush();

//                      S_LGRAY     ,                      S_BLACK                      font
// Large                      .
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics DrawStr, DrawStrSolid, DrawText, DrawStr2, DrawStrSolid2,
DrawStrEx

Mobile C Version 1.0, 1.5x, 3.x

DrawStr2

Syntax	void DrawStr2(int x, int y, string str, int mode)
Parameter	<p><i>x</i> : x Position</p> <p><i>y</i> : y Position</p> <p><i>str</i>: LCD</p> <p><i>mode</i>: font style</p> <p>0x01 bit : Bold</p> <p>0x02 bit : Italic</p> <p>0x04 bit : Underline</p>
Function	<p>LCD buffer (x, y) str .</p> <p>. font size color</p> <p>SetFontType font</p> <p>. font bitwise-or 가 . GVM2X</p> <p>가 Library .</p>
Return value	None
Example	<pre>int ring, swTime; string str; : ClearWhite(); MakeStr1(str, "%3dMSEC, %2dRINGS ", swTime, ring); SetFontType(S_FONT_SMALL, S_LGRAY, S_GR_TRANSPARENT, S_ALIGN_CENTER); DrawStr2(swWidth - 7*5, 7, str, 1); Flush(); // font 가 small , 가 , S_LGRAY // Bold .</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawStr, DrawStrSolid, DrawText, DrawTextSolid, DrawStrSolid2, DrawStrEx
Mobile C Version	1.5x, 3.x

DrawStrSolid2

Syntax	<code>void DrawStrSolid2(int x, int y, string str, int mode)</code>
Parameter	<p><code>x</code> : x Position</p> <p><code>y</code> : y Position</p> <p><code>str</code>: LCD</p> <p><code>mode</code> : font</p> <p>0x01 bit : Bold</p> <p>0x02 bit : Italic</p> <p>0x04 bit : Underline</p>
Function	<p>LCD buffer (<code>x, y</code>) <code>str</code> .</p> <p><code>SetFontType</code> background color가 font</p> <p>. font bitwise-or 가 .</p> <p>GVM2X 가 Library .</p>
Return value	None
Example	<pre>int ring, swTime; string str; : ClearWhite(); SetFontType(S_FONT_SMALL,S_LGRAY,S_GR_TRANSPARENT, S_ALIGN_CENTER); MakeStr2(str, "%3dMSEC, %2dRINGS", swTime, ring); DrawStrSolid2(swWidth - 7*5, 7, str, 3); Flush(); // 가 , S_LGRAY, // small bold italic .</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawStr, DrawStrSolid, DrawText, DrawTextSolid, DrawStr2, DrawStrEx
Mobile C Version	1.5x, 3.x

DrawStrEx

Syntax

void DrawStrEx (int x, int y, string str, int s, int f, int fc, int bc, int a, int style)

Parameter

x : x Position
y : y Position
str: LCD
s : solid clear flag
f : font ([Table 4] Font)
fc: Foreground Color ([Table 3] Color Palette Table)
bc: Background Color
a : Alignment Rule, default S_ALIGN_LEFT
style: font style
 0x01 bit : Bold
 0x02 bit : Italic
 0x04 bit : Underline

Function

LCD buffer (x, y) str .
 background color가 font . font
 bitwise-or 가 . default
 GNEX 1.00.00 Library .

Return value

None

Example

```
int ring, swTime;
string str;
:
ClearWhite();
MakeStr1(str, "%3dMSEC, %2dRINGS ", swTime, ring);

// defalut font 가 S_FONT_SMALL .
SetFontType(S_FONT_SMALL, S_LGRAY, S_GR_TRANSPARENT,
S_ALIGN_CENTER);
DrawStr(swWidth - 7*5, 7, str);

// DrawStrEx defalut
```

Mobile C Library Function Reference

```
//  
// S_FONT_MEDIUM , default font  
// S_FONT_SMALL .  
DrawStrEx (swWidth - 7*5, 20, str, 1, S_FONT_MEDIUM,  
0x03, 0x01, int a, 0x01)  
  
// default font S_FONT_SMALL .  
DrawStr(swWidth - 7*5, 7, str);  
  
Flush();
```

Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	DrawStr, DrawStrSolid, DrawText, DrawTextSolid, DrawStr2, DrawStrSolid2
Mobile C Version	3.x

InitSIS

Syntax `int InitSIS (media sisImage, media objBuf, int info[])`

Parameter

sisImage : SIS
objBuf : LCD 가

info : SIS
info[0] : imagelevel
info[1] : frameWidth
info[2] : frameHeight
info[3] : numFrame

Function SIS 가
 . GNEX 1.00.00 Library .

Return value

0 :
 -1 :

Example

```
int gSISInfo[5], gIndex, iRet;
image gSISBuf, gSISFrame;
image sisImage = { 0X53, 0X41, 0X46, 0X00, 0X02, . . . };

void DrawSISImage(){
    ClearWhite();
    iRet = GetSISFrame(sisImage, gSISFrame, gIndex);
    CopyImage(1, 1, gSISFrame);
    Flush();
}

void main(){
    iRet = InitSIS( sisImage, gSISBuf, gSISInfo );
    gIndex = 0;
    DrawSISImage();
    SetTimer(500, 1);
}

void EVENT_TIMEOUT(){
    gIndex = (gIndex+1)%gSISInfo[3];
    DrawSISImage();
}
```

SIS ASCII format

Mobile C Library Function Reference

			image	sisImage
main()	InitSIS()	SIS		SIS
	gSISInfo[]		가	
	main()	timer		
timer	timer	가	EVENT_TIMEOUT()	frame
index	LCD	GetSISFrame()	SIS	

Emulation	Yes
Acceleration	No
Mobile C Version	3.x

GetSISFrame

Syntax `int GetSISFrame (media sisImage, media vdi, int frameInd)`

Parameter

<i>sisImage</i> : SIS			
<i>vdi</i> : SIS	frame index		가
<i>frameInd</i> : SIS	frame index		

Function

SIS	<i>sisImage</i>	<i>frameInd</i>			
	VDI		<i>vdi</i>	.	SIS
	InitSIS	가	가	.	
GNEX 1.00.00		Library	.		

Return value

0 :
-1 :

Example `InitSIS()` Example

Emulation Yes

Acceleration No

Related Topics InitSIS

Mobile C Version 3.x

CopyImage

Syntax **void CopyImage(int x, int y, image *img*)**

Parameter *x* : *x*
 y : *y*
 img : GVM Image Image

Function LCD buffer (*x*, *y*) Image
 Image GVM Image .

Return value None

Example `int i, DesPal[17];`
 `const image Player = { 0x07, 0x26, 0x1E, 0x13, . . . };`

`ClearWhite();`
 `SetImageZoom(1);`
 `SetImageMirror(1);`
 `SetImageRotate(1);`

`CopyImage(swWidth/4, swHeight/4, Player);`

`Flush();`

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics CopyImageDir, CopyImagePal, CopyImageDirPal

Mobile C Version 1.0, 1.5x, 3.x

CopyImageDir

Syntax `void CopyImageDir(int x, int y, image img, int dir)`

Parameter

x : x
y : y
img : GVM Image Image
dir : image (mirror factor) ([Table 6] Image Direction)

Function

LCD buffer (*x*, *y*) Image *dir*
. . .
Image GVM Image .

Return value None

Example `CopyImageDirPal()` example

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics CopyImage, CopyImagePal, CopyImageDirPal

Mobile C Version 1.0, 1.5x, 3.x

CopyImagePal

Syntax `void CopyImagePal(int x, int y, image img, int pal[])`

Parameter

x : *x*

y : *y*

img : GVM Image Image

pal[] : Palette

Function

LCD buffer (*x, y*) palette *pal* image

 image가 가 palette

parameter palette LCD

Return value None

Example CopyImageDirPal() example

Emulation Yes

Acceleration SV130, SV9140, IM-6400, SCH-E350, SCH-X850

Related Topics SetPalette, CopyImage, CopyImageDir, CopyImageDirPal

Mobile C Version 1.0, 1.5x, 3.x

CopyImageDirPal

Syntax `void CopyImageDirPal(int x, int y, image img, int dir, int pal[])`

Parameter

x : *x*

y : *y*

img : GVM Image Type Image

dir : Image ([Table 6] Image Direction)

pal[] : Palette

Function LCD buffer (*x*, *y*) Image *dir*
Image Palette *pal* .

Return value None

Example

```
int i, DesPal[17];

const image Player =
{ 0x07, 0x26, 0x1E, 0x13, 0x0E,
  0x00, 0x03, 0x04, 0x12, 0x6D, 0x7A, 0x7E, 0x00, 0x00,
  0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
  0x22, 0x22, 0x22, .... .}

const int pal_2[17] =
{ S_PAL_COLOR4,
  0x00, 0x03, 0x04, 0x89, 0x2B, 0x7A, 0x7E, 0x00, 0x00,
  0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00 };

ClearWhite();

SetFont(S_FONT_MEDIUM);

DrawStr(1, 1, "CopyImage");
DrawStr(1, swHeight*3/4-20, "CopyImagePal");

SetFontAlign(S_ALIGN_RIGHT);
DrawStr(swWidth, 1, "CopyImageDir");
DrawStr(swWidth, swHeight*3/4-20, "CopyImageDirPal");
```

Mobile C Library Function Reference

```
CopyImage(swWidth/4, swHeight/4, Player);
CopyImageDir(swWidth/2, swHeight*3/4, Player,
S_DIR_MIRROR);

SetPalette(DesPal, pal_2);

CopyImagePal(swWidth/2, swHeight*3/4, Player, DesPal);
CopyImageDirPal(swWidth/2, swHeight*3/4, Player,
S_DIR_MIRROR, DesPal);

Flush();

//
//           Player
//
//           ,
//           . local palette
//           가 palette
//           , palette,
//           . 가
//           .
```

Emulation	Yes
Acceleration	SV130, SV9140, IM-6400, SCH-E350, SCH-X850
Related Topics	SetPalette, CopyImage, CopyImageDir, CopyImagePal
Mobile C Version	1.0, 1.5x, 3.x

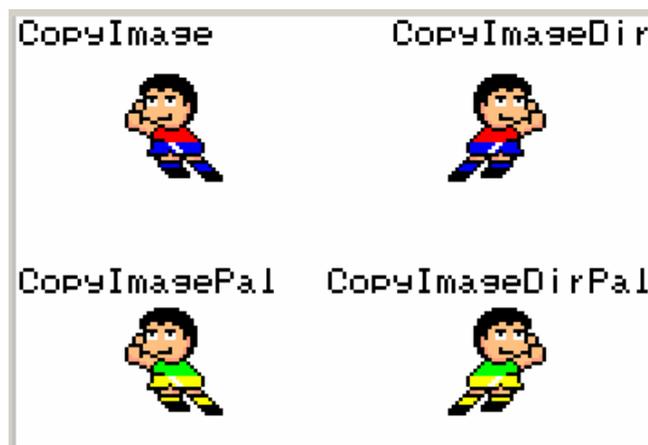


Figure 3

InitDepthQ

Syntax	<code>void InitDepthQ()</code>
Parameter	None
Function	Image Depth Queue
Return value	None
Example	<code>DrawDepthQ</code>
Related Topics	<code>AddDepthQ</code> , <code>DrawDepthQ</code>
Mobile C Version	1.0, 1.5x

AddDepthQ⁹

Syntax `void AddDepthQ(int dummy, int x, int y, image img, int dir)`

Parameter

dummy : 0
x : *x*
y : *y*
img : GVM Image Image
dir : Image ([Table 6] Image Direction Definition)

Function Depth Queue *x, y* Image *dir*
 Palette 가

Return value None

Example DrawDepthQ

Related Topics InitDepthQ, DrawDepthQ

Mobile C Version 1.0, 1.5x

⁹ Mobile C Compiler version 1.52 `int AddDepthQ(int x, int y, image img, int dir) void`
`AddDepthQ(int dummy, int x, int y, image img, int dir) 가`
 dummy 0

DrawDepthQ

Syntax `void DrawDepthQ(int order)`

Parameter `order` : Depth Queue Draw Rule

Function Depth Queue Draw Rule

Definition	Description	Value
S_DQ_XINC	x 가	0
S_DQ_XDEC	x	1
S_DQ_YINC	y 가	2
S_DQ_YDEC	y	3

[Table 7] DepthQ Draw Rule

Return value None

Example

```

const image circle = {
    0x05, 0x23, 0x23, 0x11, 0x11,
    0x04, 0x6D,
    0x00, 0x01, 0xF0, 0x00, 0x00, 0x03, . . . };

const image rec = {
    0x05, 0x2D, 0x1E, 0x16, 0x0F,
    0x12, 0x00,
    0x00, 0x00, 0x00, 0x00, 0x00, 0x00, . . . };

const image triangle = {
    0x05, 0x47, 0x24, 0x23, 0x12,
    0x04, 0x89,
    0x00, 0x00, 0x00, 0x00, 0x10, 0x00, . . . };

void initLogo(){
    InitDepthQ();

    AddDepthQ(0, (swWidth>>1) - 15, (swHeight>>1) - 15,
    circle, S_DIR_NORMAL);
    AddDepthQ(0, (swWidth>>1) + 10, (swHeight>>1),
    rec, S_DIR_NORMAL);
    AddDepthQ(0, (swWidth>>1) - 1, (swHeight>>1) + 5,
    triangle, S_DIR_NORMAL);
}

```

Mobile C Library Function Reference

```
void drawLogo(){
    ClearWhite();
    DrawDepthQ( swFrame % 4 );
    Flush();
}
```

```
void main(){
    ClearWhite();
    Flush();

    initLogo();
    SetTimer(500,1);
}
```

```
void EVENT_TIMEOUT(){
    drawLogo();
}
```

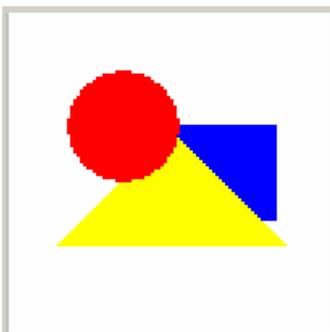
```
//      1   DrawDepthQ(1)가
//      ,   2   DrawDepthQ(2)가
//      ,   ,
//      3   DrawDepthQ(0)가
//      .
//      1,2,3
// animation .
```

Related Topics

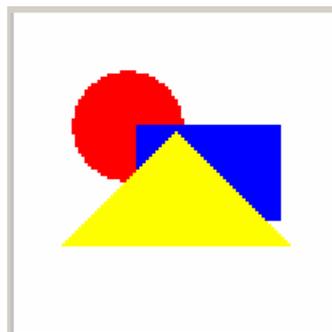
InitDepthQ, AddDepthQ

Mobile C Version

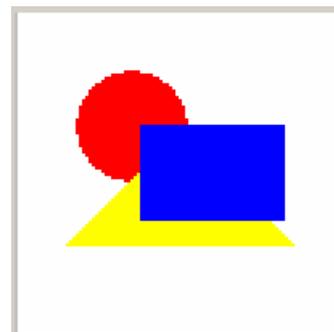
1.0, 1.5x



< 1 >



< 2 >



< 3 >

CopyImagePalEx

Syntax	void CopyImagePalEx (int x, int y, image <i>img</i>, int <i>p</i>[], int <i>alpha</i>, int <i>zoom</i>, int <i>mir</i>, int <i>rot</i>)
Parameter	<p><i>x</i> : x</p> <p><i>y</i> : y</p> <p><i>img</i> :</p> <p><i>p</i> : palette</p> <p><i>alpha</i> : alpha factor ([Table 13] alpha blending factor)</p> <p><i>zoom</i> : zoom factor (0 = 1 zoom, 1 = 2 zoom)</p> <p><i>mir</i> : mirror factor ([Table 6] Image Direction)</p> <p><i>rot</i> : rotation factor ([Table 14] Image Rotation)</p>
Function	<p>LCD buffer (x, y) palette, alpha factor, zoom factor, mirror factor, rotation factor Image .</p> <p>GNEX 1.00.00 Library .</p>
Return value	None
Example	<pre>int DesPal[17]; const image Player = { 0x07, 0x26, 0x1E, 0x13, . . . }; const int pal_2[17] = { S_PAL_COLOR4, 0x00, 0x03, 0x04, 0x89, 0x2B, 0x7A, 0x7E, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00 }; ClearWhite(); SetPalette(DesPal, pal_2); CopyImagePalEx (swWidth/4, swHeight/4, Player, DesPal, 1, 0, 0, 0); CopyImageEx (swWidth/4, swHeight/4+30, Player, 0, 0, 0); Flush();</pre>
Emulation	Yes
Acceleration	SV130, SV9140, IM-6400, SCH-E350, SCH-X850
Mobile C Version	3.x

CopyImageEx

Syntax	void CopyImageEx (int <i>x</i>, int <i>y</i>, image <i>img</i>, int <i>alpha</i>, int <i>zoom</i>, int <i>mir</i>, int <i>rot</i>)
Parameter	<i>x</i> : x <i>y</i> : y <i>img</i> : <i>alpha</i> : alpha factor ([Table 13] alpha blending factor) <i>zoom</i> : zoom factor (0 = 1 zoom, 1 = 2 zoom) <i>mir</i> : mirror factor ([Table 6] Image Direction) <i>rot</i> : rotation factor ([Table 14] Image rotation)
Function	LCD buffer (<i>x</i> , <i>y</i>) alpha factor, zoom factor, mirror factor, rotation factor Image . GNEX 1.00.00 Library .
Return value	None
Example	CopyImagePalEx() Example
Emulation	Yes
Acceleration	SV130, SV9140, IM-6400, SCH-E350, SCH-X850
Mobile C Version	3.x

	CopyImageTile
	

Figure 4

StretchCopyImage

Syntax **void StretchCopyImage(int *sx*, int *sy*, int *ex*, int *ey* , image *img*)**

Parameter

sx : x
sy : y
ex : x
ey : y
img : .

Function LCD buffer (*sx*, *sy*) (*ex*, *ey*)
Image
GNEX 1.01.07 Library .

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageDir

Syntax `void StretchCopyImageDir(int sx, int sy, int ex, int ey,
image img,int dir)`

Parameter

<i>sx</i>	:		x
<i>sy</i>	:		y
<i>ex</i>	:		x
<i>ey</i>	:		y
<i>img</i>	:		
<i>dir</i>	:	Image	([Table 6] Image Direction)

Function

LCD buffer	(<i>sx</i> , <i>sy</i>)	(<i>ex</i> , <i>ey</i>)
Image		
GNEX 1.01.07		Library

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImagePal

Syntax `void StretchCopyImagePal(int sx, int sy, int ex, int ey, image img, int p[])`

Parameter

<i>sx</i>	:		x
<i>sy</i>	:		y
<i>ex</i>	:		x
<i>ey</i>	:		y
<i>img</i>	:		
<i>p</i>	:		

Function

LCD buffer	(<i>sx</i> , <i>sy</i>)	(<i>ex</i> , <i>ey</i>)
Image		
GNEX 1.01.07		Library

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageDirPal

Syntax `void StretchCopyImageDirPal(int sx, int sy, int ex, int ey ,
image img, int dir, int p[])`

Parameter

<i>sx</i>	:		x
<i>sy</i>	:		y
<i>ex</i>	:		x
<i>ey</i>	:		y
<i>img</i>	:		
<i>dir</i>	:	Image	([Table 6] Image Direction)
<i>p</i>	:		

Function

LCD buffer	(<i>sx</i> , <i>sy</i>)	(<i>ex</i> , <i>ey</i>)
Image		
GNEX 1.01.07		Library

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImagePalEx

Syntax `void StretchCopyImagePalEx (int sx, int sy, int ex, int ey,
image img, int alpha, int mir, int rot, int p[])`

Parameter

- `sx` : x
- `sy` : y
- `ex` : x
- `ey` : y
- `img` :
- `alpha` : alpha factor ([Table 13] alpha blending factor)
- `mir` : mirror factor ([Table 6] Image Direction)
- `rot` : rotation factor ([Table 14] Image Rotation)
- `p` :

Function

LCD buffer (*sx*, *sy*) (*ex*, *ey*)
Image
.
GNEX 1.01.07 Library .

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageEx

Syntax **void StretchCopyImageEx (int *sx*, int *sy*, int *ex*, int *ey*,
image *img*, int *alpha*, int *mir*, int *rot*)**

Parameter

sx : x
sy : y
ex : x
ey : y
img :
alpha : alpha factor ([Table 13] alpha blending factor)
mir : mirror factor ([Table 6] Image Direction)
rot : rotation factor ([Table 14] Image Rotation)

Function LCD buffer (*sx*, *sy*) (*ex*, *ey*)
Image
GNEX 1.02.00 Library .

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageHS

Syntax `void StretchCopyImageHS(int x, int y, int w, int h, image
 img)`

Parameter

<i>x</i>	:	x	
<i>y</i>	:	y	
<i>w</i>	:	가	Stretch
<i>h</i>	:		Stretch
<i>img</i>	:	GNEX Image	Image

Function

LCD buffer	(<i>x</i> , <i>y</i>)	(<i>h</i> , <i>w</i>)	.
Image	GNEX Image	.	.
GNEX 1.02.00		Library	.

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageHSDir

Syntax `void StretchCopyImageHSDir(int x, int y, int w, int h, image
img, int dir)`

Parameter

x : x
y : y
w : 가 Stretch
h : Stretch
img : GNEX Image Image
dir : Image ([Table 6] Image Direction)

Function

LCD buffer (*x, y*) (*h, w*) (*dir*)

Image GNEX Image
GNEX 1.02.00 Library

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageHSPal

Syntax `void StretchCopyImageHSPal(int x, int y, int w, int h, image
 img, int p[])`

Parameter

<i>x</i>	:	x	
<i>y</i>	:	y	
<i>w</i>	:	가	Stretch
<i>h</i>	:		Stretch
<i>img</i>	:	GNEX Image	Image
<i>p</i>	:		

Function

LCD buffer	(<i>x</i> , <i>y</i>)	(<i>h</i> , <i>w</i>)	Image Palette <i>pal</i>
Image	GNEX Image		
GNEX 1.02.00		Library	

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageHSDirPal

Syntax	<code>void StretchCopyImageHSDirPal(int x, int y, int w, int h, image img, int dir, int p[])</code>
Parameter	<p><i>x</i> : x</p> <p><i>y</i> : y</p> <p><i>w</i> : 가 Stretch</p> <p><i>h</i> : Stretch</p> <p><i>img</i> : GNEX Image Image</p> <p><i>dir</i> : Image ([Table 6] Image Direction)</p> <p><i>p</i> :</p>
Function	<p>LCD buffer (<i>x, y</i>) (<i>h, w</i>) (<i>dir</i>) Palette (<i>pal</i>)</p> <p>Image GNEX Image</p> <p>GNEX 1.02.00 Library</p>
Return value	None
Example	
Emulation	Yes
Acceleration	
Mobile C Version	3.x

StretchCopyImageHSPalEx

Syntax `void StretchCopyImageHSPalEx (int x, int y, int w, int h, image img, int alpha, int mir, int rot, int p[])`

Parameter

x : x
y : y
w : 가 Stretch
h : Stretch
img : GNEX Image Image
alpha : alpha factor ([Table 13] alpha blending factor)
mir : mirror factor ([Table 6] Image Direction)
rot : rotation factor ([Table 14] Image Rotation)
p :

Function

LCD buffer (*x*, *y*) (*h*, *w*), alpha factor, mirror factor, rotation factor, palette
Image GNEX Image
GNEX 1.02.00 Library

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

StretchCopyImageHSEx

Syntax **void StretchCopyImageHSEx (int x, int y, int w, int h, image img, int alpha, int mir, int rot)**

Parameter

x : x
y : y
w : 가 Stretch
h : Stretch
img : GNEX Image Image
alpha: alpha factor ([Table 13] alpha blending factor)
mir : mirror factor ([Table 6] Image Direction)
rot : rotation factor ([Table 14] Image Rotation)

Function

LCD buffer (*x, y*) (*h, w*), alpha factor, mirror
factor, rotation factor .
Image GNEX Image .
GNEX 1.02.00 Library .

Return value None

Example

Emulation Yes

Acceleration

Mobile C Version 3.x

GetImage

Syntax `int GetImage(int nType, media SrcImage, media DstImage, int pInfo[])`

Parameter

nType : Image Type
SrcImage :
DstImage : (VDI)
pInfo :
 info[0] : imagelevel
 info[1] : frameWidth
 info[2] : frameHeight
 info[3] : numFrame

Function GIF 가

ReleaseImage()

128 가
 GNEX Library

Return value `ImgHandle` :
 -1 :

Example

```
int gGIFInfo[5];
image gGIFBuf;
image gGIFFrame;
int gIndex = 0;
int imgHandle;
const image gifImage = { 0x47, 0x49, 0x46, 0x38, 0x39,
0x61, 0x2a, 0x00, . . . };

void main()
{
    int ret;
    int i, j;
```

Mobile C Library Function Reference

```
    ClearWhite();
    imgHandle = GetImage( 1, gifImage, gGIFBuf,
gGIFInfo );
    CopyImage( 1, 1, gGIFBuf );
    Flush();
    gIndex = gGIFInfo[3];

    for(i=1; i<gIndex; i++)
    {
        ClearWhite();
        ret = GetNextImage(imgHandle, gGIFFrame);
        CopyImage( 1, 1, gGIFFrame );
        Flush();
    }

    ret = ReleaseImage(imgHandle);
}
```

Emulation	Yes
Mobile C Version	3.x

GetNextImage

Syntax `Int GetNextImage(int imgHandle, media DstImage)`

Parameter

- `imgHandle` :
- `DstImage` : (VDI)

Function `GetImage()`

GNEX Library

Return value

- 0 :
- 1 :

Example `GetImage()`

Emulation Yes

Mobile C Version 3.x

ReleaseImage

Syntax **Int ReleaseImage(int imgHandle)**

Parameter *imgHandle* :

Function Handle Image
 GNEX Library .

Return value 0 :
 -1 :

Example GetImage () .

Emulation Yes

Mobile C Version 3.x

GNEX_LoadImage

Syntax `int GNEX_LoadImage(media DstImage, media SrcImage)`

Parameter *DstImage* :
SrcImage :

Function GNEX VMVer 1.06.08 (SKT WIPI) Library
GIF, JPG, PNG 가

GNEX_CopyImage2() LCD

GNEX_ReleaseImage()

Return value 1:
0 :

Example

```
// BMP, GIF, PNG
image dstJpg;
const image jpgImage = { 0xFF, 0xD8, 0xFF, 0xE0, 0x00,
0x10, 0x4A, 0x46, . . . };

void main()
{
    int ret;

    ClearWhite();

    ret = GNEX_LoadImage( dstJpg, jpgImage );

    GNEX_CopyImage2( 1, 1, dstJpg );

    Flush();

    GNEX_ReleaseImage(dstJpg);
}
```

Emulation Yes

Mobile C Version 3.x

GNEX_ReleaselImage

Syntax	<code>int GNEX_ReleaselImage(media Image)</code>	
Parameter	<i>Image</i> :	
Function	GNEX VMVer 1.06.08 (SKT WIPI)	Library .
	GNEX_LoadImage()	.
Return value	None	
Example	<code>GNEX_LoadImage()</code>	
Emulation	Yes	
Mobile C Version	3.x	

GNEX_CopyImage2

Syntax `void GNEX_CopyImage2(int x, int y, image img)`

Parameter `x` : `x`
 `y` : `y`
 `img` : GNEX_LoadImage() Image

Function GNEX VMVer 1.06.08 (SKT WIPI) Library .

 LCD buffer (`x`, `y`) Image .

Return value None

Example GNEX_LoadImage()

Emulation Yes

Acceleration

Related Topics GNEX_LoadImage, GNEX_ReleaseImage

Mobile C Version 3.x

Flush

Syntax	void Flush()
Parameter	None
Function	drawing LCD Buffer LCD drawing library function, copy library function Flush() LCD
Return value	None
Example	<pre>const image EnemyBlast = {0x04, 0x38, 0x38, . . . }; ClearWhite(); CopyImageDir(50, 50, EnemyBlast, S_DIR_MIRROR); Flush();</pre>
Emulation	Yes
Acceleration	SV130, SV9140
Related Topics	FlushPartial
Mobile C Version	1.0, 1.5x, 3.x

FlushPartial

Syntax **void FlushPartial(int x1, int y1, int x2, int y2)**

Parameter

x1 : x
y1 : y
x2 : x
y2 : y

Function

drawing LCD Buffer LCD
 . drawing library function, copy library function
 Flush() **FlushPartial()** LCD
 .
 GNEX 1.00.00 Library .

Return value None

Example

```
const image EnemyBlast = {0x04, 0x38, 0x38, 0x13, . . .};

ClearWhite();

CopyImageDir(50, 50, EnemyBlast, S_DIR_MIRROR);

FlushPartial(50, 50, 100, 100);
```

Emulation Yes

Acceleration SV130, SV9140

Related Topics Flush

Mobile C Version 3.x

File System Library Functions

FileGetFreeSpace

Syntax	int FileGetFreeSpace ()
Parameter	None
Function	File System 가 Library GNEX 1.00.00
Return value	File System 가 (byte)
Example	<pre>const int gPY[9] = {0, 12, 24, 36, 48, 60, 72, 84, 96}; string gstrOut; MakeStr1(gstrOut, "가 FS=%d", FileGetFreeSpace()); DrawStr(0, gPY[9], gstrOut); Flush();</pre>
Emulation	Yes
Mobile C Version	3.x

FileOpen

Syntax	int FileOpen (string <i>name</i>, int <i>mode</i>)
Parameter	<p><i>name</i> : <i>mode</i> : file open mode (Table 23)</p> <p>S_FILE_OPENMODE_READWRITE: 1 (/ ,) S_FILE_OPENMODE_CREATE: 2 (/ ,) S_FILE_OPENMODE_READ: 3 (,) S_FILE_OPENMODE_APPEND: 4 (/ ,)</p>
Function	<p>File Open Mode . File</p> <p>S_FILE_OPENMODE_CREATE mode Open 15 40 , GNEX Application 가 root 가 path</p> <p>20</p> <p>GNEX 1.00.00 Library</p>
Return value	-1 File handle 0~14
Example	<pre>int gArr[10] = {1000000000,1000000001,1000000002, 1000000003,1000000004, 0, 0, 0, 0, 0}; int gResult[10] = {0, 0, 0, 0, 0, 0, 0, 0, 0, 0}; int gFileHandle, i, result; string gstrFileName="TEST.txt", gstrOut; string gstrRead = "12345"; gFileHandle = FileOpen(gstrFileName, 0x01); result = FileWriteInt(gFileHandle, gArr, 5); result = FileWriteMedia(gFileHandle, "Hello", 0, 6); result = FileSeek(gFileHandle, 0x00, S_FILE_SEEK_SET); result = FileReadInt(gFileHandle, gResult, 5); result = FileReadMedia(gFileHandle, gstrResult, 0, 6); result = FileClose(gFileHandle); for(i = 0; i < 5; i++){ MakeStr1(gstrOut, "%08X", gResult[i]); DrawStr(0, i*10, gstrOut); }</pre>
Emulation	Yes
Related Topics	FileClose
Mobile C Version	3.x

FileClose

Syntax `int FileClose (int hdl)`

Parameter *hdl* :

Function . GNEX 1.00.00 Library .

Return value -1 :
 1 :

Example `FileOpen()` Example

Emulation Yes

Related Topics [FileOpen](#)

Mobile C Version 3.x

FileDel

Syntax **int FileDel (string *name*)**

Parameter *name* :

Function , 가 .
GNEX 1.00.00 Library .

Return value -1 :
1 :

Example `string gFileName = "/dir0/File.txt";`

`if(FileTest(gFileName) == 1) {`
`if(FileDel(gFileName) == 1)`
`DrawStr(0,0, " ");`
`Flush();`
`}`

Emulation Yes

Mobile C Version 3.x

FileSeek

Syntax **int FileSeek (int *hdl*, int *offset*, int *org*)**

Parameter

hdl :

offset : (offset)

org : (Table 24)

 S_FILE_SEEK_SET : 0

 S_FILE_SEEK_CUR : 1

 S_FILE_SEEK_END : 2

Function

org *offset*

GNEX 1.00.00 Library .

Return value

-1 :

 1 :

Example **FileOpen()** Example

Emulation Yes

Mobile C Version 3.x

FileWriteInt

Syntax `int FileWriteInt (int hdl, int *p, int intSize)`

Parameter

hdl :
p : integer (`&p[0]`)
intSize : int

Function `S_FILE_OPENMODE_READWRITE` open ,
integer *intSize*
GNEX 1.00.00 Library

Return value -1 , byte

Example `FileOpen()` Example

Related Topics `FileWriteMedia`, `FileReadInt`

Emulation Yes

Mobile C Version 3.x

FileWriteMedia

Syntax `int FileWriteMedia (int hdl, media m, int pos, int byteSize)`

Parameter

- hdl* :
- m* : media
- pos* :
- byteSize* : byte

Function `S_FILE_OPENMODE_READWRITE` open ,
m *pos* byteSize
hdl .
GNEX 1.00.00 Library .

Return value -1 , byte .

Example `FileOpen()` Example

Emulation Yes

Mobile C Version 3.x

FileReadInt

Syntax `int FileReadInt (int hdl, int *p, int intSize)`

Parameter

- hdl* :
- p* : integer
- intSize* : int

Function

p . *p* *intSize* integer

GNEX 1.00.00 Library .

Return value -1 , byte .

Example `FileOpen()` Example

Emulation Yes

Related Topics FileReadMedia, FileWriteInt

Mobile C Version 3.x

FileReadMedia

Syntax `int FileReadMedia (int hdl, media m, int pos, int byteSize)`

Parameter

- hdl* :
- m* : media
- pos* :
- byteSize* : byte

Function

pos *byteSize* media

media *m*

GNEX 1.00.00 Library ..

Return value -1 , byte

Example `FileOpen()` Example

Emulation Yes

Related Topics FileReadInt, FileWriteMedia

Mobile C Version 3.x

FileTest

Syntax `int FileTest (string name)`

Parameter `name` :

Function `FileTest` .
GNEX 1.00.00 Library .

Return value -1:
1 :

Example `FileDel()` Example

Emulation Yes

Related Topics DirTest

Mobile C Version 3.x

DirTest

Syntax `int DirTest (string name)`

Parameter `name :`

Function

GNEX 1.00.00

Library

Return value

-1 :

1 :

Example

```
string gDirName = "/Dir0/Dir1/";
int result;

if( DirTest(gDirName) == 1 )
result = FileRemoveDir(gDirName);
else
result = FileMakeDir(gDirName);
```

Emulation Yes

Related Topics FileTest

Mobile C Version 3.x

FileMakeDir

Syntax	int FileMakeDir (string <i>name</i>)
Parameter	<i>name</i> :
Function	<p>GNEX Application Application root</p> <p><i>name</i></p> <p>("/dir1", "dir1", "///dir1")</p> <p>가 Depth .(FileOpen</p> <p>)</p> <p>GNEX 1.00.00 Library .</p>
Return value	-1 : 1 :
Example	<code>DirTest()</code> Example
Emulation	Yes
Related Topics	FileRemoveDir
Mobile C Version	3.x

FileRemoveDir

Syntax	<code>int FileRemoveDir (string <i>name</i>)</code>
Parameter	<code><i>name</i></code> :
Function	가 GNEX 1.00.00 Library
Return value	-1 : 1 :
Example	<code>DirTest()</code> Example
Emulation	Yes
Related Topics	FileMakeDir
Mobile C Version	3.x

Network Library Functions

Network Library Function

GVM2X

NetXXX, LoadMedia, LoadMediaResult

GNEX 1.00.00

가 SockXXX

가

SockOpen

Syntax

int SockOpen (int t)

Parameter

t: (Table 19)

TCP : 1

UDP : 2

Function

GNEX 1.00.00

Library

3

Return value

(0~2) :

-1 : (*S_NET_R_FAIL*)

(Table 20)

Example

```
int hsock;
int result;
int netstate;
```

```
hsock = SockOpen(S_NET_SOCK_TCP);
result = SockConnect(hsock, "192.168.0.1", 8080);
if (result == S_NET_R_SUCCESS)
{
    ...
}
else if (result == S_NET_R_FAIL)
{
```

Mobile C Library Function Reference

```
        SockClose(hsock);  
    }  
    else if (result == S_NET_R_WOULDBLOCK)  
    {  
        netstate = STATE_CONNECT;  
    }
```

Emulation	Yes
Related Topic	SockClose
Mobile C Version	3.x

SockClose

Syntax	int SockClose (int h)
Parameter	<i>h</i> : (0~2)
Function	. Socket Close <i>S_NET_R_WOULDBLOCK</i> <i>EVENT_NETWORK()</i> swData NET_DISCONNECT swData2 1, 0 . blocking . GNEX 1.00.00 Library .
Return value	1 : (S_NET_R_SUCCESS) -1 : (S_NET_R_FAIL) 65535 : Would Block(<i>S_NET_R_WOULDBLOCK</i>) (Table 20)
Example	SockOpen ()
Emulation	Yes
Related Topic	SockOpen
Mobile C Version	3.x

SocketConnect

Syntax `int SocketConnect (int h, string ip, int port)`

Parameter

h : TCP (0~2)
ip : IP ("123.456.789.0" www.sinjisoft.com)
port : port (0 – 65535)

Function TCP . UDP
가 **SocketOpen** **SocketSendToInt**,
SocketRecvFromInt
non-blocking
GNEX 1.00.00 Library .

Return value

1 : (S_NET_R_SUCCESS)
-1 : (S_NET_R_FAIL)
65535 : Would Block(**S_NET_R_WOULDBLOCK**)
(Table 20)

Example SocketOpen()

Emulation Yes

Mobile C Version 3.x

SockSendInt

Syntax	int SockSendInt (int <i>h</i>, int *<i>p</i>, int <i>intSize</i>)
Parameter	<p><i>h</i> : TCP (0~2)</p> <p><i>p</i> : integer (<i>p</i>가 &<i>p</i>[<i>x</i>] .)</p> <p><i>intSize</i> : int(2 word)</p>
Function	<p>TCP</p> <p><i>p</i> <i>intSize</i></p> <p>non-blocking</p> <p>GNEX 1.00.00 Library</p>
Return value	<p>: byte (0)</p> <p>-1 : (S_NET_R_FAIL)</p> <p>65535 : Would Block(S_NET_R_WOULDBLOCK) (Table 20)</p>
Example	<pre>int p; int result; int hSock; p = 100; hsock = SockOpen(S_NET_SOCKET_TCP); if (hsock == S_NET_R_FAIL) { DrawStr(1, swHeight/2, "Error : Can't Open Socket"); } else { result = SockConnect(hsock, "192.168.0.1", 8080); if (result == S_NET_R_SUCCESS) { result = SockSendInt(hSock, &p, 1); } } SockClose(hsock);</pre>
Emulation	Yes
Mobile C Version	3.x

SockSendMedia

Syntax `int SockSendMedia (int h, media m, int pos, int byteSize)`

Parameter

h : TCP (0~2)

m : media (sound, image, string, voc, binrary)

pos :

byteSize : byte

Function

TCP . media

m *byteSize*

non-blocking .

GNEX 1.00.00 Library .

Return value

: byte (0)

-1 : (S_NET_R_FAIL)

65535 : Would Block(**S_NET_R_WOULDBLOCK**)

(Table 20)

Example

```
string strData = "1234";
int result;
int hSock;

hsock = SockOpen(S_NET_SOCK_TCP);

if (hsock == S_NET_R_FAIL)
{
    DrawStr(1, swHeight/2, "Error : Can't Open Socket");
}
else
{
    result = SockConnect(hSock, "192.168.0.1", 8080);
    if (result == S_NET_R_SUCCESS)
    {
        result = SockSendMedia(hSock, strData, 0, 4);
    }
}
SockClose(hSock);
```

Emulation Yes

Mobile C Version 3.x

SockSendToInt

Syntax `int SockSendToInt (int h, int *p, int intSize, string ip, int port)`

Parameter

- h* : UDP (0~2)
- p* : integer
- intSize* : int(2 word)
- ip* : IP
- port* : port

Function

UDP
p *intSize* IP
 non-blocking
 GNEX 1.00.00 Library

Return value

: byte (0)

-1 : (S_NET_R_FAIL)
 65535 : Would Block(**S_NET_R_WOULDBLOCK**)
 (Table 20)

Example

```
int iRet;
int hSock;
int data = 200;
hSock = SockOpen(S_NET_SOCK_UDP);
iRet = SockSendToInt(hSock, &data, 1, "192.168.0.1", 56);

switch (iRet)
{
case S_NET_R_FAIL:
    DrawText(0, 0, "Send Fail");
    Flush();
    break;

case S_NET_R_WOULDBLOCK:
    DrawText(0, 0, "Send Wouldblock");
    Flush();
    break;
}
SockClose(hSock);
```

Emulation Yes

Mobile C Version 3.x

SockSendToMedia

Syntax `int SockSendToMedia (int h, media m, int pos, int byteSize, string ip, int port)`

Parameter

- h* : UDP (0~2)
- m* : media (sound, image, string, voc, binary)
- pos* :
- byteSize* : byte
- ip* : IP
- port* : port

Function UDP . media
m *byteSize* IP
 . non-blocking . GNEX 1.00.00
 Library .

Return value : byte (0)
 -1 : (S_NET_R_FAIL)
 65535 : Would Block(**S_NET_R_WOULDBLOCK**)
 (Table 20)

Example

```
int iRet;
int hSock;
media biSnd = "abcd";
hSock = SockOpen(S_NET_SOCKET_UDP);
iRet = SockSendToMedia(hSock, biSnd, 0, 1, "192.168.0.1", 56);
switch (iRet)
{
case S_NET_R_FAIL:
    DrawText(0, 0, "Send Fail");
    Flush();
    break;
case S_NET_R_WOULDBLOCK:
    DrawText(0, 0, "Send WouldblcYes");
    Flush();
    break;
}
SockClose(hSock);
```

Emulation Yes

Mobile C Version 3.x

SockRecvInt

Syntax	int SockRecvInt (int <i>h</i>, int *<i>p</i>, int <i>intSize</i>)
Parameter	<p><i>h</i> : TCP (0~2)</p> <p><i>p</i> : integer</p> <p><i>intSize</i> : int(2 word)</p>
Function	<p>TCP</p> <p><i>h</i> <i>intSize</i></p> <p><i>p</i> . non-blocking . GNEX 1.00.00</p> <p>Library .</p>
Return value	<p>: byte . End-of-File 0 .</p> <p>-1 : (S_NET_R_FAIL)</p> <p>65535 : Would Block(S_NET_R_WOULDBLOCK)</p> <p>(Table 20)</p>
Example	<pre>int hSock; int data = 0; int iRet; // hSock //SockOpen , SockConnect iRet = SockRecvInt(hSock, &data, 1); switch (iRet) { case S_NET_R_FAIL: //Do something break; case S_NET_R_WOULDBLOCK: //Do something... break; default : //Do something break; } SockClose(hSock);</pre>
Emulation	Yes
Mobile C Version	3.x

SockRecvMedia

Syntax `int SockRecvMedia (int h, media m, int pos, int byteSize)`

Parameter

h : TCP (0~2)

m : media (가 0)

pos :

byteSize : byte

Function

TCP

h *byteSize* media

m . non-blocking . media

m 가

GNEX 1.00.00 Library

Return value

: byte . End-of-File 0

-1 : (S_NET_R_FAIL)

65535 : Would Block(**S_NET_R_WOULDBLOCK**)

(Table 20)

Example

```
int hSock;
media data;

// hSock
//SockOpen , SockConnect

SetMediaSize( data , 1 );
iRet = SockRecvMedia(hSock, data, 0, 1);
switch (iRet)
{
case S_NET_R_FAIL:
    //do something
    break;
case S_NET_R_WOULDBLOCK:
    //do something
    break;
default :
    //do something
    break;
}
SockClose(hSock);
```

Emulation Yes

Mobile C Version 3.x

SockRecvFromInt

Syntax `int SockRecvFromInt (int h, int *p, int intSize, string ip, int port)`

Parameter

- h* : UDP (0~2)
- p* : integer
- intSize* : int(2 word)
- ip* : IP address
- port* : port number

Function UDP . IP
 port *p* *intSize*
 . non-blocking

Return value GNEX 1.00.00 Library
 : byte . End-of-File 0
 -1 : (S_NET_R_FAIL)
 65535 : Would Block(**S_NET_R_WOULDBLOCK**)
 (Table 20)

Example

```
int hSock;
int data;
hSock = SockOpen(2); // 1:TCP 2:UDP
iRet = SockRecvFromInt(hSock,&data,1,"192.168.0.1", 56);

MakeStr1(strTest, "RecvRet -> %d", data);
DrawStr( 0, 0, strTest );
switch (iRet)
{
case S_NET_R_FAIL:
    MakeStr1(strRet, "Fail -> %d", iRet);
    DrawStr( 0, 10, strRet );
    break;
case S_NET_R_WOULDBLOCK:
    MakeStr1(strRet, "WB -> %d", iRet);
    DrawStr( 0, 10, strRet );
    break;
}
SockClose(hSock);
```

Emulation Yes

Mobile C Version 3.x

SockRecvFromMedia

Syntax	int SockRecvFromMedia (int <i>h</i>, media <i>m</i>, int <i>pos</i>, int <i>byteSize</i>, string <i>ip</i>, int <i>port</i>)
Parameter	<p><i>h</i> : UDP (0~2)</p> <p><i>m</i> : media type (가 0)</p> <p><i>pos</i> :</p> <p><i>byteSize</i> : byte</p> <p><i>ip</i> : IP address</p> <p><i>port</i> : port number</p>
Function	<p>UDP . IP</p> <p>port . media <i>m</i></p> <p><i>byteSize</i> . non-blocking</p> <p>media <i>m</i></p> <p>GNEX 1.00.00 Library</p>
Return value	<p>: byte . End-of-File 0</p> <p>-1 : (S_NET_R_FAIL)</p> <p>65535 : Would Block(S_NET_R_WOULDBLOCK)</p> <p>(Table 20)</p>
Example	<pre>int hSock; hSock = SockOpen(2); // 1:TCP 2:UDP media media_data; SetMediaSize(media_data, 10); iRet = SockRecvFromMedia(hSock, media_data, 0, 10, "192.168.0.1", 56); switch (iRet) { case S_NET_R_FAIL: //Do something break; case S_NET_R_WOULDBLOCK: //Do something break; } SockClose(hSock);</pre>
Emulation	Yes
Mobile C Version	3.x

GNEX_HttpOpen

Syntax	<code>int GNEX_HttpOpen()</code>
Parameter	None
Function	GNEX VMVer 1.06.08 (SKT WIPI) Library .
	HTTP Handle . HTTP Handle SScript.h S_HTTP_MAX_HANDLE .
Return value	HTTP Handle : S_HTTP_R_FAIL : (S_HTTP_R_FAIL)
Example	<pre>int hHttpHandle; hHttpHandle = GNEX_HttpOpen(); if(hHttpHandle == S_HTTP_R_FAIL) { // Error } else { // Success }</pre>
Emulation	Yes
Mobile C Version	3.x

GNEX_HttpClose

Syntax **void GNEX_HttpClose(int h)**

Parameter **h : Http Handle**

Function GNEX VMVer 1.06.08 (SKT WIPI) Library

HTTP Handle
HttpOpen API가

Return value

None

Example

```
int hHttpHandle;

hHttpHandle = GNEX_HttpOpen();
if(hHttpHandle == S_HTTP_R_FAIL) {
    // Error
}
else {
    // Success
    GNEX_HttpClose(hHttpHandle);
}
```

Emulation Yes

Mobile C Version 3.x

GNEX_HttpConnect

Syntax	int GNEX_HttpConnect(int h, string url)
Parameter	h : Http Handle url :
Function	GNEX VMVer 1.06.08 (SKT WIPI) Library url HTTP HTTP Handle GNeX_HttpOpen API가 (S_HTTP_R_FAIL) S_HTTP_R_FAIL EVENT_NETWORK GNEX_HttpConnect API S_HTTP_R_SUCCESS EVENT_NETWORK EVENT_NETWORK swData : S_HTTP_E_CONNECT (HTTP Event) swData1 : S_HTTP_E_R_SUCCESS (HTTP Connect) swData2 : HTTP Handle EVENT_NETWORK swData : 6 (HTTP Event) swData1 : 0 (HTTP Connect) swData2 : 0~2 (HTTP Handle)
Return value	S_HTTP_R_SUCCESS : (URL) S_HTTP_R_FAIL : (HTTP handle)
Example	<pre>int hHttpHandle; int nRet; // url string url="http://www.gnexclub.com/img.gif"</pre>

Mobile C Library Function Reference

```
// HttpOpen API 가  
nRet = GNEX_HttpConnect(hHttpHandle, url);  
if(nRet == S_HTTP_R_SUCCESS) {  
    // Success : EVENT_NETWORK()      Event  
}  
else {  
    // Fail : EVENT_NETWORK()      Event 가  
}  
  
void EVENT_NETWORK()  
{  
    switch(swData) {  
    case S_HTTP_E_CONNECT:  
        if(swData2 == S_HTTP_E_R_SUCCESS) {  
            // HttpConnect Success  
            if(swData3 == hHttpHandle){  
                // GNEX_HttpConnect  
            }  
        }  
    }  
    else {  
        // HttpConnect Fail  
    }  
    break;  
}  
}
```

Emulation	Yes
Mobile C Version	3.x

GNEX_HttpDisconnect

Syntax `int GNEX_HttpDisconnect(int h)`

Parameter `h : Http Handle`

Function GNEX VMVer 1.06.08 (SKT WIPI) Library

HTTP
GNEX_HttpConnect API가

Return value
S_HTTP_R_SUCCESS :
S_HTTP_R_FAIL :

Example

```
int hHttpHandle;  
int nRet;  
  
// HttpOpen, HttpConnect API  
nRet = GNEX_HttpDisconnect(hHttpHandle);  
if(nRet == S_HTTP_R_SUCCESS) {  
    // Success  
}  
else {  
    // Fail  
}
```

Emulation Yes

Mobile C Version 3.x

GNEX_HttpGetBodyDataLen

Syntax `int GNEX_HttpGetBodyDataLen(int h)`

Parameter `h : Http Handle`

Function GNEX VMVer 1.06.08 (SKT WIPI) Library

HTTP Body Data
Body Data HTTP Header Content-Length
. HttpConnect API가

Return value

HTTP Body Data :
S_HTTP_R_FAIL :

Example

```
int hHttpHandle;  
int nBodyDataLen;  
  
// HttpOpen, HttpConnect API  
nBodyDataLen = GNEX_HttpGetBodyDataLen(hHttpHandle);  
if(nBodyDataLen == S_HTTP_R_FAIL) {  
// Fail  
}
```

Emulation Yes

Mobile C Version 3.x

GNEX_HttpGetReadBodyData

Syntax **int GNEX_HttpGetReadBodyData(int h, binary buf, int size)**

Parameter **h : Http Handle**
buf : HTTP Body Data **memory buffer**
size : buffer size

Function GNEX VMVer 1.06.08 (SKT WIPI) Library

HTTP Body Data
GNEX_HttpGetReadBodyData API return value가 1
EVENT_NETWORK API

EVENT_NETWORK
swData : S_HTTP_E_READ (HTTP Event)
swData1 : S_HTTP_E_R_SUCCESS (HTTP Read)
swData2 : HTTP Handle

EVENT_NETWORK
swData : S_HTTP_E_READ (HTTP Event)
swData1 : S_HTTP_E_R_FAIL (HTTP Read)
swData2 : HTTP Handle

* *
GNEX_HttpGetReadBodyData API HttpConnect API
EVENT_NETWORK
가

GNEX_HttpGetReadBodyData API
buffer buffer
HTTP Body Non Blocking
GNEX_HttpGetReadBodyData API
가
GNEX_HttpGetReadBodyData API WOULDBLOCK 가

Mobile C Library Function Reference

HTTP
EVENT_NETWORK

Return value

S_HTTP_R_SUCCESS : ()
S_HTTP_R_FAIL : (Http handle)

Example

```
int hHttpHandle;  
int nBodyDataLen;  
int nRet;  
binary biBodyBuf;  
  
// HttpOpen, HttpConnect API  
nBodyDataLen = GNEX_HttpGetBodyDataLen(hHttpHandle);  
if(nBodyDataLen == S_HTTP_R_FAIL) {  
// Fail  
}  
  
SetMediaSize(biBodyBuf, 0); // memory  
SetMediaSize(biBodyBuf, nBodyDataLen); // memory  
  
nRet = GNEX_HttpGetReadBodyData(hHttpHandle, biBodyBuf,  
nBodyDataLen);  
if(nRet == S_HTTP_R_SUCCESS) {  
// Success : EVENT_NETWORK() Event .  
}  
else {  
// Fail : EVENT_NETWORK() Event 7† .  
}  
void EVENT_NETWORK()  
{  
switch(swData) {  
case S_HTTP_E_READ:  
if(swData2 == S_HTTP_E_R_SUCCESS) {  
// GNEX_HttpGetReadBodyData Success  
if(swData3 == hHttpHandle){  
// GNEX_HttpGetReadBodyData  
}  
}  
else {  
// GNEX_HttpGetReadBodyData Fail  
}  
break;  
}  
}
```

Emulation Yes

Mobile C Version 3.x

NetState

Syntax `int NetState()`

Parameter None

Function Script GVM
 GVM NetConnect(), NetReconnect()
 GVM2X 가 Library

Return value

return

APPTYPE Case	Stand- Alone	Server Type	Free Type
	1	3	1
NetConnect(), NetReconnect()	1	3	3
NetDisconnect()	1		1
	1	3	3

Example

```
int netState = S_GTYPE_ALONE;

void EVENT_RESULT(){
    switch (swData){
    case S_RST_RECON_YES : netState = NetState();
        :
    }
}

void MenuSelect(int menu){
    switch (netState) {
    case S_GTYPE_ALONE :
```



Mobile C Library Function Reference

```
        StrCpy(menuList[0], menuList3_0);  
        break;  
        case S_GTYPE_PTP:  
StrCpy(menuList[0], menuList2_0);  
        break;  
        case S_GTYPE_SERVER:  
StrCpy(menuList[0], menuList1_0);  
        break;  
    }  
}
```

Emulation	Yes
Mobile C Version	1.5x, 3.x

NetConnect

Syntax	void NetConnect(string <i>IP</i>, int <i>Port</i>)
Parameter	<p><i>IP</i> : IP Address</p> <p><i>Port</i> : Port Number</p>
Function	<p>TCP/IP Socket API</p> <p>가 , <i>IP, Port</i> PPP</p> <p>가 PPP</p> <p><i>IP, port</i> TCP/IP</p> <p>EVENT_RESULT</p> <p>EVENT_RESULT swData 1 0</p> <p>GVM2X 가 Library</p> <p>(: Script Type , ,)</p>
Return value	None
Example	<pre>#define S_RST_RECON_YES 1 void Test_NetConn(){ MenuSelect(S_GTYPE_SERVER); NetConnect ("swap.com", 5100); } void EVENT_RESULT(){ switch (testState) { case NETCONNECT: if (swData == S_RST_RECON_YES) mmiSvrJoinMenu(CONNECT_SUCCESS_S, swData); else mmiSvrJoinMenu(CONNECT_FAIL_S, swData); break; case MENU: : } } </pre>
Emulation	Yes
Related Topics	EVENT_RESULT event
Mobile C Version	1.5x, 3.x

NetDisconnect

Syntax	void NetDisconnect()
Parameter	None
Function	TCP/IP <i>EVENT_RESULT</i> <i>EVENT_RESULT swData</i> 9 10 GVM2X 가 Library Script Type
Return value	None
Example	<pre> #define S_RST_DISCON_YES 9 #define S_RST_DISCON_FAIL 10 void Test_DisConn(){ MenuSelect(S_GTYPE_SERVER); NetDisconnect(); } void EVENT_RESULT(){ switch (testState) { case NETCONNECT: : case RUN: switch (<i>swData</i>) { case S_RST_DISCON_YES: netState = NetState(); testState = MENU; break; case S_RST_DISCON_FAIL: break; : } } } </pre>
Emulation	Yes
Related Topics	EVENT_RESULT event
Mobile C Version	1.5x, 3.x

NetReconnect

Syntax `void NetReconnect(string IP, int Port)`

Parameter

<i>IP</i> :	IP Address
<i>Port</i> :	Port Number

Function

	<i>IP, Port</i>	TCP/IP
	<i>EVENT_RESULT</i>	
<i>EVENT_RESULT</i>	<i>swData</i>	1 , 0
Script Type		

Return value None

Example

```

stringsvGameIP;
int svGamePort;
:
void EVENT_RECEIVE(){
int r_type = GetByte(swRcvBuf, 0); // Packet type
switch (testState) {
case NETCONNECT:
ResetTimer();
if (swData > 0 && r_type == SG_G_ACK) {
GetBytes(swRcvBuf, 1,svGameIP,S_MAX_IP_BUFFER);
NetReconnect(svGameIP, svGamePort);
}
}
:

```

Emulation Yes

Related Topics [EVENT_RESULT event](#)

Mobile C Version 1.0, 1.5x, 3.x

NetSend

Syntax `void NetSend(int buf[], int size)`

Parameter

buf[] : (byte)

size : (byte)

Function

가 *size* *buf*[] GVM

GVM2X NetSend() ,

NetSend() swData 1 , 0 NetSend가

. GVM1X 64byte ,

GVM2X 256byte, GNEX 1024byte¹⁰ .

GVM Packet 가 Header 6byte

Trailer 1byte

Header Trailer 7byte 가

. Script Type , ,

Return value None

Example

```
#define SG_G_DATA 'D'
#define S_SND_BUFFER 14
:
int swSndBuf[S_SND_BUFFER];
int saveA, saveB;
:
```

¹⁰ GNEX WITOP Version 1.00.15 가 256byte

1024byte . GNEX WIPI Version

1024byte .

Mobile C Library Function Reference

```
swSndBuf[0] = SG_G_DATA; //Op code
swSndBuf[1] = saveA;
swSndBuf[2] = saveB;

NetSend(swSndBuf, 6);
if (swData == 0) {
    DrawStr(swWidth/2, swHeight/2, "NetSend Fail");
    :
```

Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

LoadMedia

Syntax

```
int LoadMedia(string m, int key)
int LoadMedia(image m, int key)
int LoadMedia(sound m, int key)
int LoadMedia(voc m, int key)
```

Parameter

m :
key : Key

Function

key key media m
background
가 **EVENT_RESULT**
EVENT_RESULT swData 3 , 4가
LoadMediaResult()
media data가 media data
Script Type

Return value

0 :
1 :

Example

```
image ImgData;
int ImgIdx = 0;

ImgIdx++;
LoadMedia(ImgData, ImgIdx);
```

Emulation Yes

Related Topics LoadMediaResult, EVENT_RESULT event

Mobile C Version 1.0, 1.5x, 3.x

LoadMediaResult

Syntax

```
int LoadMediaResult(string m)  
int LoadMediaResult(image m)  
int LoadMediaResult(sound m)  
int LoadMediaResult(voc m)
```

Parameter *m* :

Function media *m*
Script Type

Return value

0 :
1 :

Example

```
image img;  
int key;  
  
LoadMedia(img, key);  
:  
LoadMediaResult(img);
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

Download

Syntax `void Download(int cpid, int gid, string dlsIP, int dlsPort, string svrIP, int svrPort)`

Parameter

<i>cpid</i> :	CP identification(ID)
<i>gid</i> :	Identification (CP가 ID)
<i>dlsIP</i> :	IP
<i>dlsPort</i> :	port
<i>svrIP</i> :	IP
<i>svrPort</i> :	port

Function

cpid, gid . *dlsIP* : *dlsPort* 가 . *cpid, gid* 가 . *svrIP, svrPort* 가 Network Connection Server IP Port .

Return value None

Example `Download(0x01, 0x3F, "down.com", 4000, "network.com", 1234);`

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

Download2

Syntax **void Download2(int *cpid*, int *gid*, string *dlsIP*, int *dlsPort*, string *svrIP*, int *svrPort*)**

Parameter *cpid* : CP identification(ID)
gid : Identification (CP가 ID)
dlsIP : IP
dlsPort : port
svrIP : IP
svrPort : port

Function *cpid, gid* *dlsIP:dlsPort*
 . *svrIP, svrPort* 가 Network
Connection Server IP Port . **Download**
 가
GVM 2X 가 Library .

Return value None

Example **Download2(0x01,0x3F,"down.com",4000,"network.com",1234);**

Emulation Yes

Mobile C Version 1.5x, 3.x

Exit

Syntax **void Exit()**

Parameter None

Function

Return value None

Example `Exit();`

Mobile C Version 1.0, 1.5x, 3.x

PtpCall

Syntax **void PtpCall(string *dial*)**

Parameter *dial*:

Function	Script type	Stand-Alone	PTP type
	<i>dial</i>	PTP	

EVENT_RESULT

EVENT_RESULT	<i>swData</i>	12	13
	. GVM2X	가	Library

Return value None

Example

```
#define S_RST_PTP_RECON_OK        12
#define S_RST_PTP_RECON_FAIL    13
```

```
void PtpDialOk(){
    MenuSelect(S_GTYPE_PTP);
    PtpCall(mmiDialStr);
}

void EVENT_RESULT(){
    switch (testState) {
    case NETCONNECT:
        :
    case RUN:
        switch (swData) {
        case S_RST_PTP_RECON_OK:
            netState = NetState();
            testState = MENU;
            MenuDisplay();
            break;
        case S_RST_PTP_RECON_FAIL:
            break;
        :
    }
```

Related Topics EVENT_RESULT event

Mobile C Version 1.5x

PtpCallMmi

Syntax	void PtpCallMmi()																					
Parameter	None																					
Function	<table border="0"> <tr> <td>Script type</td> <td>Stand-Alone type</td> <td>PTP type</td> </tr> <tr> <td>PTP</td> <td>. PtpCall</td> <td></td> </tr> <tr> <td>,</td> <td>가 PtpCall</td> <td></td> </tr> <tr> <td>PtpCallMmi</td> <td>GVM</td> <td>.</td> </tr> <tr> <td>EVENT_RESULT</td> <td>. PtpCall</td> <td>가</td> </tr> <tr> <td>EVENT_RESULT swData</td> <td>12</td> <td>13</td> </tr> <tr> <td>. GVM2X</td> <td>가 Library</td> <td>.</td> </tr> </table>	Script type	Stand-Alone type	PTP type	PTP	. PtpCall		,	가 PtpCall		PtpCallMmi	GVM	.	EVENT_RESULT	. PtpCall	가	EVENT_RESULT swData	12	13	. GVM2X	가 Library	.
Script type	Stand-Alone type	PTP type																				
PTP	. PtpCall																					
,	가 PtpCall																					
PtpCallMmi	GVM	.																				
EVENT_RESULT	. PtpCall	가																				
EVENT_RESULT swData	12	13																				
. GVM2X	가 Library	.																				
Return value	None																					
Example	<pre> void Test_PtpCallMmi(int mode, int data){ static int Index; switch (mode) { case 1: // KeyPress switch (data) { case SWAP_KEY_UP: : case SWAP_KEY_LEFT: case SWAP_KEY_OK: switch (data) { case 0: MenuSelect(S_GTYPE_PTP); PtpCallMmi(); break; case 1: : } } } } </pre>																					
Related Topics	EVENT_RESULT event																					
Mobile C Version	1.5x																					

PtpWait

Syntax	void PtpWait()									
Parameter	None									
Function	<table border="0" style="width: 100%;"> <tr> <td style="width: 33%;">Script type</td> <td style="width: 33%;">Stand-Alone type</td> <td style="width: 33%;">PTP type</td> </tr> <tr> <td></td> <td>PTP</td> <td>. GVM2X 가</td> </tr> <tr> <td>Library</td> <td colspan="2">.</td> </tr> </table>	Script type	Stand-Alone type	PTP type		PTP	. GVM2X 가	Library	.	
Script type	Stand-Alone type	PTP type								
	PTP	. GVM2X 가								
Library	.									
Return value	None									
Example	<pre>void Test_PtpCallMmi(int mode, int data){ static int Index; switch (mode) { case 0: : case 1: // KeyPress switch (data) { case SWAP_KEY_UP: : case SWAP_KEY_LEFT: case SWAP_KEY_OK: switch (data) { case 0: : case 1: MenuSelect(S_GTYPE_PTP); PtpWait(); break; : } } }</pre>									
Mobile C Version	1.5x									

PtpRelease

Syntax	void PtpRelease()
Parameter	None
Function	Script type PTP type Stand-Alone type . GVM2X 가 Library .
Return value	None
Example	<pre> #define S_RST_PTP_DISCON_OK 14 #define S_RST_PTP_DISCON_FAIL 15 void Test_PtpRelease(int mode, int data){ MenuSelect(S_GTYPE_PTP); PtpRelease(); } void EVENT_RESULT(){ switch (testState) { case NETCONNECT: : case RUN: switch (swData) { case S_RST_PTP_DISCON_OK: netState = NetState(); testState = MENU; MenuDisplay(); break; case S_RST_PTP_DISCON_FAIL: break; : </pre>
Related Topics	EVENT_RESULT event
Mobile C Version	1.5x

Serial Communication Library Functions

Serial Communication Library Function	RS-232C		
		. GVM2X	
	RsCom, RsSend	GNEX 1.00.00	
ComXXX		AT-Command	RsXXX
	GNEX 1.00.00	ComXXX	

ComOpen

Syntax	int ComOpen(int port)
Parameter	<i>port</i> : COM (COM1=0x00, COM2=0x01, USB=0x04)
Function	<p>COM . COM1, COM2, USB 1</p> <p>Open . Open '1 : ' 가 .</p> <p>(: COM1(COM2)</p> <p>COM2(COM1) Open '1 : ' .</p> <p style="text-align: center;">Open .)</p> <p>GNEX 1.00.00 Library .</p>
Return value	<p>1 :</p> <p>-1 :</p>
Example	<pre>int gRetComOpen; int port; port = 0x00; gRetComOpen = ComOpen(port); CENTER(); switch(gRetComOpen) { case 1: // Success MakeStr1(gstrOut, "%d", port+1); DrawStr(gCX, gPY[5], gstrOut); DrawStr(gCX, gPY[6], " ."); break; case -1: // Fail MakeStr1(gstrOut, "%d", port+1); DrawStr(gCX, gPY[5], gstrOut); DrawStr(gCX, gPY[6], " ."); break; }</pre>
Emulation	Yes
Mobile C Version	3.x

ComClose

Syntax **int ComClose(void)**

Parameter

Function COM .
GNEX 1.00.00 Library .

Return value 1 :
 -1 :

Example

```
int gRetComClose;

gRetComClose = ComClose();

CENTER();
if( gRetComClose != -1 )        // Success
{
    DrawStr( gCX, gPY[5], "COM                    " );
    DrawStr( gCX, gPY[6], "                    ." );
}
else // Fail
{
    DrawStr( gCX, gPY[5], "COM                    " );
    DrawStr( gCX, gPY[6], "                    ." );
}
```

Emulation Yes

Mobile C Version 3.x

ComConfig

Syntax	int ComConfig(string <i>PrefixMask</i>, int <i>BaudRate</i>, int <i>TxFlowCtl</i>, int <i>RxFlowCtl</i>)
Parameter	<p><i>PrefixMask</i> : NULL , EIF 가</p> <p><i>BaudRate</i> : Baud rate (Table 21)</p> <p><i>TxFlowCtl</i> : Tx Flow Control (Table 22)</p> <p><i>RxFlowCtl</i> : Rx Flow Control (Table 22)</p>
Function	<p>ComOpen() open COM port 8 DataBit, 1 StopBit, No Parity, BaudRate 115200 , Tx Flow Ctl Rx Flow Ctl 0x02(S_COM_FLOW_HW) 가</p> <p>(: <u>ComOpen</u>)</p> <p>GNEX 1.00.00 Library .</p>
Return value	<p>1 :</p> <p>-1 :</p>
Example	<pre>ComConfig("" , S_COM_BAUDRATE_115200 , S_COM_FLOW_HW , S_COM_FLOW_HW);</pre>
Emulation	Yes
Mobile C Version	3.x

ComWriteInt

Syntax `int ComWriteInt (int *data, int size)`

Parameter *data* :
size :

Function GNEX 1.00.00 Library

Return value 0 :
-1 :

Example

```
int gRetComWriteInt;  
  
gRetComWriteInt = ComWriteInt(gComWriteData,20);  
  
CENTER();  
if( gRetComWriteInt != -1 ) // Success  
{  
    MakeStr1( gstrOut, "%d", gRetComWriteInt );  
    DrawStr( gCX, gPY[5], gstrOut );  
    DrawStr( gCX, gPY[6], " ." );  
}  
else // Fail  
{  
    DrawStr( gCX, gPY[5], "BIN " );  
    DrawStr( gCX, gPY[6], " ." );  
}
```

Emulation Yes

Mobile C Version 3.x

ComWriteMedia

Syntax	int ComWriteMedia (<i>media data</i>, int <i>size</i>)
Parameter	<i>data</i> : ASCII <i>size</i> :
Function	GNEX 1.00.00 Library
Return value	0 : -1 :
Example	<pre>int gRetComWriteMedia; gRetComWriteMedia = ComWriteMedia(gstrInput, StrLen(gstrInput)); CENTER(); if(gRetComWriteMedia != -1) // Success { MakeStr1(gstrOut, "%d", gRetComWriteMedia); DrawStr(gCX, gPY[5], gstrOut); DrawStr(gCX, gPY[6], " ."); } else // Fail { DrawStr(gCX, gPY[5], " "); DrawStr(gCX, gPY[6], " ."); }</pre>
Emulation	Yes
Mobile C Version	3.x

ComReadInt

Syntax `int ComReadInt(int *data, int size)`

Parameter

data :
size :

Function

GNEX 1.00.00 Library

Return value

0 :
-1 :

Example

```
int gRetComReadInt;  
  
gRetComReadInt =  
ComReadInt(gComReadData,gComReadIntSize);  
  
if( gRetComReadInt != -1 ) // Success  
{  
    MakeStr1( gstrOut, "%d", gRetComReadInt );  
    DrawStr( gCX, gPY[5], gstrOut );  
    DrawStr( gCX, gPY[6], " ." );  
}  
else // Fail  
{  
    DrawStr( gCX, gPY[5], "BIN" );  
    DrawStr( gCX, gPY[6], " ." );  
}
```

Emulation Yes

Mobile C Version 3.x

ComReadMedia

Syntax	int ComReadMedia(media data, int size)
Parameter	<i>data</i> : ASCII <i>size</i> :
Function	. media <i>data</i> . GNEX 1.00.00 Library .
Return value	0 : -1 :
Example	<pre> int gRetComReadMedia; gRetComReadMedia = ComReadMedia(gstrInput, gComReadMediaSize); if(gRetComReadMedia != -1) // Success { MakeStr1(gstrOut, "%d", gRetComReadMedia); DrawStr(gCX, gPY[5], gstrOut); DrawStr(gCX, gPY[6], " ."); } else // Fail { DrawStr(gCX, gPY[5], " "); DrawStr(gCX, gPY[6], " ."); } </pre>
Emulation	Yes
Mobile C Version	3.x

RsCom

Syntax `void RsCom(int e, int buf[], int cnt)`

Parameter

e :
buf[] :
cnt : (11byte)

Function

가 RS-232C
 RS-232C
 가 가 buf[] , cnt
 (byte)

Ex) e = 7, buf[0] = 0, buf[1] = 1, buf[2] = 2, cnt = 12

*GVM*COM:7,000000000100000002000000

Return value None

Example

```
int a = 5;
int buf[2] = {1, 2};
:
RsCom(a, buf, 8);
```

Emulation Yes

¹¹ GNEX int 4byte int 4 cnt
 (GVM int 2byte)

Mobile C Library Function Reference

Related Topics RsSend, EVENT_RSEVENT event

Mobile C Version 1.0, 1.5x, 3.x

RsSend

Syntax	void RsSend(int <i>buf</i>[], int <i>cnt</i>)
Parameter	<p><i>buf</i>[] :</p> <p><i>cnt</i> : (12byte)</p>
Function	<p>가 RS-232C</p> <p>RS-232C <i>buf</i>[] <i>cnt</i></p> <p>Ex) <i>buf</i>[0] = 0, <i>buf</i>[1] = 1, <i>buf</i>[2] = 2, <i>cnt</i> = 12</p> <p>*GVM*DLOAD:12,000000000100000002000000</p>
Return value	None
Example	<pre> if (swData == 0x02) { PutBytes(rsdata, 0, " ", 11); RsSend(rsdata, 11); } </pre>
Emulation	Yes
Related Topics	RsCom, EVENT_RSRECEIVE event

¹² GNEX int 4byte int 4 cnt
 (GVM int 2byte)

Mobile C Library Function Reference

Mobile C Version 1.0, 1.5x, 3.x

Handset Control Library Functions

Handset Control Library Functions	Mobile C
multimedia	control

PlaySound

Syntax	void PlaySound(sound <i>m</i>)
Parameter	<i>m</i> : Buzzer, MA1, MA2, MA3, MA5, MIDI sound data
Function	Sound <i>m</i> GNEX 1.00.00 <i>EVENT_RESULT(swData=23)</i>
Return value	None
Example	<pre>const sound snd = { 0x00, 0x00, SWAP_NOTE_B4, 250, : SWAP_NOTE_E4, 255, SWAP_NOTE_E4, 245, SWAP_NOTE_END, 0 }; PlaySound(snd);</pre>
Emulation	Buzzer, MA2, MA3, MA5, MIDI
Mobile C Version	1.0, 1.5x, 3.x

StopSound

Syntax	void StopSound()
Parameter	None
Function	GNEX 1.00.00 <i>EVENT_RESULT(swData=23)</i>
Return value	None
Example	<pre>int mode; const sound snd = { 0x00, 0x00, SWAP_NOTE_B4, 250, : SWAP_NOTE_END, 0 }; switch (mode) { case 0: // Start PlaySound(snd); DrawText(0, 40, "Play Buzzer"); SetTimer(2000, 1); break; case 1: // Timeout StopSound(); DrawText(0, 40, "Stop Sound "); ResetTimer(); break; } Flush();</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

PauseSound

Syntax **void PauseSound()**

Parameter None

Function GNEX 1.00.00 Library

Return value None

Example

```
int mode;
const sound snd =
{ 0x00, 0x00,
  SWAP_NOTE_B4, 250,
  :
  SWAP_NOTE_END, 0
};

switch (mode) {
  case 0: // Start
    PlaySound(snd);
    DrawText(0, 40, "Play Buzzer");
    SetTimer(2000, 1);
    break;
  case 1: // Timeout
    PauseSound();
    DrawText(0, 40, "Pause Sound ");
    ResetTimer();
    break;
}
Flush();
```

Emulation Yes

Mobile C Version 3.x

ResumeSound

Syntax **void ResumeSound()**

Parameter None

Function Gnex 1.00.00 Library

Return value None

Example

```
void EVENT_KEYPRESS(){
    switch( swData ){
        case SWAP_KEY_1:
            PlaySound(snd);
            break;
        case SWAP_KEY_2:
            PauseSound ();
            break;
        case SWAP_KEY_3:
            ResumeSound();
            break;
    }
}
```

Emulation Yes

Mobile C Version 3.x

PlaySoundEx

Syntax `void PlaySoundEx(int channel, sound m)`

Parameter

<i>channel</i> :	channel (1 ~ 4)
<i>m</i> :	MA3, MA5 sound data

Function

channel	Channel	Sound	<i>m</i> (SMAF Phase)	.
				channel
0xFF	.			
GNEX 1.00.00		Library	.	

Return value None

Emulation Yes

Mobile C Version 3.x

StopSoundEx

Syntax	<code>void StopSoundEx(int <i>channel</i>)</code>
Parameter	<i>channel</i> : channel (1 ~ 4)
Function	<i>channel</i> channel . GNEX 1.00.00 Library .
Return value	None
Emulation	Yes
Mobile C Version	3.x

PauseSoundEx

Syntax	void PauseSoundEx(int <i>channel</i>)
Parameter	<i>channel</i> : channel (1 ~ 4)
Function	<i>channel</i> channel GNEX 1.00.00 Library
Return value	None
Emulation	Yes
Mobile C Version	3.x

ResumeSoundEx

Syntax **void ResumeSoundEx(int channel)**

Parameter *channel* : channel (1 ~ 4)

Function channel
GNEX 1.00.00 Library

Return value None

Emulation Yes

Mobile C Version 3.x

GetVolume

Syntax	int GetVolume()
Parameter	None
Function	GNEX 1.00.00 Library
Return value	0 : 1 – 10 :
Example	<pre>void EVENT_KEYPRESS() { switch(swData){ case SWAP_KEY_DOWN: gVolume = GetVolume(); gVolume = gVolume - 2; SetVolume(gVolume); break; case SWAP_KEY_UP: gVolume = GetVolume(); gVolume = gVolume + 2; SetVolume(gVolume); break; } }</pre>
Emulation	Yes
Mobile C Version	3.x

SetVolumeEx

Syntax	void SetVolumeEx(int <i>chanel</i>, int <i>level</i>)
Parameter	<i>chanel</i> : volume <i>chanel</i> (1 ~ 4) <i>level</i> : 0 : 1 – 10 :
Function	<i>chanel</i> . GNEX 1.00.00 Library
Return value	None
Example	<pre>void EVENT_KEYPRESS() { switch(swData){ case SWAP_KEY_DOWN: gVolume = GetVolumeEx(0); gVolume = gVolume - 2; SetVolumeEx(0, gVolume); break; case SWAP_KEY_UP: gVolume = GetVolumeEx(0); gVolume = gVolume + 2; SetVolumeEx(0, gVolume); break; } }</pre>
Emulation	
Mobile C Version	3.x

GetVolumeEx

Syntax **int GetVolumeEx(int *chanel*)**

Parameter *chanel* : volume *chanel* (1 ~ 4)

Function *chanel* .
GNEX 1.00.00 Library

Return value 0 :
1 – 10 : :

Example **SetVolumeEx()** Example

Emulation

Mobile C Version 3.x

PlayVocoder

Syntax `void PlayVocoder(voc m)`

Parameter *m*: Vocoder data

Function Vocoder *m* .

Return value None

Example

```
const voc vocData =
{
    0x04, 0x07, 0x6e, 0x4f, 0xd8, 0x00, 0x00, 0x50,
    0x50, 0x50, 0x0a, 0x01, 0x18, 0x17, 0x02, 0x40,
        :
    0xa0, 0x01, 0xa2, 0x75, 0xc3, 0x68, 0x00, 0x03,
    0x2a, 0x1b, 0x0c, 0xb0, 0x00, 0x04, 0x2b, 0x6e,
    0x2f, 0xbd, 0x20, 0x02, 0xe0, 0xa8, 0xcb, 0xf0
};

PlayVocoder(vocData);
```

Emulation No

Mobile C Version 1.0, 1.5x, 3.x

StopVocoder

Syntax **void StopVocoder()**

Parameter None

Function Vocoder

Return value None

Example

```
int mode;
const voc vocData =
{ 0x04, 0x07, 0x6e, 0x4f, 0xd8, 0x00, 0x00, 0x50,
  0x2f, 0xbd, 0x20, 0x02, 0xe0, 0xa8, 0xcb, 0xf . . .
};

switch (mode) {
  case 0:
    PlayVocoder(vocData);
    DrawText(0, 40, "Play Vocoder");
    SetTimer(2000, 1);
    break;
  case 1:
    StopVocoder();
    DrawText(0, 40, "Stop Vocoder");
    ResetTimer();
    break;
  case 2:
    break;
}
Flush();
```

Emulation No

Mobile C Version 1.0, 1.5x, 3.x

PlayAdvAudio

Syntax `void PlayAdvAudio(sound m)`

Parameter *m*: Advanced Audio

Function MP3 Advanced Audio
GVM2X 가 Library
 가 .

Return value None

Example `PlayAdvAudio(m);`

Mobile C Version 1.5x

RegAdvAudio

Syntax `void RegAdvAudio(string nm, sound m)`

Parameter *name* : Advanced Audio
m: Advanced Audio

Function MP3 Advanced Audio
GVM2X 가 Library ,
 가 .Emulator test가 가

Return value None

Example `RegAdvAudio("title_song", m);`

Mobile C Version 1.5x

ManAdvAudio

Syntax **void ManAdvAudio(int *cmd*)**

Parameter *cmd* :

- cmd* = 0 : Pause
- cmd* = 1 : Restart
- cmd* = 2 : Stop

Function Advanced Audio
GVM2X 가
 가

Return value None

Example `ManAdvAudio(2);`

Mobile C Version 1.5x

StartVib

Syntax	<code>void StartVib(int t)</code>
Parameter	<code>t</code> : Vibrator가 ()
Function	<code>t</code> -sec . Emulator LCD
Return value	None
Example	<pre>StartVib(10); DrawText(0, 40, "10"); Flush(); < > 10 vibrator</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

StopVib

Syntax **void StopVib()**

Parameter None

Function

Return value None

Example

```
int mode;
:
switch (mode) {
    case 0: // Start
        StartVib(10);
        DrawText(0, 40, "10");
        break;
    case 1:
        StopVib();
        DrawStr(0, 40, " ");
        break;
}
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

GNEX_Vibrator

Syntax	int GNEX_Vibrator(int level, int timeout)		
Parameter	level :	(0 ~ 100 , 1-100)	
	timeout :	(msec)	
Function	GNEX VMVer 1.06.08(SKT-WIPI)		Library .
		가 .	
	GetSysInfo API "VIBRATORLEVEL" Keyword		
		가	
	1	: 1-100	
	2	: 1-50 : , 51-100 :	
	3	: 1-33 : , 34-66 : , 67-100:	
Return value	1 :		
	-1 :		
Example	<pre>void main() { int nRet; nRet = GNEX_Vibrator(100, 50); // 50msec // nRet 1 , -1 }</pre>		
Emulation			
Mobile C Version	3.x		

SetKeyTone

Syntax `void SetKeyTone(int sw)`

Parameter `sw`: Key Tone ON/OFF switch

Function Keytone . `sw`가 0 Keytone
`sw`가 1
([Table 7] SetKeyTone `sw`)

Return value None

Example

```
int mode;
:
switch (mode) {
case 0:
SetKeyTone(0);
DrawText(0, 40, " .");
break;
case 1:
SetKeyTone(1);
DrawText(0, 40, " ");
break;
}

Flush();
```

Emulation

Mobile C Version 1.0, 1.5x, 3.x

SetBackLight

Syntax	void SetBackLight(int sw)
Parameter	<i>sw</i> : Back Light ON/OFF switch
Function	Back Light . ([Table 8] SetBackLight flag)
Return value	None
Example	<pre> int mode; : switch (mode) { case 0: SetBackLight(S_OFF); DrawText(0, 40, " ."); break; case 1: SetBackLight(S_ON); DrawText(0, 40, " ."); break; case 2: SetBackLight(S_MMI); DrawText(0, 40, " "); break; } Flush(); </pre>
Emulation	
Mobile C Version	1.0, 1.5x, 3.x

SetBackLightEx

Syntax `void SetBackLightEx(int id, int flag, int color)`

Parameter

id : id (0: LCD , 1~ : LCD LED,
Spec .)

flag : Back Light ON/OFF switch ([Table 8]
SetBackLight flag)

color: Back Light color
 0xYYBBGRR
YY :
BB : Blue(0x00~0xFF)
GG : Green(0x00~0xFF)
RR : Red(0x00~0xFF)

Function

 Back Light
GNEX 1.00.00 Library
 가
(LCD GNEX Version 1.02.03)
WIPI ID 0 LCD, ID 1 LCD
WITOP Color

Return value None

Example

Emulation

Mobile C Version 3.x

GetUserNV

Syntax **void GetUserNV(int a[], int intSize)**

Parameter *a[]* : NV Data Array
 intSize : NV int

Function *a[]* *intSize* element NV
 NV 64 byte
 , GVM2X int 가 2byte 32
 int GNEX 1.00.00 int 가 4byte
 16 int

Return value None

Example

```
int Rom_Get[4];
int max_stage;

ArrayToVar(Rom_Get, 0, 4, S_OP_SET);
GetUserNV(Rom_Get, 4);
//                    4                    ,
// GVM2X                    : 8 byte
// GNEX 1.00.00: 16 byte

max_stage = Rom_Get[3];

<                    >
integer            Rom_Get                    NV                    data 가                    ,
max_stage            Rom_Get[3]
```

Emulation Yes

Related Topics PutUserNV

Mobile C Version 1.0, 1.5x, 3.x

PutUserNV

Syntax **void PutUserNV(int a[], int intSize)**

Parameter *a[]* : NV 가 array
 intSize : NV int

Function *a[]* *intSize* NV .
 NV 64 byte .
 , GVM2X int 가 2byte 32
 int GNEX 1.00.00 int 가 4byte
 16 int .

Return value None

Example `int a[4] = {1, 2, 3, 4};`
 `:`
 `PutUserNV(a, 4);`
 `// GVM2X : 8 byte`
 `// GNEX 1.00.00: 16 byte`

Emulation Yes

Related Topics GetUserNV

Mobile C Version 1.0, 1.5x, 3.x

SetTimer

Syntax	void SetTimer(int <i>t</i>, int <i>flag</i>)
Parameter	<i>t</i> : Timer (msec) <i>flag</i> :
Function	<i>t</i> msec . <i>flag</i> = S_TM_ONCE , <i>flag</i> = S_TM_REPEAT 가 SetTimer() , <i>t</i> 가 0 ResetTimer() 가 가 . EVENT_TIMEOUT() ([Table 9] Timer flag)
Return value	None
Example	<pre>int mode; switch (mode) { case 0 : // Start PlaySound(snd); SetTimer(2000, S_TM_REPEAT); break; case 1 : // Timeout StopSound(); ResetTimer(); break; } // SetTimer(2000, S_TM_REPEAT) 2000msec timeout // 가 EVENT_TIMEOUT() .</pre>
Emulation	Yes
Related Topics	SetTimer1, SetTimer2, ResetTimer EVENT_TIMEOUT event
Mobile C Version	1.0, 1.5x, 3.x

SetTimer1

Syntax	void SetTimer1(int <i>t</i>, int <i>flag</i>)
Parameter	<p><i>t</i> : Timer (msec)</p> <p><i>flag</i> : ([Table 9] Timer flag)</p>
Function	<p>Timeout EVENT_TIMEOUT()</p> <p>EVENT_TIMEOUT() <i>swData</i></p>
Return value	None
Example	<pre> #define UB_PROLOG 1 int gm_State, states; : if (states) { gm_State = UB_PROLOG; PlaySound(sndProlog); PlaySound(sndProlog_Buz); SetTimer1(3000, S_TM_ONCE); } // 3000msec </pre>
Emulation	Yes
Related Topics	SetTimer, SetTimer2, ResetTimer1
Mobile C Version	1.0, 1.5x, 3.x

SetTimer2

Syntax	void SetTimer2(int <i>t</i>, int <i>flag</i>)
Parameter	<i>t</i> : Timer (msec) <i>flag</i> : ([Table 9] Timer flag)
Function	Timeout EVENT_TIMEOUT() EVENT_TIMEOUT() swData
Return value	None
Example	<pre>SetTimer(250, S_TM_REPEAT); SetTimer1(500, S_TM_REPEAT); SetTimer2(1000, S_TM_REPEAT);</pre>
Emulation	Yes
Related Topics	SetTimer, SetTimer1, ResetTimer2
Mobile C Version	1.0, 1.5x, 3.x

ResetTimer

Syntax **void ResetTimer()**

Parameter None

Function

Return value None

Example

```
int mode;
:
switch (mode)
{
case 0 : // Start
    PlaySound(snd);
    DrawText(0,40,"Buzzer      ");
    SetTimer(2000, S_TM_REPEAT);
    break;
case 1 : // Timeout
    StopSound();
    DrawText(0, 40, "      ");
    ResetTimer();
    break;
}
Flush();
```

Emulation Yes

Related Topics SetTimer

Mobile C Version 1.0, 1.5x, 3.x

ResetTimer1

Syntax **void ResetTimer1()**

Parameter None

Function

Return value None

Example

```
if (swData == SWAP_KEY_CLR) {
    ResetTimer();
    ResetTimer1();
    SetTimer(2000, S_TM_REPEAT);
    PlaySound(snd);
    PlaySound(snd_Buz);
    return;
}
```

Emulation Yes

Related Topics SetTimer1

Mobile C Version 1.0, 1.5x, 3.x

ResetTimer2

Syntax **void ResetTimer2()**

Parameter None

Function

Return value None

Example

```
#define MENU 2

int testState, mode;
:
switch (mode) {
    case SWAP_KEY_CLR :
        ResetTimer();
        ResetTimer1();
        ResetTimer2();
        testState = MENU;
        break;
    :
}
```

Emulation Yes

Related Topics SetTimer2

Mobile C Version 1.0, 1.5x, 3.x

GetTick

Syntax	int GetTick (int <i>id</i>)
Parameter	<i>id</i> : ID(0~9)
Function	ID가 ResetTick . GNEX 1.00.00 Library .
Return value	ID가 ResetTick (: ms)
Example	<pre>int cnt, gResult[10]; string gstrOut; void EVENT_TIMEOUT(){ if (cnt < 18) { gResult[3] = GetTick(3); MakeStr2(gstrOut, "cnt=%d t3=%d", cnt, gResult[3]); DrawStr(0, 10, gstrOut); Flush(); } cnt++; }</pre>
Emulation	Yes
Mobile C Version	3.x

ResetTick

Syntax	void ResetTick (int <i>id</i>)
Parameter	<i>id</i> : ID(0~9)
Function	ID GNEX 1.00.00 Library
Return value	None
Example	<pre> int cnt, gResult[10]; string gstrOut; void EVENT_TIMEOUT(){ if (cnt < 18) { gResult[3] = GetTick(3); gResult[9] = GetTick(9); MakeStr2(gstrOut, "cnt=%d t3=%d", cnt, gResult[3]); DrawStr(0, 10, gstrOut); Flush(); } cnt++; } void EVENT_KEYPRESS(){ switch (<i>swData</i>){ case SWAP_KEY_1: SetTimer(500, S_TM_REPEAT); ResetTick(3); cnt=0; break; case SWAP_KEY_2: ResetTick(9); cnt=0; break; } } </pre>
Emulation	Yes
Mobile C Version	3.x

GetVirtualKeyCode

Syntax	Int GetVirtualKeyCode(int nKeyCode)
Parameter	<i>nKeyCode</i> : GNEX key code
Function	가 GNEX (mapping) GNEX 가 가 .
Return value	- (mapping) GNEX 가 (: GNEX Virtual Key Code) - (mapping) : 0x00
Example	Mobile C Programming Guide – H
Emulation	No
Mobile C Version	3.x

GetKeyCode

Syntax **Int GetKeyCode(int nVirtualKeyCode)**

Parameter *nVirtualKeyCode* : GNEX Virtual Key Code

Function GNEX 가 (mapping) GNEX
가 .

Return value - (mapping) GNEX
- (mapping) : 0x00

Example Mobile C Programming Guide – H

Emulation No

~~**Mobile C Version** 3.1~~

String Library Functions

String Library Function	LCD
<code>PutChar()</code>	source, destination destination string
<i>PutChar()</i>	Library

GetMediaSize

Syntax

```
int GetMediaSize (string m)
int GetMediaSize (image m)
int GetMediaSize (sound m)
int GetMediaSize (voc m)
int GetMediaSize (binary m)
```

Parameter

m : size

Function

m

return

Return value

m (byte)

Example

```
int mediasize;
string str, str1
string mediastring="test";

ClearWhite();

mediasize = GetMediaSize(mediastring);
MakeStr1(str1, "%d byte(s) received", mediasize);
DrawText(10, 101, str);
Flush();
```

Emulation

Yes

Mobile C Version

1.0, 1.5x, 3.x

SetMediaSize

Syntax

```
int SetMediaSize(string m, int size)
int SetMediaSize(image m, int size)
int SetMediaSize(sound m, int size)
int SetMediaSize(voc m, int size)
int SetMediaSize(binary m, int size)
```

Parameter

m :
size : (byte)

Function

word alignment
 가 1byte가
 Const

Return value

1 :
 0 :

Example

```
string str1 = "abc", str2;
int ch = 65;
int iRet;

iRet = SetMediaSize(str2, 10);
// str2 10 byte

StrCpy(str2, str1);

PutChar(str2, 3, ch);
// str2 index 3 ASCII code 65
//

PutChar(str2, 4, '\\0');
// str2 index 4 null

DrawStr(1, 1, str2);
Flush();

// abcA 가
```

Emulation Yes
Mobile C Version 1.0, 1.5x, 3.x

StrInit

Syntax **void StrInit(string *str*, int *size*)**

Parameter *str* : string
 size : (byte)

Function *str* *size*

Return value None

Example

```
string str1, str2;

StrInit(str1, 5);
//        str1    6byte

StrInit(str2, 4);
//        str2    4byte
//
//        StrCpy

StrCpy(str1, "abcde" );
//        "abcde"    str1

DrawStr(0, 10, "str1 : ");
DrawStr(0, 30, "str2 : ");
DrawStr(60, 10, str1);
DrawStr(60, 30, str2);
Flush();

<           >
str1 :    abcde
str2 :
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

StrLen

Syntax **int StrLen(string str)**

Parameter *str* :

Function *str* return .

Return value *str* (: byte)

Example

```
string str1, str2;

StrCpy(str1, "abcde");
//                    "abcde"    str1                    .

SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE,
S_ALIGN_LEFT);
MakeStr1(str2, "STRING str2                    : %d", strLen(str1));
//                    str1                    5    return                    .

DrawStr(0, 20, str2);
Flush();

<                    >
STRING str1                    : 5
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

StrCpy

Syntax **void StrCpy(string *dst*, string *src*)**

Parameter *dst* :
 src : Copy

Function *src* *dst* string *dst*
 src *src*

Return value None

Example string str1, str2;

 StrCpy(str1, "abcde");
 // "abcde" str1 .

 SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT);
 MakeStr1(str2, "STRING str1 : %d", StrLen(str1));
 // str1 5 return .

 DrawStr(0, 20, str2);
 Flush();

 < >
 STRING str1 : 5

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

StrSub

Syntax `void StrSub(string dst, string src, int start, int len)`

Parameter

dst :
src :
start : index
len :

Function

src index가 *start* *len* *dst*
.
string *dst*
.

Return value None

Example

```
string str1, str2, sub1, sub2;

StrCpy( str1, "12345" );
StrCpy( str2, "abcde" );

StrSub( sub1, str1, 0, 4 );
// str1 index가 0                    4 , "1234" .

StrSub( sub2, str2, 1, 3 );
// str2 index가 1                    3 , "bcd" .

<                    >
STRING sub1 : 1234
STRING sub2 : bcd
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

StrCat

Syntax **void StrCat(string dst, string src)**

Parameter *dst* : Destination
 src :

Function *src* *dst* . *dst*
 src *dst*
 .

Return value None

Example

```
#define  LINE_SPACE 13
string str1, str2;

StrCpy(str1, "ab");
StrCpy(str2, "12");

StrCat(str1, "cde");
// str1 "ab"         "cde"                      .

StrCat(str2, "345");
// str2 "12"         "345"         가         .

SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT);
DrawStr(0, 3+LINE_SPACE,     "     STRING str1 : ");
DrawStr(0, 3+LINE_SPACE*2,   "     STRING str2 : ");
SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_RIGHT);
DrawStr(swWidth, 3+LINE_SPACE,   str1);
DrawStr(swWidth, 3+LINE_SPACE*2, str2);

Flush();

<             >
   STRING str1 : abcde
   STRING str2 : 12345
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

StrCmp

Syntax	int StrCmp(string <i>str1</i>, string <i>str2</i>)
Parameter	<i>str1</i> : <i>str2</i> :
Function	<i>str1</i> <i>str2</i> zero , zero가 return .
Return value	0 : : <i>str1</i> greater than <i>str2</i> : <i>str1</i> less than <i>str2</i>
Example	<pre> #define LINE_SPACE 13 string s1, s2, s3, temp; StrCpy(s1, "abcde"); StrCpy(s2, "12345"); StrCpy(s3, "abcde"); SetFontType(S_FONT_LARGE, S_BLACK ,S_WHITE, S_ALIGN_LEFT); MakeStr1(temp, "COMPARE s1 to s2 : %d", StrCmp(s1, s2)); // str1 str2 return . DrawStr(0, 3+LINE_SPACE, temp); MakeStr1(temp, "COMPARE s1 to s3 : %d", StrCmp(s1, s3)); // str1 str3 0 return . DrawStr(0, 3+LINE_SPACE*2, temp); Flush(); < > COMPARE s1 to s2 : 1 COMPARE s1 to s3 : 0 </pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

GetChar

Syntax	<pre> int GetChar(string m, int ind) int GetChar(sound m, int ind) int GetChar(image m, int ind) int GetChar(voc m, int ind) int GetChar(binary m, int ind) </pre>
Parameter	<pre> <i>m</i>: 가 <i>ind</i>: 가 byte </pre>
Function	<pre> media <i>m</i> byte index가 <i>ind</i> 가 . </pre>
Return value	<pre> media <i>str</i> byte index가 <i>ind</i> </pre>
Example	<pre> #define LINE_SPACE 13 string str1, str2; StrCpy(str1, "abcde"); StrCpy(str2, "12345"); SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT); MakeStr1(str1, "str1 : %d", GetChar(str1, 0)); // str1 index 0 'a' ASCII return . MakeStr1(str2, "str2 : %d", GetChar(str2, 3)); // str2 index 3 '4' ASCII return . DrawStr(0, 3+LINE_SPACE, str1); DrawStr(0, 3+LINE_SPACE*2, str2); Flush(); < > str1 : 97 str2 : 52 </pre>
Emulation	Yes
Related Topics	PutChar
Mobile C Version	1.0, 1.5x, 3.x

PutChar

Syntax

```
void PutChar(string m, int ind, int ch)
void PutChar(sound m, int ind, int ch)
void PutChar(image m, int ind, int ch)
void PutChar(voc m, int ind, int ch)
void PutChar(binary m, int ind, int ch)
```

Parameter

m:
ind: index
ch:

Function

media *m* byte index가 *ind* *ch*

PutChar()
 SetMediaSize

Return value None

Example

```
string str1, str2, temp;

StrCpy( str1, "abcde" );
StrCpy( str2, "12345" );

PutChar( str1, 0, 'A' );
// str1 index가 0 'a' 'A'
PutChar( str2, 1, 'A' );
// str2 index가 1 '2' 'A'
PutChar( temp, 0, 'A' );

< >
STRING str1 : Abcde
STRING str2 : 1A345

temp
str1, str2 StrCpy
temp PutChar 가
```

Emulation Yes

Related Topics GetChar

Mobile C Version 1.0, 1.5x, 3.x

AsciiToInt

Syntax `int AsciiToInt(string str)`

Parameter `str`:

Function `str` 가 return .
`AsciiToInt("234abc123")`
234가 .

Return value `str`

Example

```
#define LINE_SPACE 13

string str1, str2;

StrCpy(str1, "10");
StrCpy(str2, "100");

SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT);

MakeStr1(str1, "str1 : %d", AsciiToInt(str1));
// "10" 10

MakeStr1(str2, "str2 : %d", AsciiToInt(str2));
// "100" 100

DrawStr(0, 3+LINE_SPACE, str1);
DrawStr(0, 3+LINE_SPACE*2, str2);
Flush();

< >
str1 : 10
str2 : 100
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x



IntToAscii

Syntax `void IntToAscii(string str, int a)`

Parameter

str: a

a: integer

Function *a* *str* string *str*

Return value None

Example

```
#define LINE_SPACE 13

string str1, str2, str3;

IntToAscii(str1, 10);
// string str1 "10"

IntToAscii(str2, 100);
// string str1 "100"

IntToAscii(str3, 200);
// string str1 "200"

SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE,
S_ALIGN_LEFT);
DrawStr(0, 3+LINE_SPACE, " STRING str1: ");
DrawStr(0, 3+LINE_SPACE*2, " STRING str2: ");
DrawStr(0, 3+LINE_SPACE*3, " STRING str3: ");
SetFontType(S_FONT_LARGE, S_BLACK,
S_WHITE, S_ALIGN_RIGHT);
DrawStr(swWidth, 3+LINE_SPACE, str1);
DrawStr(swWidth, 3+LINE_SPACE*2, str2);
DrawStr(swWidth, 3+LINE_SPACE*3, str3);
Flush();

< >
STRING str1: 10
STRING str2: 100
STRING str3: 200
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3.x

PutByte

Syntax	void PutByte(int a[], int ind, int ch)
Parameter	<i>a[]</i> : <i>ind</i> : int <i>a</i> <i>ch</i> : ASCII
Function	Integer <i>a</i> 가 <i>ind</i> <i>ch</i> .
Return value	None
Example	<pre> #define LINE_SPACE 13 int a[2]; string str1, str2, str3; PutByte(a, 0, 65); PutByte(a, 1, 66); PutByte(a, 2, 67); SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT); MakeStr1(str1, " (a, 0) : %c", GetByte(a, 0)); MakeStr1(str2, " (a, 1) : %c", GetByte(a, 1)); MakeStr1(str3, " (a, 2) : %d", GetByte(a, 2)); DrawStr(0, 3+LINE_SPACE, str1); DrawStr(0, 3+LINE_SPACE*2, str2); DrawStr(0, 3+LINE_SPACE*3, str3); Flush(); < > (a, 0) : A (a, 1) : B (a, 2) : 67 // 'A' . // 'B' . // 10 67 . </pre>
Emulation	Yes
Related Topics	GetByte, GetBytes, PutBytes
Mobile C Version	1.0, 1.5x, 3.x

GetByte

Syntax	int GetByte(int a[], int ind)
Parameter	<i>a[]</i> : integer <i>ind</i> :
Function	integer <i>a</i> 2byte integer array byte <i>ind</i> return
Return value	integer <i>a</i> <i>ind</i> 가 가
Example	<pre> #define LINE_SPACE 13 string str1, str2; int a[4]; a[0] = 260; a[1] = 100; a[2] = 200; a[3] = 300; SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT); MakeStr1(str1, "GetByte(a, 0): %d", GetByte(a, 0)); MakeStr1(str2, "GetByte(a, 1): %d", GetByte(a, 1)); DrawStr(0, 3+LINE_SPACE, str1); DrawStr(0, 3+LINE_SPACE*2, str2); Flush(); < > GetByte(a, 0) : 4 GetByte(a, 1) : 1 // 260 2byte 4 // 260 2byte 1 </pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3.x

PutBytes

Syntax	void PutBytes(int a[], int ind, string str, int size)
Parameter	<p><i>a</i> [] :</p> <p><i>ind</i> : integer <i>a</i></p> <p><i>str</i> :</p> <p><i>size</i> : (byte)</p>
Function	integer <i>a</i> 가 <i>ind</i> size(byte) <i>str</i> .
Return value	None
Example	<pre>int a[3]; string str1 = "abcdefg", str2, str3; PutBytes(a, 0, str1, 4); // integer a index가 0 str1 // 4 byte "abcd" . PutByte(a, 4, '\0'); // integer a index가 4 null . GetBytes(a, 0, str2, 5); // str2 integer a index가 0 // 5 byte . SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT); MakeStrStr(str3, "str2 : %s", str2); DrawStr(0, 10, str3); < > str2 : abcd</pre>
Emulation	Yes
Related Topics	GetByte, PutByte, GetBytes
Mobile C Version	1.0, 1.5x, 3.x

GetBytes

Syntax	void GetBytes(int a[], int <i>ind</i>, string <i>str</i>, int <i>size</i>)
Parameter	<p><i>a</i> [] : <i>ind</i> : int <i>a</i> <i>str</i> : <i>size</i> : 가 byte</p>
Function	integer <i>a</i> 가 <i>ind</i> <i>size</i> (byte) <i>str</i> string <i>str</i>
Return value	None
Example	<pre>int a[2]; string str1, str2; PutByte(a, 0, 65); // ASCII 65 'A' PutByte(a, 1, 66); // ASCII 66 'B' PutByte(a, 2, 67); // ASCII 67 'C' PutByte(a, 3, '\0'); // null getBytes(a, 0, str1, 4); // str1 integer a index 가 0 'A' , // 'B', 'C', '\0' 4 byte SetFontType(S_FONT_LARGE, S_BLACK, S_WHITE, S_ALIGN_LEFT); MakeStrStr(str2, "str1 : %s", str1); DrawStr(0, 10, str2); < > str1 : ABC</pre>
Emulation	Yes
Related Topics	GetByte, PutByte, PutBytes
Mobile C Version	1.0, 1.5x, 3.x

Mobile C Library Function Reference

Related Topics [MakeStr1](#), [MakeStr2](#), [MakeStr3](#), [MakeStr4](#), [MakeStr5](#)

Mobile C Version 1.0, 1.5x, 3.x

MakeStr1

Syntax	void MakeStr1(string dst, const string f, int v)
Parameter	<p><i>dst</i>¹⁴ : f: 가 double quotation("") 가 %d, %x, %X, %c v: integer</p>
Function	<p>C printf 가 integer v f dst . format printf %d, %x, %X, %c format . string dst</p>
Return value	None
Example	<pre>int swTime = 10; string str; : ClearWhite(); MakeStr1(str, "TIME=%3d MSEC", swTime); DrawStr(swWidth - 7*5, 0, str); Flush(); < > TIME= 10 MSEC</pre>

¹⁴ String 가 가 256byte MakeStr format
 GVM Module . GVM 1X
 64byte , GVM2X 256byte .

Mobile C Library Function Reference

Emulation	Yes
Related Topics	MakeStr2, MakeStr3, MakeStr4, MakeStr5
Mobile C Version	1.0, 1.5x, 3.x

MakeStr2

Syntax `void MakeStr2(string dst, const string f, int v1, int v2)`

Parameter

*dst*¹⁵ : destination string

f: format string (e.g., "%d", "%x", "%X", "%c")

v1: integer value 1

v2: integer value 2

Function

Similar to `printf` in C, `MakeStr2` formats integers `v1` and `v2` using the format string `f` and stores the result in `dst`.

`printf` %d, %x, %X, %c format

string `dst`

Return value None

Example

```
int ring, swTime;
string str;

ClearWhite();
MakeStr2(str, "%3dMSEC, %2dRINGS", swTime, ring);
// swTime ring %3d, %2d

DrawStr(str, swWidth - 7*5, 7);
```

¹⁵ String 가 가 256byte MakeStr format
 GVM Module . GVM 1X
 64byte , GVM2X 256byte .

Mobile C Library Function Reference

`Flush() ;`

Emulation

Yes

Related Topics

MakeStr1, MakeStr3, MakeStr4, MakeStr5

Mobile C Version

1.0, 1.5x, 3.x

MakeStr3

Syntax `void MakeStr3(string dst, const string f, int v1, int v2, int v3)`

Parameter

<i>dst</i> ¹⁶	:	
<i>f</i>	:	가
quotation("")	:	가 %d, %x, %X, %c
<i>v1</i>	:	integer 1
<i>v2</i>	:	integer 2
<i>v3</i>	:	integer 3

Function

	:	C	printf
	:	가 3	integer
<i>v1, v2, v3</i>	:	<i>f</i>	<i>dst</i> format
printf	:	%d, %x, %X, %c format	
string	:	<i>dst</i>	

Return value None

Example MakeStr1, MakeStr2

Emulation Yes

Related Topics MakeStr1, MakeStr2, MakeStr4, MakeStr5

¹⁶ String 가 가 256byte MakeStr format
 . GVM 1X
 64byte , GVM2X 256byte

Mobile C Library Function Reference

Mobile C Version 1.0, 1.5x, 3.x

MakeStr4

Syntax `void MakeStr4(string dst, const string f, int v1, int v2, int v3, int v4)`

Parameter *dst*¹⁷ : double
f: 가 %d,
quotation("") . 가 %x, %X, %c
v1 : integer 1
v2 : integer 2
v3 : integer 3
v4 : integer 4

Function C printf
가 4 integer
v1, v2, v3, v4 *f* *dst*
format printf %d, %x, %X, %c format
string *dst*

Return value None

Example MakeStr1, MakeStr2

Emulation Yes

¹⁷ String 가 가 256byte MakeStr format
GVM Module . GVM 1X
64byte , GVM2X 256byte .

Mobile C Library Function Reference

Related Topics [MakeStr1](#), [MakeStr2](#), [MakeStr3](#), [MakeStr5](#)

Mobile C Version 1.0, 1.5x, 3.x

Mobile C Library Function Reference

Emulation	Yes
Related Topics	MakeStr1, MakeStr2, MakeStr3, MakeStr4
Mobile C Version	1.0, 1.5x, 3.x

StrInput

Syntax	void StrInput(string <i>title</i>, string <i>str</i>)
Parameter	<i>title</i> : <i>str</i> :
Function	<p>string <i>str</i></p> <p>StrInput 가</p> <p>가 EVENT_RESULT</p> <p>(<i>swData</i>= S_RST_TEDIT_DONE=2)가</p> <p>StrInput</p> <p>string <i>str</i></p> <p>가</p> <p>32byte : StrInput parameter</p> <p>string</p> <p>가</p>
Return value	None
Example	<pre> string str = ""; // switch(n_state) { case 1 : // KeyPress if (data == SWAP_KEY_1) StrInput("Key In", str); break; } // StrInput line // EVENT_RESULT </pre>
Emulation	Yes
Related Topics	EVENT_RESULT event
Mobile C Version	1.0, 1.5x, 3.x

ShowStrEdit

Syntax `int ShowStrEdit(string str, int type, int x, int y, int maxlen, int option)`

Parameter

str :
type : 0, 1, 2
 0 : Password
 1 : Password
 2 : Password
 LCD '*'
x : x
y : y
maxlen :
option : StrEdit ()
 S_STREDIT_MODELESS_NONKEY 0x00
 S_STREDIT_MODELESS_KEY 0x01
 S_STREDIT_MODAL_NONKEY 0x02

Option	Description	KeyEvent	Value
Modeless	StrEdit 가	KeyEvent	S_STREDIT_M ODELESS_KEY
	가 . KeyEvent 가 . ShowStrEdit()가 StrEdit가 , . StrEdit , EVENT_RESULT()가 swData S_RST_STREDIT_DONE	KeyEvent 가	S_STREDIT_M ODELESS_NO NKEY
Modal	StrEdit 가 가 . ShowStrEdit()가	KeyEvent 가	S_STREDIT_M ODAL_NONKE Y

Mobile C Library Function Reference

	Hold StrEdit ShowStrEdit() 가		
--	---------------------------------------	--	--

Function	string <i>str</i> ShowStrEdit 가 . Option 가 string <i>str</i> : ShowStrEdit parameter string
Return value	GNEX 1.06.07 Library S_STREDIT_R_SUCCESS 1 S_STREDIT_R_FAIL 0
Example	<pre>string str = ""; // int g_nRetStrEdit; g_nRetStrEdit = ShowStrEdit(str, 0, 0, 100, 40, S_STREDIT_MODAL_NONKEY);</pre>
Emulation	Yes
Related Topics	
Mobile C Version	3.x

SetStrEditStyle

Syntax **void SetStrEditStyle (int frame, int fcr, int bcr, int width, int height, int multiline, int helpline)**

Parameter

frame : Frame . default S_STREDIT_ON

fcr : frame color. default

bcr : background color. default

width : 가 . default 60

height : . default 12 , multiline off

multiline : . default

S_STREDIT_OFF

Helpline : . default S_STREDIT_ON

Flag

S_STREDIT_ON 1 :

S_STREDIT_OFF 0 :

Function ShowStrEdit()

default

GNEX 1.06.07 Library

Return value None

Example

```
string str = ""; //
int g_nRetStrEdit;

SetStrEditStyle (S_STREDIT_ON , S_BLACK, S_WHITE, 100,
36, S_STREDIT_ON, S_STREDIT_ON);
g_nRetStrEdit = ShowStrEdit(str, 0, 0, 100, 40,
S_STREDIT_MODELESS_KEY);
```

Emulation Yes

Related Topics

Mobile C Version 3.x

SetStrEdit

Syntax **Int SetStrEdit(string *str*, int *curPos*)**

Parameter *str* :
 curPos :

Function . , 가

GNEX 1.06.07 Library

Return value S_STREDIT_R_SUCCESS 1
 S_STREDIT_R_FAIL 0

Example GetStrEdit .

Emulation Yes

Related Topics

Mobile C Version 3.x

GetStrEdit

Syntax **Int GetStrEdit(string str, int* curPos)**

Parameter *str* :
 curPos :

Function

GNEX 1.06.07 Library

Return value S_STREDIT_R_SUCCESS 1
 S_STREDIT_R_FAIL 0

Example

```
string str = ""; //
void main() {
int g_nRetStrEdit;
g_nRetStrEdit = ShowStrEdit(str, 0, 0, 100, 40,
S_STREDIT_MODELESS_KEY);
}

void EVENT_KEYPRESS() {
string str1 = "";
string str2 = "";

switch (swData) {
case SWAP_KEY_UP :
GetStrEdit(str1, &nCurCursor);
break;
case SWAP_KEY_DOWN :
MakeStrStr(str2, "%s and SetString", str1);
SetStrEdit(str2, 0);
break;
case SWAP_KEY_SND :
EndStrEdit();
break;
}
}

void EVENT_RESULT() {
if (swData == S_RST_STREDIT_DONE) {
ClearWhite();
DrawStr(0, 150, str);
Flush();
}
}
```

Mobile C Library Function Reference

}

Emulation Yes

Related Topics

Mobile C Version 3.x

EndStrEdit

Syntax	<code>void EndStrEdit()</code>
Parameter	None
Function	Shows a dialog box that prompts the user to enter a string. ShowStrEdit ShowStrEdit str GNEX 1.06.07 Library
Return value	None
Example	GetStrEdit
Emulation	Yes
Related Topics	
Mobile C Version	3.x

Memory Library Functions

GetFreeMemory

Syntax	<code>int GetFreeMemory ()</code>
Parameter	None
Function	가 heap (byte) Library GNEX 1.00.00
Return value	가 heap
Example	<pre>int *p; int size=0; p = MallocInt(100); if (p < 0) DrawStr(1, 1, "Memory "); else size=GetFreeMemory();</pre>
Emulation	Yes
Related Topics	MallocInt, FreeInt
Mobile C Version	3x

PutWord

Syntax **void PutWord (int **ptr*, int *ind*, int *value*)**

Parameter *ptr* :
 ind : word index
 value :

Function *ptr* word index *ind*
 value . GNEX 1.00.00 Library

Return value None

Example int *gpMemInt;

 gpMemInt = MallocInt(8);

 if (gpMemInt > 0){
 PutWord(gpMemInt, 0, 55);
 PutWord(gpMemInt, 1, 0);
 PutWord(gpMemInt, 2, 78);
 PutWord(gpMemInt, 2, 0);
 }

Emulation Yes

Acceleration IM-6400, SCH-E350, SCH-X850

Mobile C Version 3x

GetWord

Syntax `int GetWord (int *ptr, int ind)`

Parameter

ptr :
ind : word index

Function

ptr word index *ind*
. GNEX 1.00.00 Library .

Return value *ptr* word index *ind*

Example

```
int *gpMemInt;

gpMemInt = MallocInt( 8 );

if ( gpMemInt > 0 ){
    PutWord( gpMemInt, 0, 55);
    PutWord( gpMemInt, 1, 0 );
    PutWord( gpMemInt, 2, 78);
    PutWord( gpMemInt, 2, 0 );
}

MakeStr1(gstrOut, "inx_0=%d", GetWord(gpMemInt,0));
DrawStr(0, 0, gstrOut );

MakeStr1(gstrOut, "inx_1=%d", GetWord(gpMemInt,1));
DrawStr(0, 10, gstrOut );

MakeStr1(gstrOut, "inx_2=%d", GetWord(gpMemInt,2));
DrawStr(0, 20, gstrOut );

MakeStr1(gstrOut, "inx_3=%d", GetWord(gpMemInt,3));
DrawStr(0, 30, gstrOut );
Flush();
```

Emulation Yes

Acceleration IM-6400, SCH-E350, SCH-X850

Mobile C Version 3x

PutWordMedia

Syntax **void PutWordMedia (media *m*, int *ind*, int *value*)**

Parameter *m* :
 ind : word index
 value :

Function *m* word index *ind* *value*
 . GNEX 1.00.00 Library .

Return value None

Example

```
string src, dst;  
  
StrCpy(src, "abcdefgh");  
StrCpy(dst, "1234567890");  
  
MakeStrStr(gstrOut, "src=%s", src);  
DrawStr(0, 0, gstrOut );  
  
MakeStrStr(gstrOut, "dst=%s", dst);  
DrawStr(0, 10, gstrOut );  
  
PutWordMedia(dst, 0, GetWordMedia(src,0));  
PutWordMedia(dst, 1, GetWordMedia(src,1));  
PutWordMedia(dst, 2, GetWordMedia(src,2));  
PutWordMedia(dst, 3, GetWordMedia(src,3));  
  
MakeStrStr(gstrOut, " dst =%s", dst);  
DrawStr(0, 20, gstrOut );  
  
Flush();
```

Emulation Yes

Acceleration IM-6400, SCH-E350, SCH-X850

Mobile C Version 3x

GetWordMedia

Syntax **int GetWordMedia (media *m*, int *ind*)**

Parameter *m* :
 ind : word index

Function *m* word index *ind*
 . GNEX 1.00.00 Library .

Return value *m* *ind*

Example PutWordMedia()

Emulation Yes

Acceleration IM-6400, SCH-E350, SCH-X850

Mobile C Version 3x

GetWords

Syntax **void GetWords (int **ptr*, int *ind*, media *m*, int *wordSize*)**

Parameter

ptr :
ind : word index
m :
wordSize : word

Function

가 .
ptr word index가 *ind* *wordSize*
m . *m*
Library . GNEX 1.00.00

Return value None

Example

```
int gMemInt[6] = {1, 2, 3, 4, 5, 6};  
string gstr = "abcdefgh";  
  
GetWords(gMemInt, 0, gstr, (StrLen(gstr)+2)/2);
```

Emulation Yes

Mobile C Version 3x

MemCpyInt

Syntax `void MemCpyInt (int *dst, int *src, int intSize)`

Parameter

dst :
src :
intSize : 4

Function `src` `dst intSize`
. GNEX 1.00.00 Library .

Return value None

Example

```
int arrSrc[8] = {0 , 1, 2, 3, 4, 5, 6, 7};  
int arrDst[8] = {90,80,100,20,30,40,10,50};  
  
MemCpyInt(arrDst, arrSrc, 2);
```

Emulation Yes

Mobile C Version 3x

MemCpyMedia

Syntax `void MemCpyMedia (media dst, int ind1, media src, int ind2, int byteSize)`

Parameter

dst :

ind1: *dst* byte index

src :

ind2: *src* byte index

byteSize : byte

Function

<i>src</i>	byte	index	<i>ind2</i>	byte	<i>byteSize</i>
	<i>dst</i>	byte	index	<i>ind1</i>	.
	<i>dst</i>		.		.

GNEX 1.00.00 Library .

Return value None

Example

```
string src="abcdefgh", dst;
int ret;

//
ret = SetMediaSize(dst, StrLen(src)+1);
//
MemCpyMedia(dst, 0, src, 0, StrLen(src) );
DrawStr(0, 0, dst);

//
ret = SetMediaSize (dst, 0);
```

Emulation Yes

Mobile C Version 3x

MemCpyIntToMedia

Syntax **void MemCpyIntToMedia (media *m*, int *ind*, int **ptr*, int *intSize*)**

Parameter

m :
ind : *m* byte
ptr :
intSize : 4

Function

```

                ptr                      intSize(2                      )
        m                                      ind                                      .                                      m
        . GNEX 1.00.00                                      Library .
    
```

Return value None

Example

```

string dst, gstrOut;

int arrSrc[8] = { 1, 2, 3, 4, 5, 6, 7, 8};
int arrDst[8] = {70,60,50,40,30,20,10,80};

StrCpy(dst, "abcdefgh");
MemCpyIntToMedia(dst, 0, arrSrc, 2);
MemCpyMediaToInt(arrDst, dst, 0, 8);

MakeStr2(gstrOut, "%d %d", arrSrc[0], arrSrc[1]);
DrawStr(0, 0, gstrOut );

MakeStr2(gstrOut, "%d %d", arrDst[0], arrDst[1]);
DrawStr(0, 10, gstrOut );

Flush();
    
```

Emulation Yes

Mobile C Version 3x

MemCpyMediaToInt

Syntax `void MemCpyMediaToInt (int *ptr, media m, int ind, int byteSize)`

Parameter

<i>ptr</i>	:				
<i>m</i>	:				
<i>ind</i>	:	<i>m</i>	byte	index	
<i>byteSize</i>	:		byte		

Function

	<i>m</i>	<i>ind</i>	<i>byteSize</i>	
<i>ptr</i>				. GNEX 1.00.00 Library .

Return value None

Example `MemCpyIntToMedia()` Example

Emulation Yes

Mobile C Version 3x

CopyWordMediaToMedia

Syntax **void CopyWordMediaToMedia (media *dst*, int *dstInd*,
media *src*, int *srcInd*, int *wordSize*)**

Parameter

dst :

dstInd : *dst* *word* index

src :

srcInd : *src* *word* index

wordSize : *word*

Function

src *srcInd* *wordSize*(*word*)

dst *dstInd* .

dst . GNEX

1.00.00 Library .

Return value None

Example

```
const image srcImg = { 0x07, 0x24, 0x20, 0x23, ... };
image dstImg;
int srcSize, ret;

srcSize = GetMediaSize(imgEye);
ret = SetMediaSize(tmpImg, srcSize);
CopyWordMediaToMedia(dstImg, 0, srcImg, 0, srcSize/2);

CopyImage(swWidth/3, swHeight/2, srcImg);
CopyImage(swWidth*2/3, swHeight/2, dstImg);

ret = SetMediaSize (tmpImg, 0);

Flush();
```

Emulation Yes

Mobile C Version 3x

CopyWordIntToMedia

Syntax **void CopyWordIntToMedia (media *dst*, int *dstInd*, int **src*, int *srcInd*, int *wordSize*)**

Parameter

dst :
dstInd : *dst* word index
src :
srcInd : *src* word index
wordSize : word

Function

src index *srcInd* *wordSize* (word
) *dst* index *dstInd* .
 dst .
GNEX 1.00.00 Library .

Return value None

Example

```
const image srcImg = { 0x07, 0x24, 0x20, 0x23, ... };
int srcSize, ret, *dstPtr;
image tmpImg;

srcSize = GetMediaSize(srcImg);
dstPtr = MallocInt(srcSize/4);

CopyWordMediaToInt(dstPtr, 0, srcImg, 0, srcSize/2);

ret = SetMediaSize(tmpImg, srcSize);

CopyWordIntToMedia(tmpImg, 0, dstPtr, 0, srcSize/2);

CopyImage(swWidth/3, swHeight/2+20, srcImg);
CopyImage(swWidth*2/3, swHeight/2+20, tmpImg);
ret = FreeInt(dstPtr);
ret = SetMediaSize(tmpImg, 0);
Flush();
```

Emulation Yes

Acceleration IM-6400, SCH-E350, SCH-X850

Mobile C Version 3x

CopyWordMediaToInt

Syntax **void CopyWordMediaToInt (int **dst*, int *dstInd*, media *src*, int *srcInd*, int *wordSize*)**

Parameter

<i>dst</i>	:	
<i>dstInd</i>	:	<i>dst</i>
<i>src</i>	:	
<i>srcInd</i>	:	<i>src</i>
<i>wordSize</i>	:	word

Function

	<i>src</i>	<i>srcInd</i>	<i>wordSize</i> ()
		<i>dst</i>	<i>dstInd</i>	. GNEX
1.00.00		Library		.

Return value None

Example CopyWordIntToMedia() Example

Emulation Yes

Mobile C Version 3x

MemSetInt

Syntax **void MemSetInt (int *ptr, int c, int len)**

Parameter

ptr :
c : ASCII
len : byte

Function

c *len* *ptr* .
GNEX 1.00.00 Library .

Return value None

Example

```
string gstrOut;
int *dstPtr;

MakeStr2(gstrOut, "s=%08x %08x", *dstPtr, *(dstPtr+1));
DrawStr(0, 0, gstrOut );

MemSetInt(dstPtr, 0x61, 1);
MemSetInt(dstPtr+1, 1, 1);

MakeStr2(gstrOut, "d=%d %d", *dstPtr, *(dstPtr+1));
DrawStr(0, 10, gstrOut);

MakeStr2(gstrOut, "d=%c %c", *dstPtr, *(dstPtr+1));
DrawStr(0, 20, gstrOut);

Flush();
```

Emulation Yes

Mobile C Version 3x

MemSetMedia

Syntax **void MemSetMedia (media *m*, int *pos*, int *c*, int *byteSize*)**

Parameter

m :
pos : byte index
c : ASCII
byteSize : byte

Function

byteSize *c* *m* index *pos*
m
 GNEX 1.00.00 Library

Return value None

Example

```
string src;

StrCpy(src, "dog and cat");

MakeStrStr(gstrOut, "s=%s", src);
DrawStr(0, 0, gstrOut);

MemSetMedia(src, 2, 0x61, 5);

MakeStrStr(gstrOut, "s=%s", src);
DrawStr(0, 1, gstrOut);

Flush();
```

Emulation Yes

Mobile C Version 3x

MallocInt

Syntax	int* MallocInt(int size)
Parameter	<i>size</i> : (size * 4 bytes). , MallocInt(64) 256 bytes가
Function	<i>size</i> GNEX 1.00.00 Library
Return value	0 :
Example	<pre>gpMemInt = MallocInt(64); if(gpMemInt == 0) { for(gIndex = 0; gIndex < 64; gIndex++) *(gpMemInt+gIndex) = gIndex; }</pre>
Emulation	Yes
Mobile C Version	3x

FreeInt

Syntax **int FreeInt(int* address)**

Parameter *address* :

Function

GNEX 1.00.00 Library

Return value 0 :
 1 :

Example

```
gpMemInt = MallocInt( 64 );  
if( gpMemInt >= 0 )  
{  
for( gIndex = 0; gIndex < 64; gIndex++ )  
    *(gpMemInt+gIndex) = gIndex;  
}  
ret = FreeInt(gpMemInt)
```

Emulation Yes

Mobile C Version 3x

Mathematics Library Function

C

가 가 .

RandSeed

Syntax	void RandSeed(int s)
Parameter	s : pseudo random integer
Function	s seed pseudo random .
Return value	None
Example	<pre>int a ; int cTime[4], seedValue; string str; GetTime(cTime); // seedValue = cTime[1]<<8 cTime[2]; // RandSeed(seedValue); a = Rand(0, 100); MakeStr1(str, "%d", a); DrawStr(0, 40, "Set Seed: "); DrawStr(55, 40, str); Flush();</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

Rand

Syntax	int Rand(int <i>min</i>, int <i>max</i>)
Parameter	<p><i>min</i> : Random value가 가</p> <p><i>max</i> : Random value가 가</p> <p><i>max</i>-1 .</p>
Function	<i>min</i> <i>max</i> -1 random value return .
Return value	<i>min</i> <i>max</i> -1 integer
Example	<pre>int a; string str; a = Rand(-50,50); MakeStr1(str, "%d", a); DrawStr(0, 40, " : -50 ~ 50"); DrawStr(0, 55, "Random : "); DrawStr(55, 55, str); Flush();</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

RandRatio

Syntax	<code>int RandRatio(int <i>ratio</i>)</code>
Parameter	<i>ratio</i> : 1 return .
Function	<i>ratio</i> 1 return .
Return value	0 : (100 - <i>ratio</i>)% 1 : <i>ratio</i> %
Example	<pre> const image Man[] = { {0x03, 0x1D, 0x2A, 0x0C, 0x29}, {0x03, 0x1D, 0x2C, 0x0A, 0x2B}}; const image ring[4] = { {0x02, 0x15, 0x15, 0x0A, 0x0A}, : } ClearWhite(); if (RandRatio(50)) // 50% 1 return CopyImage(30,10, Man[swFrame%4]); else CopyImage(40,30,ring[swFrame%4]); if (swFrame3 == 0) SaveLCD(); DrawStr(5, 50, "LCD SAVE!"); Flush(); </pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

Sqrt

Syntax	Int Sqrt(int v)
Parameter	<i>v</i> : (: 0~65535)
Function	NEX 1.00.00 Library
Return value	<i>v</i>
Example	<code>ret = sqrt(64) //8</code>
Emulation	Yes
Mobile C Version	3x

Abs

Syntax	int Abs(int v)
Parameter	v:
Function	return .
Return value	v
Example	<pre>int a, b; string str; a = Rand(-50, 50); MakeStr1(str, "%d", a); DrawStr(0, 40, "Input Value: "); DrawStr(55, 40, str); b = Abs(a); MakeStr1(str, "%d", b); DrawStr(0, 55, "Return Value: "); DrawStr(60, 55, str); Flush();</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

Sin100

Syntax	int Sin100(int ν)
Parameter	ν : sine function degree
Function	$\sin(\nu)$ 100 $R = 100 \sin \nu$ $\nu = -360 \sim 360$, $\sin(\nu) = -1 \sim 1$, $R = -100 \sim 100$
Return value	$100 * \sin(\nu)$
Example	<pre>int a, b; string str; a = Rand(-360, 360); DrawStr(0, 25, " : -360~360"); MakeStr1(str, " = %d", a); DrawStr(0, 40, str); b = sin100(a); MakeStr1(dst, "Sin100()= %d", b); DrawStr(0, 55, str); Flush(); < > : -360~360 = 30 Sin100()= 50</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

Cos100

Syntax	int Cos100(int v)
Parameter	v: cosine function degree
Function	$\cos(v)$ 100 $R = 100 \cos v,$ $v = -360 \sim 360,$ $\cos(v) = -1 \sim 1,$ $R = -100 \sim 100$
Return value	$100 * \cos(v)$
Example	<pre>int a, b; string str; a = Rand(-360, 360); DrawStr(0, 25, " : -360~360"); MakeStr1(str, " = %d", a); DrawStr(0, 40, str); b = Cos100(a); MakeStr1(str, "Cos100()= %d", b); DrawStr(0, 55, str); Flush(); < > : -360~360 = 60 Cos100()= 50</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

Tan100

Syntax	int Tan100(int v)	
Parameter	v: tangent function	degree
Function	tan(v)	100
	R = 100 tan v, v = -45~45, tan(v) = -1~1, R = -100~100	
Return value	100 * tan(v)	
Example	<pre> int a, b; string str; a = Rand(-45, 45); DrawStr(0, 25, " : -45~45"); MakeStr1(str, " = %d", a); DrawStr(0, 40, str); b = Tan100(a); MakeStr1(str, "Tan100()= %d", b); DrawStr(0, 55, str); Flush(); < > : -45~45 = 60 Tan100()= 50 </pre>	
Emulation	Yes	
Mobile C Version	1.0, 1.5x, 3x	

ArcSin100

Syntax	int ArcSin 100(int v)
Parameter	v : $\sin^{-1} v$
Function	<p>$\text{asin}(v/100)$ return .</p> <p>$R = \text{asin}(v/100)$, $v = -100 \sim 100$, $R = \text{asin}(v/100) = -90 \sim 90$</p>
Return value	$\text{asin}(v/100)$
Example	<pre>int a, b; string str; a = Rand(-100, 100); DrawStr(0, 25, " : -100~100"); MakeStr1(str, " = %d", a); DrawStr(0, 40, str); y=ArcSin100(a); MakeStr1(str, "ArcSin100()= %d", b); DrawStr(0, 55, str); Flush(); < > : -100~100 = 50 ArcSin100()= 30</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

ArcCos100

Syntax	int ArcCos100(int v)
Parameter	v: cos 100
Function	acos(v/100) return R = acos(v/100), v = -100 ~ 100, R = acos(v/100) = 0 ~ 180
Return value	acos(v/100)
Example	<pre>int a, b; string str; a = Rand(-100, 100); DrawStr(0, 25, " : -100~100"); MakeStr1(str, " = %d", a); DrawStr(0, 40, str); b = ArcCos100(a); MakeStr1(str, "ArcCos100()= %d", b); DrawStr(0, 55, str); Flush(); < > : -100~100 = 50 ArcCos100()= 60</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

ArcTan100

Syntax	int ArcTan100(int v)
Parameter	<i>v</i> : $\tan^{-1} 100$
Function	$\text{atan}(v/100)$ return $R = \text{atan}(v/100)$, $v = -100 \sim 100$, $R = \text{atan}(v/100) = -45 \sim 45$
Return value	$\text{atan}(v/100)$
Example	<pre>int a, b; string str; a = 100; DrawStr(0, 25, " : -100~100"); MakeStr1(str, " = %d", a); DrawStr(0, 40, str); y=ArcTan100(a); MakeStr1(str, "ArcTan100()= %d", b); DrawStr(0, 55, str); Flush(); < > : -100~100 = 100 ArcTan100()= 45</pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

Avr

Syntax **int Avr(int v1, int v2)**

Parameter	<i>v1</i> :	1
	<i>v2</i> :	2

Function *v1, v2* return .

Return value $(v1+v2)/2$

Example

```
int a, b;
string str;

a = Rand(-10, 10);
b = Rand(-10, 10);
MakeStr2(str, "Source: %2d, %2d", a, b);
DrawStr (0, 40, str);
MakeStr1(str, "Avr : %d", Avr(a, b));
DrawStr (0, 55, str);
Flush();
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3x

Avr3

Syntax `int Avr3(int v1, int v2, int v3)`

Parameter	<i>v1</i> :	1
	<i>v2</i> :	2
	<i>v3</i> :	3

Function *v1, v2, v3* return .

Return value $(v1+v2+v3)/3$

Example

```
int a, b, c;
string str;

a = Rand(-10, 10);
b = Rand(-10, 10);
c = Rand(-10, 10);
MakeStr3(str, "Source: %2d, %2d, %2d", a, b, c);
DrawStr (0, 40, str);
MakeStr1(str, "Avr : %d", Avr3(a, b, c));
DrawStr (0, 55, str);
Flush();
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3x

Max

Syntax	<code>int Max(int v1, int v2)</code>
Parameter	<code>v1</code> : 1 <code>v2</code> : 2
Function	<code>v1, v2</code> return .
Return value	<code>v1 v2</code>
Example	<pre>int a = 3; int b = 9; int c; c = Max(a, b); // 9 return .</pre>
Emulation	Yes
Related Topics	Max3, Min, Min3
Mobile C Version	1.0, 1.5x, 3x

Max3

Syntax	<code>int Max3(int v1, int v2, int v3)</code>						
Parameter	<table><tr><td><code>v1</code> :</td><td>1</td></tr><tr><td><code>v2</code> :</td><td>2</td></tr><tr><td><code>v3</code> :</td><td>3</td></tr></table>	<code>v1</code> :	1	<code>v2</code> :	2	<code>v3</code> :	3
<code>v1</code> :	1						
<code>v2</code> :	2						
<code>v3</code> :	3						
Function	<code>v1, v2, v3</code> <code>return</code> .						
Return value	<code>v1, v2, v3</code>						
Example	<pre>int a = 3; int b = 19; int c = 7; int d; d = Max3(a, b, c); // 19 <code>return</code> .</pre>						
Emulation	Yes						
Related Topics	Max, Min, Min3						
Mobile C Version	1.0, 1.5x, 3x						

Min

Syntax	<code>int Min(int v1, int v2)</code>
Parameter	<code>v1</code> : 1 <code>v2</code> : 2
Function	<code>v1, v2</code> return .
Return value	<code>v1, v2</code>
Example	<pre>int a = 3; int b = 9; int c; c = Min(a, b); // 3 return</pre>
Emulation	Yes
Related Topics	Max, Max3, Min3
Mobile C Version	1.0, 1.5x, 3x

Min3

Syntax	<code>int Min3(int v1, int v2, int v3)</code>						
Parameter	<table><tr><td><code>v1</code> :</td><td>1</td></tr><tr><td><code>v2</code> :</td><td>2</td></tr><tr><td><code>v3</code> :</td><td>3</td></tr></table>	<code>v1</code> :	1	<code>v2</code> :	2	<code>v3</code> :	3
<code>v1</code> :	1						
<code>v2</code> :	2						
<code>v3</code> :	3						
Function	<code>v1, v2, v3</code> return .						
Return value	<code>v1, v2, v3</code>						
Example	<pre>int a = 3; int b = 19; int c = 7; int d; d = Min3(a, b, c); // 3 return</pre>						
Emulation	Yes						
Related Topics	Max, Max3, Min						
Mobile C Version	1.0, 1.5x, 3x						

FindMin

Syntax **int FindMin(int a[], int size)**

Parameter *a[]* :
 size :

Function *a[0]* *size* integer value index
return . GVM version 1.02 가

Return value index

Example `int a [] = {11, 12, 13, 14, 15, 16, 17, 15, 13}`
`int b;`

`b = FindMin(a, 9); //0 return`

Emulation Yes

Related Topics FindMax, FindNear

Mobile C Version 1.0, 1.5x, 3x

FindNear

Syntax `int FindNear(int a[], int size, int key)`

Parameter

- `a[]` :
- `size` :
- `key` :

Function

`a[0]` `size` integer value `key` 가 가
index return . GVM version 1.02
가 .

Return value `key` index

Example

```
int a [] = {11, 12, 13, 14, 15, 16, 17, 15, 13}
int b;

b = FindNear (a, 9, 20); //6 return
```

Emulation Yes

Related Topics FindMax, FindMin

Mobile C Version 1.0, 1.5x, 3x

ArrayToVar

Syntax	void ArrayToVar(int a[], int v, int size, int op)
Parameter	<p><i>a[]</i> : op Code First Operand Array</p> <p><i>v</i> : op Code Second Operand</p> <p><i>size</i> : <i>a</i></p> <p><i>op</i> : op Code index</p> <p>([Table 10] ArrayToVar op Definition)</p>
Function	<p><i>a</i> <i>v</i> <i>op</i> <i>size</i></p> <p>.</p>
Return value	None
Example	<pre>int a[10], b = 0; ArrayToVar(a, b, 10, S_OP_SET); // a[0] a[9] 0 .</pre>
Emulation	Yes
Related Topics	ArrayToArray
Mobile C Version	1.0, 1.5x, 3x

ArrayToArray

Syntax `void ArrayToArray(int dst[], int src[], int size, int op)`

Parameter

<i>dst</i> []	: op Code	First Operand	Array
<i>src</i> []	: op Code	Second Operand	Array
<i>size</i>	:	<i>dst</i>	(<i>dst</i> >= <i>src</i>)
<i>op</i>	:	op Code	index

Function

<i>dst</i>	<i>src</i>	<i>op</i>
<i>size</i>	.	.

([Table 11] ArrayToArray op Definition)

Return value None

Example

```
int a[]={1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
int b[]={10, 10, 10, 20, 20, 20, 30, 30, 30, 100};

ArrayToArray(a, b, 10, S_OP_ADD);
//      a      b      a      .
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3x

ArrayToArray2

Syntax `void ArrayToArray2(int dst[], int src1[], int src2[], int size, int op)`

Parameter

- dst*[] : op Code 가 array
- src1*[] : op Code first operand array
- src2*[] : op Code second operand array
- size* : *dst* (*dst* >= *src*)
- op* : op code index

Function `src1 src2 op size dst`
 ([Table 12] ArrayToArray2 op Definition)

Return value None

Example

```
int a[]={1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
int b[]={3, 3, 3, 5, 5, 5, 8, 8, 8, 8};
int c[10];
ArrayToArray2(a, b, c, 10, S_OP_AND);

// b c bit & a .
```

Emulation Yes

Mobile C Version 1.0, 1.5x, 3x

HitCheck

Syntax	int HitCheck(int v1, int v2, int range)
Parameter	<p><i>v1</i> : Hit 1</p> <p><i>v2</i> : Hit 2</p> <p><i>range</i> : Hit</p>
Function	<pre> v1, v2가 range (v1- range < v2) && (v2 < v1+ range) 1 return 0 return </pre>
Return value	<p>0 : <i>v1, v2</i>가</p> <p>1 : <i>v1, v2</i>가</p>
Example	<pre> int a, b, c, d; a = Rand(0, 100); b = Rand(0, 100); c = Rand(0, 60); d = Rand(0, 60); SetColor(S_LGRAY); FillRect(a, b, a + 20, b + 20); SetColor(S_DGRAY); FillRect(c, d, c + 20, d + 20); if (HitCheck(a, c, 20) && HitCheck(b, d, 20)) DrawStr(0, 30, "HIT!!!"); else DrawStr(0, 30, "MISS!!!"); Flush(); // 가 , 가 20 HitCheck() // </pre>
Emulation	Yes
Mobile C Version	1.0, 1.5x, 3x

Handset Data Access Library Functions

PBGetCount

Syntax	int PBGetCount(int type)
Parameter	<i>type</i> = 0x01 : 가 <i>type</i> = 0x02 :
Function	<i>type</i> , 가 GNEX 1.00.00 Library
Return value	0 : -1 :
Example	<pre> int max, count; string str; max = PBGetCount(1); count = PBGetCount(2); MakeStr1(str, " 가 = %d", max); DrawStr(0, 0, str); MakeStr1(str, " = %d", count); DrawStr(0, 10, str); Flush(); </pre>
Emulation	Yes
Mobile C Version	3x

PBGetData

Syntax `int PBGetData (int index, string name, string group, string home, string office, string mobile, string email)`

Parameter

<i>index</i> :			
<i>name</i> :		(: 18+1)	
<i>group</i> :		(: 18+1)	
<i>home</i> :	가	(: 32+1)	
<i>office</i> :	가	(: 32+1)	
<i>mobile</i> :	가	(: 32+1)	
<i>email</i> :	가	(: 66+1)	

Function `index` 가 .
 GNEX 1.00.00 Library .

Return value

- 1 :
- 1 :
- 0 : 가

Example

```
string strName, strGroup, strHome;
string strOffice, strMobile, strEMail;
int index, ret = 0;

SetMediaSize(strName, 19);
SetMediaSize(strGroup, 19);
SetMediaSize(strHome, 33);
SetMediaSize(strOffice, 33);
SetMediaSize(strMobile, 33);
SetMediaSize(strEMail, 67);
ret = PBGetData( index, strName, strGroup, strHome,
strOffice, strMobile, strEMail );
switch( ret ){
case 1 : DrawStr( 0, 0, "Success" ); break;
case 0 : DrawStr( 0, 0, "Empty" ); break;
case -1: DrawStr( 0, 0, "Fail" ); break;
}
```

Emulation Yes

Mobile C Version 3x

PBDeleteData

Syntax `int PBDeleteData(int index)`

Parameter *index* :

Function `index`
GNEX 1.00.00 Library

Return value

- 1: 성공
- 0: 실패
- 1: 에러

Example

```
int ret = 0;

ret = PBDeleteData( 2 );

switch( ret ){
case 1 :
    DrawStr( 0, 0, "Success" );
    break;
case 0 :
    DrawStr( 0, 0, "Empty" );
    break;
case -1 :
    DrawStr( 0, 0, "Fail" );
    break;
}
```

Emulation (phb)

Mobile C Version 3x

PBCheckUsing

Syntax `int PBCheckUsing(int index)`

Parameter *index* :

Function *index* 가
GNEX 1.00.00 Library

Return value 1:
-1 :

Example

```
int gPBIndex, ret;

ret = PBCheckUsing(gPBIndex);

switch( ret ){
case 1:
    DrawStr( gCX, gPY[6], "        " );
    break;

case -1:
    DrawStr( gCX, gPY[6], "        " );
    break;
}
```

Emulation Yes

Mobile C Version 3x

SMSGetCount

Syntax `int SMSGetCount(int type)`

Parameter

<code>type = 0x01</code>	: SMS	가
<code>type = 0x02</code>	: SMS	
<code>type = 0x03</code>	: SMS	가
<code>type = 0x04</code>	: SMS	

```

#define SMS_RECEIVED_MAX_COUNT 1
#define SMS_RECEIVED_COUNT 2
#define SMS_SENT_MAX_COUNT 3
#define SMS_SENT_COUNT 4
    
```

Function

. GNEX 1.00.00 Library .

Return value

-1 :
0 :

Example

```

recv_max = SMSGetCount( SMS_RECEIVED_MAX_COUNT );
recv_count = SMSGetCount( SMS_RECEIVED_COUNT );
sent_max = SMSGetCount( SMS_SENT_MAX_COUNT );
sent_count = SMSGetCount( SMS_SENT_COUNT );

if ( recv_max >= 0 && recv_count >= 0 &&
sent_max >= 0 && sent_count >= 0 ){
    MakeStr2( gstrOut, "          =%d          =%d", recv_max,
recv_count );
    DrawStr( gCX, gPY[9], gstrOut );
    MakeStr2( gstrOut, "          =%d          =%d", sent_max,
sent_count );
    DrawStr( gCX, gPY[10], gstrOut );
}
else
{
    DrawStr( gCX, gPY[5], "          " );
}
    
```

Emulation Yes

Mobile C Version 3x

SMSReadReceivedData

Syntax `int SMSReadReceivedData(int index, string data, string date, string phonenummer, int *flag)`

Parameter

index :

data : SMS (80+1 byte)

date : (16+1 byte)

phonenummer : (32+1 byte)

flag :

Function SMS . string *data*, *date*, *phonenummer* .

GNEX 1.00.00 Library .

Return value

-1 :

0 : *index* SMS가

1 :

Example

```
string gstrSMSData, gstrSMSDate, gstrSMSPhoneNumber;
int gSMSIndex, gSMSFlag;

SetMediaSize( gstrSMSData, 81 );
SetMediaSize( gstrSMSDate, 17 );
SetMediaSize( gstrSMSPhoneNumber, 33 );

ret = SMSReadReceivedData( gSMSIndex, gstrSMSData,
gstrSMSDate, gstrSMSPhoneNumber, &gSMSFlag );

switch( ret ){
case 1:
    DrawStr( gCX, gPY[3], "-- --" );
    DrawMessage( gstrSMSData );
    break;
case 0:
    DrawStr( gCX, gPY[5], "Not Found" );
    break;
case -1:
    DrawStr( gCX, gPY[5], " " );
    break;
}
```

Emulation Yes

Mobile C Version 3x

SMSDeleteData

Syntax	int SMSDeleteData(int <i>type</i>, int <i>index</i>)
Parameter	<p><i>type</i> : , integer 1 ,</p> <p><i>index</i> :</p>
Function	<p>SMS</p> <p>GNEX 1.00.00 Library</p>
Return value	<p>-1 :</p> <p>0 : <i>index</i> SMS가</p> <p>1 :</p>
Example	<pre>int gSMSType=1, gSMSIndex=0, ret; ret = SMSDeleteData(gSMSType, gSMSIndex); // switch(ret){ case 1: DrawStr(gCX, gPY[5], "0"); break; case 0: DrawStr(gCX, gPY[5], "가 ."); break; case -1: DrawStr(gCX, gPY[5], " "); break; }</pre>
Emulation	SMS (snt), (rcv) SMS
Mobile C Version	3x

SMSCheckUsing

Syntax	int SMSCheckUsing(int <i>type</i>, int <i>index</i>)
Parameter	<p><i>type</i> : , integer 1 ,</p> <p><i>index</i> :</p>
Function	<p><i>index</i> 가 가</p> <p>. GNEX 1.00.00 Library .</p>
Return value	<p>1:</p> <p>-1 :</p>
Example	<pre>int gSMSType=1, gSMSIndex=0, ret; ret = SMSCheckUsing(gSMSType, gSMSIndex); // switch(ret) { case 1: DrawStr(gCX, gPY[5], " "); DrawStr(gCX, gPY[6], " ."); break; case 0: DrawStr(gCX, gPY[5], " "); DrawStr(gCX, gPY[6], " ."); break; case -1: DrawStr(gCX, gPY[5], " "); DrawStr(gCX, gPY[6], " ."); break; }</pre>
Emulation	Yes
Mobile C Version	3x

ImageGetCount

Syntax `int ImageGetCount(int type)`

Parameter `type`: = 0x01 :
`type` = 0x02 :

Function

```

        . " "
        GNEX 1.00.00      Library . (
        OEM      , , 가      , OEM
        SKT      , ,
        .)
    
```

Return value -1 :
 0 :

Example

```

int max, count;
string gstrOut;

max = ImageGetCount( 1 );
count = ImageGetCount( 2 );

if( max >= 0 && count >= 0 ){
    MakeStr2(gstrOut, "      =%d      =%d", max, count);
    DrawStr(gCX, gPY[10], gstrOut);
}
else{
    DrawStr(gCX, gPY[5], "      ");
}
    
```

Emulation Yes

Mobile C Version 3x

ImageGetName

Syntax `int ImageGetName(int index, string name)`

Parameter

index :

name : (15+1 byte)

Function

<i>index</i>	<i>name</i>	가	.
GNEX 1.00.00	Library	.	
OEM	,	,	가
OEM	SKT	,	,

Return value

-1 : *index* 가

1 :

Example

```
int gImageIndex=0;
string gstrImageName;

SetMediaSize( gstrImageName, 16);

ret = ImageGetName( gImageIndex, gstrImageName );

switch( ret ){
case 1:
    DrawStr( gCX, gPY[5], "--          --" );
    DrawStr( gCX, gPY[6], gstrImageName );
    break;

case -1:
    DrawStr( gCX, gPY[5], "          가          " );
    break;
}
```

Emulation Yes

Mobile C Version 3x

ImageGetSize

Syntax `int ImageGetSize(int index, int *size)`

Parameter

index :
size : 가

Function

index 가 .
 GNEX 1.00.00 Library . (
 OEM , , 가 , ,
 OEM SKT , ,
 .)

Return value

-1 :
 0 : 가
 1 :

Example

```
int gImageIndex=0, gImageSize;

ret = ImageGetSize( gImageIndex, &gImageSize );

switch( ret ){
case 1:
    MakeStr1( gstrOut, "      =%d", gImageSize );
    DrawStr( gCX, gPY[6], gstrOut );
    break;

case 0:
    DrawStr( gCX, gPY[5], "      가      ." );
    break;

case -1:
    DrawStr( gCX, gPY[5], "      가      " );
    break;
}
```

Emulation Yes

Mobile C Version 3x

ImageGetFormat

Syntax	<code>int ImageGetFormat(int <i>index</i>, int *<i>format</i>)</code>
Parameter	<p><i>index</i> :</p> <p><i>format</i> : (Table 28) Table 30 (: .)</p>
Function	<p><i>index</i> 가 . GNEX 1.00.00 Library . OEM , , 가 , OEM SKT</p>
Return value	<p>-2 :</p> <p>-1 :</p> <p>0 : 가</p> <p>1 :</p>
Example	<pre>int gImageIndex=0, gImageFormat; ret = ImageGetFormat(gImageIndex, &gImageFormat); switch(ret){ case 1: MakeStr1(gstrOut, " =%d", gImageFormat); DrawStr(0,gPY[4],gstrOut); break; case 0: DrawStr(gCX,gPY[5], " 가 ."); break; case -1: DrawStr(gCX,gPY[5], " 가 "); break; }</pre>
Emulation	Yes
Mobile C Version	3x

ImageGetData

Syntax `int ImageGetData(int index, image data)`

Parameter
index :
data :

Function

	<i>index</i>	<i>data</i>	.
image	<i>data</i>	.	.
GNEX 1.00.00		Library	.
OEM		, , 가	,
OEM	SKT		,

Return value

- 1 :
- 0 : 가
- 1 :

Example

```
int ret, gImageSize, gImageIndex = 0;
image gimgImageData;

ret = ImageGetSize( gImageIndex, &gImageSize );

SetMediaSize( gimgImageData, gImageSize+1 );

ret = ImageGetData( gImageIndex, gimgImageData );

switch( ret ){
case 1: DrawStr(gCX,gPY[5], " ");
break;
case 0: DrawStr(gCX,gPY[5], " 가 .");
break;
case -1:DrawStr(gCX,gPY[5], " ");
break;
}
```

Emulation Yes

Mobile C Version 3x

ImageWriteData

Syntax `int ImageWriteData(string name, int size, int format, image data)`

Parameter

- name* :
- size* :
- format* :
- data* :

Function

	<i>(format)</i>	<i>size</i>	<i>(data)</i>
<i>name</i>			
GNEX 1.00.00	Library	.	
OEM	,	가	, OEM
SKT	,	,	

Return value

- 1 :
- 2 :
- 3 :
- 0 :
- 1 :

Example

```
ret = ImageWriteData( "TEST", gImageSize, gImageFormat,
gimgImageData );
switch( ret ){
case 1: DrawStr( gCX, gPY[5], " " );
break;
case 0: DrawStr( gCX, gPY[5], " " );
break;
case -1: DrawStr( gCX, gPY[5], " " );
break;
case -2: DrawStr( gCX, gPY[5], " " );
break;
case -3: DrawStr( gCX, gPY[5], " " );
break;
}
```

Emulation (img)

Mobile C Version 3x

ImageDeleteData

Syntax	<code>int ImageDeleteData(int <i>index</i>)</code>
Parameter	<i>index</i> :
Function	<p><i>index</i> : . GNEX 1.00.00</p> <p>Library : . OEM</p> <p>, 가 , OEM SKT</p>
Return value	<p>-1 :</p> <p>0 : 가</p> <p>1 :</p>
Example	<pre>ret = ImageDeleteData(gImageIndex); switch(ret) { case 1: DrawStr(gCX, gPY[5], " "); break; case 0: DrawStr(gCX, gPY[5], " 가 ."); break; case -1: DrawStr(gCX, gPY[5], " "); break; }</pre>
Emulation	(img)
Mobile C Version	3x

ImageRegPictureMate

Syntax	<code>int ImageRegPictureMate(string <i>name</i>, int <i>type</i>)</code>
Parameter	<p><i>name</i> : ()</p> <p><i>type</i> : PictureMate 0= , 1= 가 , 2= , 3= , 4=NATE .</p>
Function	<p><i>name</i> <i>type</i></p> <p>PictureMate . GNEX 1.00.00 Library .</p>
Return value	<p>-1 :</p> <p>0 : 가</p> <p>1 :</p>
Example	<pre>ret = ImageRegPictureMate(gstrImageName, gRegType); switch(ret){ case 1: DrawStr(gCX, gPY[5], " PictureMate "); break; case 0: DrawStr(gCX, gPY[5], " 가 ."); break; case -1: DrawStr(gCX, gPY[5], "PictureMate "); break; }</pre>
Emulation	PictureMate(reg) PictureMate
Mobile C Version	3x

ImageGetPictureMate

Syntax `int ImageGetPictureMate(int type, string name)`

Parameter *type* : 가 PictureMate
name :

Function *type* PictureMate *name*
 .
 string *name* .
 GNEX 1.00.00 Library .

Return value -1 :
 0 : *type* PictureMate가
 1 :

Example

```
int gRegType = 0;
string gstrImageName;

SetMediaSize(gstrImageName, 16);

ret = ImageGetPictureMate( gRegType, gstrImageName );

switch( ret ){
case 1:
    DrawStr( gCX, gPY[5], "PictureMate " );
    break;

case 0:
    DrawStr( gCX, gPY[5], " PictureMate 가 ." );
    break;

case -1:
    DrawStr( gCX, gPY[5], "PictureMate " );
    break;
}
```

Emulation Yes

Mobile C Version 3x

MelodyGetName

Syntax	<code>int MelodyGetName(int <i>index</i>, string <i>name</i>)</code>
Parameter	<p><i>index</i> :</p> <p><i>name</i> : (15+1)</p>
Function	<p><i>index</i> 가 . " "</p> <p>access 가 .</p> <p>string <i>name</i> .</p> <p>GNEX 1.00.00 Library .</p>
Return value	<p>-1 :</p> <p>1 :</p>
Example	<pre>string gstrMelodyName; SetMediaSize(gstrMelodyName, 16); ret = MelodyGetName(gMelodyIndex, gstrMelodyName); switch(ret){ case 1: DrawStr(gCX, gPY[5], "-- --"); DrawStr(gCX, gPY[6], gstrMelodyName); break; case -1: DrawStr(gCX, gPY[5], " 가 "); break; }</pre>
Emulation	Yes
Mobile C Version	3x

MelodyGetFormat

Syntax `int MelodyGetFormat(int index, int *format)`

Parameter

index :

format :

- 0 : BUZZER
- 1 : MA1
- 2 : MA2
- 3 : CMX
- 4 : MIDI
- 5 : MA3
- 6 : AAC
- 7 : MA5
- 8 : SMAF

Function

index 가 " " access 가 . GNEX 1.00.00 Library .

Return value

-2 : (WIPI GNEX , WITOP GNEX 1.02.01)

-1 :

0 : 가

1 :

Example

```
int ret, gMelodyIndex, gMelodyFormat;
ret = MelodyGetFormat( gMelodyIndex, &gMelodyFormat );

switch( ret ){
case 1:
    MakeStr1( gstrOut, " =%d", gMelodyFormat );
    DrawStr( 0, gPY[4], gstrOut );
    break;

case 0:
    DrawStr( gCX, gPY[5], " 가 ." );
    break;

case -1:
    DrawStr( gCX, gPY[5], " 가 " );
```

Mobile C Library Function Reference

```
        break;  
    }
```

Emulation Yes

Mobile C Version 3x

MelodyWriteData

Syntax	int MelodyWriteData(string <i>name</i>, int <i>size</i>, int <i>format</i>, sound <i>data</i>)
Parameter	<i>name</i> : <i>size</i> : <i>format</i> : <i>data</i> :
Function	<div style="display: flex; justify-content: space-between;"> (<i>format</i>) <i>size</i> (<i>data</i>) </div> <div style="display: flex; justify-content: space-between;"> <i>name</i> . </div> GNEX 1.00.00 Library
Return value	-1 : -2 : -3 : 0 : 1 :
Example	<pre>ret = MelodyWriteData("TEST", gMelodySize, gMelodyFormat, gsndMelodyData); switch(ret) { case 1: DrawStr(gCX, gPY[5], " "); break; case 0: DrawStr(gCX, gPY[5], " 가 ."); break; case -1: DrawStr(gCX, gPY[5], " "); break; case -2: DrawStr(gCX, gPY[5], " "); break; case -3: DrawStr(gCX, gPY[5], " "); break; }</pre>
Emulation	(mel)
Mobile C Version	3x

MelodyDeleteData

Syntax	int MelodyDeleteData(int <i>index</i>)
Parameter	<i>index</i> :
Function	<p><i>index</i> : " " .</p> <p>access 가 .</p> <p>GNEX 1.00.00 Library .</p>
Return value	<p>-1 :</p> <p>0 : 가</p> <p>1 :</p>
Example	<pre>ret = MelodyDeleteData(gMelodyIndex); switch(ret) { case 1: DrawStr(gCX, gPY[5], " "); break; case 0: DrawStr(gCX, gPY[5], " 가 ."); break; case -1: DrawStr(gCX, gPY[5], " "); break; }</pre>
Emulation	(mel)
Mobile C Version	3x

CHGetCount

Syntax `Int CHGetCount(int type)`

Parameter `type` : /

```
#define CH_RECEIVED_MAX_COUNT 0x01
#define CH_RECEIVED_COUNT 0x02
#define CH_SENT_MAX_COUNT 0x03
#define CH_SENT_COUNT 0x04
```

Function /

GNEX 1.00.00 Library .

Return value Count :
-1 :

Example

```
ret = CHGetCount( CH_SENT_MAX_COUNT );

if ( ret == -1 )
{
DrawStr( gCX, gCY, "                !");
} else {
MakeStr1(str, "                = %d", ret);
DrawStr(gCX, gCY, str);
}
```

Emulation Yes

Mobile C Version 3x

CHGetRecord

Syntax `int CHGetRecord(int type, int index, string phone)`

Parameter

type : 0 :sent, 1:receive
index : 가 / index
phone : index /

Function / 가 .
 string *phone* .
 GNEX 1.00.00 Library .

Return value

1 :
 -1 :

Example

```
SetMediaSize(strpPhone, 30);
ret = CHGetRecord(Call_Type, s, strpPhone);

switch( ret )
{
case 1:
    MakeStr1(str, " = %d", strpPhone);
    DrawStr(gCX, gCY, str);
    break;

case -1:
    DrawStr(gCX, gCY, " 가 ");
    break;
}
```

Emulation Yes

Mobile C Version 3x

CHCheckUsing

Syntax	int CHCheckUsing(int <i>type</i>, int <i>index</i>)
Parameter	<i>type</i> : 0 :sent, 1:receive <i>index</i> : /
Function	<i>type</i> <i>index</i> / 가 GNEX 1.00.00 Library .
Return value	1 : -1 :
Example	<pre>ret = CHCheckUsing(Call_Type, gindex); switch(ret) { case 1: DrawStr(gCX, gCY, " 가 ."); break; case -1: DrawStr(gCX, gCY, " 가 ."); break; }</pre>
Emulation	Yes
Mobile C Version	3x

WriteHandsetData

Syntax `int WriteHandsetData(int code, int major, int minor, string buf)`

Parameter

code:
major:
minor: index
buf:

Function

code, major, minor
 buf . GVM 2X 가 Library 가

Return value

return . 1, 0

Example

```
int code=3;
int major=0;
int minor=15;
string str2;
:
WriteHandsetData(code,major,minor,buf);
SetCpy(str2, 199);
ret = WriteHandsetData(3, 0, index, str2);
if (ret) {
    MakeStr1 (str2, " [%d] 가", index);
    DrawStr(cX, y21, str2);
    DrawStr(cX, y22, " .");
}
else {
    MakeStr1(str2, "%d ", index);
    DrawStr(cX, y41, str2);
    DrawStr(cX, y42, " .");
}
```

Related Topics ReadHandsetData

Mobile C Version 1.5x

ReadHandsetData & WriteHandsetData

ReadHandsetData() WriteHandsetData()

Code	major	minor	size	
0: SMS	0:	-	8	0~1: SMS * 2~3: 4~5: SMS 6~7:
	1: SMS	SMS Index	99	0~80: SMS ** 81~86: *** 87~98: ****
	2: SMS	SMS Index	87	0~80: SMS 81~86:
1: SMS	0: SMS	SMS Index	0	
	1: SMS	SMS Index	87	0~80: SMS 81~86:
	2: SMS	SMS Index	0	

[Table 17] SMS

*) 2 byte

high-low

**) SMS

null-terminate

80 byte

가 80 byte

' 0'

***)

-2000, (1~12), (1~31), (0~23), (0~59),

(0~59)

****)

10

11

null-terminate

ReadHandsetData & WriteHandsetData

Code	major	minor	size	
2:	0:		4	0~1: * 2~3:
	1:	Index	199	0~16: ** 17~33: 34~66: *** 67~99: 100~132: 133~154: Fax 156~198:
3:	0:	Index	199	0~16: 17~33: 34~66: 67~99: 100~132: 133~154: Fax 156~198:
	1:	Index	0	

[Table 18]

*) 2 byte high-low

**) null-terminate '0'

***) 32 null-terminate

'0'

4 가

null

ReadHandsetData & WriteHandsetData

code	major	minor	size	
4:	0:	-	4	0~1: 2~3:
	1: ()	Index	20	0~1: 2~3: 4~19:
5:	Index	Block Index	256	
6:	1:	Index	20	0~1: 2~3: * 4~19:
	1:	Index	0	
7:	Index	Block Index	256	(256 byte)
8:	Index	**	0	

[Table 19]

*)

	0	1	2	3	4	5
	WBMP	BMP	GIF	JPEG	PNG	VDI

**)

SK

0	
1	가
2	
3	
4	n.TOP

Floating Point Library Functions

MakeFloat

Syntax `int MakeFloat(int mantissa, int exponent)`

Parameter
mantissa : 가
exponent :

Function
API
Return mantissa * (10 ^ exponent)
Mantissa(가) exponent()

GNEX 1.06.00 Library

Return value Float

Example

```
int result;  
  
result = MakeFloat( 31415, -4 ); // result = 3.1415  
result = MakeFloat( -25, 1 ); // result = -250.0  
reutl = MakeFloat( 1414, -3 ); // result = 1.414
```

Emulation Yes

Mobile C Version 3x

AddFloat

Syntax	int AddFloat(int a, int b)
Parameter	<i>a</i> : 가 <i>b</i> : 가
Function	<i>a</i> <i>b</i> GNEX 1.06.00 Library .
Return value	Float
Example	<pre>int a, b, result; a = MakeFloat(31415, -4); // a = 3.1415 b = MakeFloat(-25, 1); // b = -250.0 result = AddFloat(a, b); // result = a + b</pre>
Emulation	Yes
Mobile C Version	3x

SubFloat

Syntax	Int SubFloat(int a, int b, int *r)
Parameter	<i>a</i> : <i>b</i> :
Function	<i>a</i> - <i>b</i> GNEX 1.06.00 Library
Return value	Float
Example	<pre>int a, b, result; a = MakeFloat(31415, -4); // a = 3.1415 b = MakeFloat(-25, 1); // b = -250.0 result = SubFloat(a, b); // result = a - b</pre>
Emulation	Yes
Mobile C Version	3x

MultiFloat

Syntax	Int MultiFloat(int a, int b, int *r)
Parameter	<i>a</i> : <i>b</i> :
Function	<i>a</i> * <i>b</i> GNEX 1.06.00 Library
Return value	Float
Example	<pre>int a, b, result; a = MakeFloat(31415, -4); // a = 3.1415 b = MakeFloat(-25, 1); // b = -250.0 result = MultiFloat(a, b); // result = a * b</pre>
Emulation	Yes
Mobile C Version	3x

DivFloat

Syntax	Int DivFloat(int a, int b, int *r)
Parameter	<i>a</i> : <i>b</i> :
Function	<i>a</i> <i>b</i> GNEX 1.06.00 Library
Return value	Float
Example	<pre>int a, b, result; a = MakeFloat(31415, -4); // a = 3.1415 b = MakeFloat(-25, 1); // b = -250.0 result = DivFloat(a, b); // result = a / b</pre>
Emulation	Yes
Mobile C Version	3x

FloatToInt

Syntax	Int FloatToInt(swvFloat a)
Parameter	<i>a</i> :
Function	<i>a</i> GNEX 1.06.00 Library
Return value	Integer type
Example	<pre>int a; int rst; a = MakeFloat(31415, -4); // a = 3.1415 rst = FloatToInt(a); // rst = (int)a;</pre>
Emulation	Yes
Mobile C Version	3x

FloatAbs

Syntax **Int FloatAbs(int a)**

Parameter *a* :

Function a
GNEX 1.06.00 Library

Return value

Example `int a;
int rst;

a = MakeFloat(-31415, -4); // a = -3.1415
rst = FloatAbs(a); // rst = 3.1415;`

Emulation Yes

Mobile C Version 3x

FloatCos

Syntax **Int FloatCos (int angle)**

Parameter *angle* :

Function a
GNEX 1.06.00 Library .

Return value

Example

```
int a, rst;  
  
a = MakeFloat( 1225, -2 ); // a = 12.25  
rst = FloatCos( a );
```

Emulation Yes

Mobile C Version 3x

FloatSin

Syntax **Int FloatSin (int angle)**

Parameter *angle* :

Function a
GNEX 1.06.00 Library

Return value

Example `int a, rst;`

`a = MakeFloat(1225, -2); // a = 12.25`
`rst = FloatSin(a);`

Emulation Yes

Mobile C Version 3x

FloatArcCos

Syntax **Int FloatArcCos (int angle)**

Parameter *angle* :

Function a
GNEX 1.06.00 Library .

Return value

Example `int a, rst;`

`a = MakeFloat(1225, -2); // a = 12.25`
`rst = FloatArcCos(a);`

Emulation Yes

Mobile C Version 3x

FloatArcSin

Syntax `Int FloatArcSin (int angle)`

Parameter `angle :`

Function `a`
GNEX 1.06.00 Library

Return value

Example `int a, rst;`

`a = MakeFloat(1225, -2); // a = 12.25`
`rst = FloatArcSin(a);`

Emulation Yes

Mobile C Version 3x

FloatArcTan

Syntax `Int FloatArcTan(int angle)`

Parameter *angle* :

Function `a`
GNEX 1.06.00 Library .

Return value

Example

```
int a, rst;  
  
a = MakeFloat( 1225, -2 ); // a = 12.25  
rst = FloatArcTan( a );
```

Emulation Yes

Mobile C Version 3x

NegFloat

Syntax	int NegFloat (int a)
Parameter	<i>a</i> :
Function	<i>a</i> GNEX 1.06.00 Library .
Return value	가
Example	<pre>int a, rst; a = MakeFloat(31415, -4); // a = 3.1415 rst = NegFloat(a, b); // rst= -3.1415</pre>
Emulation	Yes
Mobile C Version	3x

FloatToFixed

Syntax `int FloatToFixed (int a)`

Parameter `a` :

Function `a` 16.16bit
GNEX 1.06.00 Library .

Return value 16/16bit

Example

```
int a, rst;  
  
a = MakeFloat( 31415, -4 ); // a = 3.1415  
rst = FloatToFixed( a );
```

Emulation Yes

Mobile C Version 3x

FixedToFloat

Syntax `int FixedToFloat (int a)`

Parameter `a` :

Function 16.16bit `a`

GNEX 1.06.00 Library

Return value

Example

```
int a, rst;

a = 0x00032439; // a = 3.1415
rst = FixedToFloat( a );
```

Emulation Yes

Mobile C Version 3x

FloatSqrt

Syntax	int FloatSqrt (int a)
Parameter	<i>a</i> :
Function	<i>a</i> . GNEX 1.06.00 Library .
Return value	
Example	<pre>int a, rst; a = 0x00032439; // a = 3.1415 rst = FloatSqrt(a);</pre>
Emulation	Yes
Mobile C Version	3x

CompareFloat

Syntax	int CompareFloat (int a, int b, in opt)
Parameter	<i>a</i> : <i>b</i> : opt : enum { NOTEQUAL = 0x00, EQUAL = 0x01, LESSTHAN = 0x02, MORETHAN = 0x04 } swvCompareOpt
Function	a, b opt GNEX 1.06.00 Library
Return value	1, 0
Example	<pre>CompareFloat(a, b, EQUAL); // a == b CompareFloat(a, b, NOTEQUAL); // a != b CompareFloat(a, b, LESSTHAN); // a < b CompareFloat(a, b, MORETHAN); // a > b CompareFloat(a, b, LESSTHAN EQUAL); // a <= b</pre>
Emulation	Yes
Mobile C Version	3x

VibeTonz Library Functions

VibeTonz Library Function Application
 SDK Library Function
 'Immersion VibeTonz Studio SDK'
 , , Immersion SDK <http://mshop.immersion.com>

VibeCloseDevice

Syntax	Int VibeCloseDevice(int hDeviceHandle)
Parameter	hDeviceHandle : OpenDevice
Function	OpenDevice Open OpenDevice CloseDevice 가 OpenDevice CloseDevice
Return value	0 : -2 : -3 : hDeviceHandle handle -4 :
Example	int m_hDevice; if (VIBE_INVALID_DEVICE_HANDLE_VALUE != m_hDevice) VibeCloseDevice (m_hDevice);
Emulation	Yes

VibeGetDeviceCapabilityInt32

Syntax `Int VibeGetDeviceCapabilityInt32(int nDeviceIndex, int nDevCapType, int* pnDevCapVal)`

Parameter

nDeviceIndex
: 0
GetDeviceCount

nDevCapType
: 32-bit integer Capability Type

pnDevCapVal
: 32-bit integer capability

Function 32-bit interger capability

Return value

0 :
-2 :
-3 : 가
nDeviceIndex가 GetDeviceCount

pnDevCapVal 가 NULL
-4 :
-6 : nDevCapType 32-bit integer capability
capability type

Example

```
int nDevCapVal = 0;

VibeGetDeviceCapabilityInt32( DEVICE_INDEX,
VIBE_DEVCAPTYPE_ACTUATOR_TYPE, &nDevCapVal);
```

Emulation Yes

VibeGetDeviceCapabilityString

Syntax `Int VibeGetDeviceCapabilityString(int nDeviceIndex, int nDevCapType, int nSize, string szDevCapVal)`

Parameter

nDeviceIndex
: 0
GetDeviceCount

nDevCapType
: string Capability Capability Type

nSize
: szDevCapVal
VIBE_MAX_CAPABILITY_STRING_LENGTH(64)

szDevCapVal
: string capability
nSize

Function string capability

Return value

0 :
-2 :
-3 : 가
nDeviceIndex가 GetDeviceCount
nSize 가 string
pnDevCapVal 가 NULL
-4 :
-6 : nDevCapType string capability
capability type

Example `string szDevCapVal;`

```
VibeGetDeviceCapabilityString( DEVICE_INDEX,
VIBE_DEVCAPTYPE_DEVICE_NAME, MAX_STRING_LEN,
szDevCapVal );
```

Emulation Yes

VibeGetDeviceCount

Syntax

Int VibeGetDeviceCount(void)

Parameter

None

Function

가

Return value

: 가
-2 :

Example

```
ret = VibeGetDeviceCount();  
  
MakeStr1( m_szMessage, "Device Count = %d", ret );
```

Emulation

Yes

VibeGetDevicePropertyBool

Syntax `Int VibeGetDevicePropertyBool(int hDeviceHandle, int nDevPropType, int* pbDevPropVal)`

Parameter

- `hDeviceHandle`
: boolean property
- `nDevPropType`
: boolean property Property
- `pbDevPropVal`
: boolean property

Function boolean property .

Return value

- 0 : .
- 2 : .
- 3 : 가 .
- `hDeviceHandle`가 handle 가
- `pbDevPropVal`가 NULL
- 4 : .
- 6 : `nDevPropType` boolean property
- property type .
- 8 : 가 .

Example

```
int bDevPropVal = 0;

VibeGetDevicePropertyBool(m_hDevice,
VIBE_DEVPROPTYPE_DISABLE_EFFECTS, &bDevPropVal);
```

Emulation Yes

VibeGetDevicePropertyInt32

Syntax `Int VibeGetDevicePropertyInt32(int hDeviceHandle, int nDevPropType, int* pnDevPropVal)`

Parameter

`hDeviceHandle`
: 32-bit integer property
OpenDevice

`nDevPropType`
: 32-bit integer property Property type

`pnDevPropVal`
: 32-bit integer property

Function 32-bit integer property

Return value

0 : Success

-2 : hDeviceHandle가 handle 가

-3 : pbDevPropVal가 NULL

-4 : Success

-7 : nDevPropType boolean property
property type

-8 : 가

Example

```
int nDevPropVal = 0;

VibeGetDevicePropertyInt32(m_hDevice,
VIBE_DEVPROPTYPE_PRIORITY, &nDevPropVal);
```

mulation Yes

VibeGetDeviceState

Syntax `Int VibeGetDeviceState(int nDeviceIndex, int* pnState)`

Parameter

nDeviceIndex	
:	0
GetDeviceCount	
.	
pnState	
:	status bit

Function 가 status bit .

Return value

0 :	
-2 :	
-3 :	가
nDeviceIndex가	GetDeviceCount
pnState가 NULL	
-4 :	

Example

```
int iState;  
  
VibeGetDeviceState( DEVICE_INDEX, &iState );
```

Emulation Yes

VibeGetIVTEffectCount

Syntax	Int VibeGetIVTEffectCount(media pIVT)
Parameter	pIVT : IVT
Function	IVT
Return value	: IVT -2 : -3 : pIVT 가 IVT data 가
Example	<pre>ret = VibeGetIVTEffectCount(m_pMyFX_ivt); if(ret) MakeStr1(m_szMessage, "EffectCount = %d", ret);</pre>
Emulation	Yes

VibeGetIVTEffectIndexFromName

Syntax `Int VibeGetIVTEffectIndexFromName(media pIVT, char* szEffectName, int* pnEffectIndex)`

Parameter

pIVT
: IVT

szEffectName
:

pnEffectIndex
:

Function IVT

Return value

0 :
-2 :
-3 : 가 IVT 가
pIVT 가 szEffectName 가 NULL
pnEffectIndex가 NULL
-4 :

Example

```
ret = VibeGetIVTEffectIndexFromName(m_pMyFX_ivt,
    "MyMagSweepFX", &nRetVal);

if(ret)
{
    MakeStr1(m_szMessage, "Effect index (MyMagSweepFX)
    = %d", nRetVal);
}
```

Emulation Yes

VibeGetIVTEffectType

Syntax	Int VibeGetIVTEffectType(media pIVT, int nEffectIndex, int* pnEffectType)
Parameter	<p>pIVT : IVT</p> <p>nEffectIndex : 0 GetIVTEffectCount가</p> <p>pnEffectType :</p>
Function	IVT
Return value	<p>0 : -2 : -3 : 가 pIVT가 IVT 가 nEffectIndex가 GetIVTEffectCount가</p> <p>pnEffectType가 NULL</p> <p>-4 :</p>
Example	<pre>int nRetVal; ret = VibeGetIVTEffectType(m_pMyFX_ivt, 0, &nRetVal);</pre>
Emulation	Yes

VibeGetIVTMagSweepEffectDefinition

Syntax	Int VibeGetIVTMagSweepEffectDefinition(media pIVT, int nEffectIndex, int data[])
Parameter	<p>pIVT : IVT</p> <p>nEffectIndex :</p> <p>data :</p> <p>data[0] – Duration : (ms). 가 VIBE_TIME_INFINITE , 0 GetDeviceCapabilityInt32 (VIBE_DEVCAPTYPE_MAX_EFFECT_DURATION)</p> <p>data[1] – Magnitude : VIBE_MIN_MAGNITUDE VIBE_MAX_MAGNITUDE</p> <p>data[2] – Style :</p> <p>data[3] – AttackTime : Attack Time. Attack Time 0 GetDeviceCapabilityInt32 (VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)</p> <p>data[4] – AttackLevel : Attack Level. Attack Level VIBE_MIN_MAGNITUDE VIBE_MAX_MAGNITUDE</p> <p>data[5] – FadeTime : Fade Time. Fade Time 0 GetDeviceCapabilityInt32 (VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)</p> <p>data[6] – FadeLevel : Fade Level. Fade Level VIBE_MIN_MAGNITUDE VIBE_MAX_MAGNITUDE</p>

Mobile C Library Function Reference

Function	IVT	MagSweep	.
Return value	0 : -2 : -3 : pIVT가 nEffectIndex가	IVT 가 GetIVTEffectCount 가 NULL	.
	-4 : -5 : nEffectIndex	가 MagSweep	가 .
Example	<pre>int params[7]; ret = VibeGetIVTMagSweepEffectDefinition(m_pMyFX_ivt, MyFX_MyMagSweepFX, params); nDuration = params[0]; nMagnitude = params[1]; nStyle = params[2]; nAttackTime = params[3]; nAttackLevel = params[4]; nFadeTime = params[5]; nFadeLevel = params[6];</pre>		
Emulation	Yes		

VibeInitialize

Syntax	Int VibeInitialize(int nVersion)
Parameter	nVersion : Version Number
Function	. API (initialize) (Terminate)
Return value	0 : -3 : nVersion가 version number가 -4 : -10 : VibeTonz API 가 . VibeTonz API
Example	<pre>#define VIBE_CURRENT_VERSION_NUMBER 0x1000000 VibeInitialize(VIBE_CURRENT_VERSION_NUMBER);</pre>
Emulation	Yes


```
(VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME )
nFadeLevel
: Fade Level. Fade Level VIBE_MIN_MAGNITUDE
VIBE_MAX_MAGNITUDE
```

Function MagSweep

Return value

```
0 :
1 : nEffecthandle MagSeep
StopPlayingEffect,
StopAllPlayingEffects
-2 :
-3 : 가
hDeviceHandle 가
nEffectHandle 가
MagSweep
-4 :
-8 :
. SetDevicePropertyString
```

Example

```
int m_nMagnitude;

VibeModifyPlayingMagSweepEffect(
    m_hDevice, // device handle
    m_hEffect, // effect handle
    VIBE_TIME_INFINITE, // duration
    m_nMagnitude, // magnitude
    VIBE_STYLE_STRONG, // style
    0, // attacktime
    0, // attacklevel
    0, // fadetime
    0); // fadelevel
```

Emulation Yes

VibeModifyPlayingPeriodicEffect

Syntax

Int VibeModifyPlayingPeriodicEffect(int data[])

Parameter

data[0] – Device Handle
 : Device Handle. Device Handle. OpenDevice
 , Device Handle. Play

data[1] – Effect Handle
 : Effect Handle. Periodic
 PlayPeriodicEffect, PlayIVTEffect,
 PlayIVTEffectRepeat

data[2] – Duration
 : Duration (ms). Duration 가
 VIBE_TIME_INFINITE ,
 0 GetDeviceCapabilityInt32
 (VIBE_DEVCAPTYPE_MAX_EFFECT_DURATION)

data[3] – Magnitude
 : Magnitude. VIBE_MIN_MAGNITUDE
 VIBE_MAX_MAGNITUDE

Data[4] – Period
 : Period. GetDeviceCapabilityInt32
 (VIBE_DEVCAPTYPE_MIN_PERIOD,
 VIBE_DEVCAPTYPE_MAX_PERIOD)

data[5] – Style
 : Style

data[6] – AttackTime
 : Attack Time. Attack Time 0
 GetDeviceCapabilityInt32
 (VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)

data[7] – AttackLevel
 : Attack Level. Attack Level VIBE_MIN_MAGNITUDE
 VIBE_MAX_MAGNITUDE

Mobile C Library Function Reference

data[8] – FadeTime
: Fade Time. Fade Time 0 GetDeviceCapabilityInt32

(VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)

data[9] – FadeLevel
: Fade Level. Fade Level VIBE_MIN_MAGNITUDE
VIBE_MAX_MAGNITUDE

Function

Periodic

Return value

0 :
1 : nEffecthandle Periodic
StopPlayingEffect,
StopAllPlayingEffects
-2 :
-3 : 가
hDeviceHandle 가
nEffectHandle 가
MagSweep
-4 :
-8 :
. SetDevicePropertyString

Example

```
int params[10];  
  
params[0] = m_hDevice; // device handle  
params[1] = m_hEffect; // effect handle  
params[2] = VIBE_TIME_INFINITE; // duration  
params[3] = m_nMagnitude; // magnitude  
params[4] = m_nPeriod; // period  
params[5] = m_nStyle; // style  
params[6] = 0; // attacktime  
params[7] = 0; // attacklevel  
params[8] = 0; // fadetime  
params[9] = 0; // fadelevel  
  
ret = VibeModifyPlayingPeriodicEffect( params );  
  
Yes
```

Emulation

Mobile C Library Function Reference

Example

```
VibeStopAllPlayingEffects(m_hDevice);
```

```
ret = VibePlayIVTEffect(m_hDevice, m_pMyFX_ivt, 0,  
&m_hEffect);
```

Emulation

Yes

VibeGetIVTPeriodicEffectDefinition

Syntax **Int VibeGetIVTPeriodicEffectDefinition(media pIVT, int nEffectIndex, int data[])**

Parameter

pIVT
: IVT

nEffectIndex
: 0
GetIVTEffectCount

data
:
data[0] – Duration
: (ms). 가
VIBE_TIME_INFINITE , 0
GetDeviceCapabilityInt32
(VIBE_DEVCAPTYPE_MAX_EFFECT_DURATION)

data[1] – Magnitude
: VIBE_MIN_MAGNITUDE
VIBE_MAX_MAGNITUDE

Data[2] – Period
: (ms).
GetDeviceCapabilityInt32
(VIBE_DEVCAPTYPE_MIN_PERIOD,
VIBE_DEVCAPTYPE_MAX_PERIOD)

data[3] – Style
:
data[4] – AttackTime
: Attack Time(ms). Attack Time 0
GetDeviceCapabilityInt32
(VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)

data[5] – AttackLevel
: Attack Level. Attack Level VIBE_MIN_MAGNITUDE
VIBE_MAX_MAGNITUDE

Mobile C Library Function Reference

data[6] – FadeTime
 : Fade Time(ms). Fade Time 0
 GetDeviceCapabilityInt32
 (VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)
 data[7] – FadeLevel
 : Fade Level. Fade Level VIBE_MIN_MAGNITUDE
 VIBE_MAX_MAGNITUDE

Function

IVT Periodic

Return value

0 :
 -2 :
 -3 : 가
 pIVT가 IVT 가
 - nEffectIndex가 GetIVTEffectCount
 - 가 NULL
 -4 :
 -5 : nEffectIndex 가 Periodic 가

Example

```
int params[10];

VibeGetIVTPeriodicEffectDefinition(m_pMyFX_ivt,
MyFX_MyPeriodicFX, params);

nDuration = params[0];
nMagnitude = params[1];
nPeriod = params[2];
nStyle = params[3];
nAttackTime = params[4];
nAttackLevel = params[5];
nFadeTime = params[6];
nFadeLevel = params[7];
```

VibePlayIVTEffectRepeat

Syntax `Int VibePlayIVTEffectRepeat(int hDeviceHandle, media pIVT, int nEffectIndex, int nRepeat, int* pnEffectHandle)`

Parameter

hDeviceHandle
: OpenDevice

pIVT
: IVT

nEffectIndex
: 0
GetIVTEffectCount

nRepeat
: Play
nRepeat VIBE_REPEAT_COUNT_INFINITE
Play nRepeat 0
VIBE_REPEAT_COUNT_INFINITE -1
VIBE_REPEAT_COUNT_INFINITE - 1
nRepeat 0 Play
(, 0)
StopPlayingEffect StopAllPlayingEffects

pnEffectHandle
:

Function IVT Play

Return value

0 :
2 :
3 : 가 disable
-2 :
-3 : 가

Mobile C Library Function Reference

- hDeviceHandle 가
- pIVT가 IVT 가
- nEffectIndex가 0 GetIVTEffectCount

- pnEffectHandle가 NULL
- 4 :
- 8 :
- . SetDevicePropertyString

Example

```
VibeStopAllPlayingEffects(m_hDevice);  
  
ret = VibePlayIVTEffectRepeat(m_hDevice, m_pMyFX_ivt,  
0, 1, &m_hEffect);
```

Emulation

Yes

VibePlayMagSweepEffect

Syntax **Int VibePlayMagSweepEffect(int hDeviceHandle, int nDuration, int nMagnitude, int nStyle, int nAttackTime, int nAttackLevel, int nFadeTime, int nFadeLevel, int* pnEffectHandle)**

Parameter

hDeviceHandle
: OpenDevice

nDuration
: (ms). 가
VIBE_TIME_INFINITE , 0
GetDeviceCapabilityInt32
(VIBE_DEVCAPTYPE_MAX_EFFECT_DURATION)

nMagnitude
: VIBE_MIN_MAGNITUDE
VIBE_MAX_MAGNITUDE

nStyle
:

nAttackTime
: Attack Time(ms). Attack Time 0
GetDeviceCapabilityInt32
(VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)

nAttackLevel
: Attack Level. Attack Level VIBE_MIN_MAGNITUDE
VIBE_MAX_MAGNITUDE

nFadeTime
: Fade Time(ms). Fade Time 0
GetDeviceCapabilityInt32
(VIBE_DEVCAPTYPE_MAX_ENVELOPE_TIME)

nFadeLevel
: Fade Level. Fade Level VIBE_MIN_MAGNITUDE
VIBE_MAX_MAGNITUDE

pnEffectHandle

Mobile C Library Function Reference

	:	
Function	MagSweep	Play
Return value	0 :	
	2 :	
	3 :	가 disable
	-2 :	
	-3 :	가
	- hDeviceHandle 가	
	- MagSweep	
	- pnEffectHandle가 NULL	
	-4 :	
	-8 :	
		. SetDevicePropertyString

Example

```
int ret = VIBE_E_FAIL;

VibeStopAllPlayingEffects(m_hDevice);
m_nMagnitude = 5000;

ret = VibePlayMagSweepEffect(
    m_hDevice, // device handle
    VIBE_TIME_INFINITE, // duration
    m_nMagnitude, // magnitude
    VIBE_STYLE_STRONG, // style
    0, // attacktime
    0, // attacklevel
    0, // fadetime
    0, // fadelevel
    &m_hEffect);
```

Emulation

Yes

VibeSetDevicePropertyBool

Syntax Int VibeSetDevicePropertyBool(int hDeviceHandle, int nDevPropType, int bDevPropVal)

Parameter

hDeviceHandle	
:	OpenDevice
nDevPropType	
:	boolean property Property
bDevPropVal	
:	boolean property

Function boolean property

Return value

- 0 :
- 2 :
- 3 : 가
- hDeviceHandle 가
- nDevPropType 가 boolean property property type
- bDevPropVal
- 4 :
- 7 : nDevPropType가 boolean property property
- 8 :
- . SetDevicePropertyString

Example

```
ret = VibeSetDevicePropertyBool(m_hDevice, VIBE_DEVPROPTYPE_DISABLE_EFFECTS, TRUE);
```

Emulation Yes

VibeStopPlayingEffect

Syntax `Int VibeStopPlayingEffect(int hDeviceHandle, int hEffectHandle)`

Parameter `hDeviceHandle`
: `OpenDevice`
`Play`
`hEffectHandle`
: `PlayMagSweepEffect, PlayPeriodicEffect, PlayIVTEffect,`
`PlayIVTEffectRepeat`

Function

Return value `0` :
`-2` :
`-3` : 가
`hDeviceHandle`가
`hEffectHandle`가
`hEffectHandle`가 `hDeviceHandle`
`-4` :
`-8` :
`SetDevicePropertyString`

Example `ret = VibeStopPlayingEffect(m_hDevice, m_hEffect);`

Emulation Yes

VibeGetIVTEffectDuration

Syntax	<code>Int VibeGetIVTEffectDuration(media pIVT, int nEffectIndex, int* pnEffectDuration)</code>
Parameter	<p><code>pIVT</code> : IVT <code>nEffectIndex</code> : <code>GetIVTEffectCount</code>가 0 <code>pnEffectDuration</code> :</p>
Function	IVT
Return value	<p>0 : -2 : -3 : <code>가</code> - <code>pIVT</code> 가 IVT 가 - <code>nEffectIndex</code>가 <code>GetIVTEffectCount</code> - <code>pnEffectDuration</code> NULL -4 :</p>
Example	<code>ret = VibeGetIVTEffectDuration(m_pMyFX_ivt, 0, &nRetVal);</code>
Emulation	Yes

VibeCreateStreamingEffect

Syntax Int VibeCreateStreamingEffect(int hDeviceHandle, int* pnEffectHandle)

Parameter hDeviceHandle
: OpenDevice
, Play
pnEffectHandle
:

Function

Return value 0 :
-2 :
-3 : 가
- hDeviceHandle가 handle 가
- pnEffectHandle NULL
-4 :
-9 : 가

Example ret = VibeCreateStreamingEffect(m_hDevice, &m_hStreamingEffect);

Emulation Yes

VibeDestroyStreamingEffect

Syntax Int VibeDestroyStreamingEffect(int hDeviceHandle, int hEffectHandle)

Parameter	hDeviceHandle : hEffectHandle :	OpenDevice Play
Function		
Return value	0 : -2 : -3 : - hDeviceHandle가 - hEffectHandle -4 : -8 : 가	가 handle 가
Example		<pre>ret = VibeDestroyStreamingEffect(m_hDevice, m_hStreamingEffect);</pre>
Emulation		Yes

VibePlayStreamingSample

Syntax Int VibePlayStreamingSample(int hDeviceHandle, int hEffectHandle, media pStreamingSample, int nSize)

Parameter	hDeviceHandle : hEffectHandle : CreateStreamingEffect pStreamingSample : nSize : pStreamingSample (:)	OpenDevice
Function		
Return value	0 : 2 : 3 : -2 : -3 : - hDeviceHandle가 - hEffectHandle - pStreamingSample - nSize가 0 -4 : -8 :	가 disable 가 handle 가 가 VIBE_MAX_STREAMING_SAMPLE_SIZE 가

Example

```
ret = VibePlayStreamingSample(m_hDevice,
m_hStreamingEffect,
g_aStreamingEffectsData[m_iCurrentSample],
g_aStreamingEffectsSampleSize[m_iCurrentSample]);
```

Emulation Yes

VibePausePlayingEffect

Syntax Int VibeDestroyStreamingEffect(int hDeviceHandle, int hEffectHandle)

Parameter	hDeviceHandle : hEffectHandle :	OpenDevice Play
Function		
Return value	0 : 1 : 가 -2 : -3 : 가 - hDeviceHandle가 handle 가 - hEffectHandle -4 : -8 : 가 -9 : 가	
Example		<pre>ret = VibeDestroyStreamingEffect(m_hDevice, m_hStreamingEffect);</pre>
Emulation	Yes	

VibeResumePausedEffect

Syntax Int VibeResumePausedEffect(int hDeviceHandle, int hEffectHandle)

Mobile C Library Function Reference

Parameter	hDeviceHandle	
	:	OpenDevice
	,	Play
	,	
	hEffectHandle	
	:	
Function		
Return value	0 :	
	4 :	가
	1 :	가
	-2 :	
	-3 :	가
	- hDeviceHandle가	handle 가
	- hEffectHandle	
	-4 :	
	-8 :	가
	-9 :	가
Example	<code>ret = VibeResumePausedEffect(m_hDevice, m_hEffect);</code>	
Emulation	Yes	

VibeGetEffectState

Syntax Int VibeGetEffectState(int hDeviceHandle, int hEffectHandle, int* phEffectState)

Mobile C Library Function Reference

Parameter	<p>hDeviceHandle : OpenDevice Play</p> <p>hEffectHandle : PlayMagSweepEffect, PlayPeriodicEffect, PlayIVTEffect, PlayIVTEffectRepeat CreateStreamingEffect</p> <p>phEffectState :</p>
Function	가
Return value	<p>0 : -2 : -3 : 가 - hDeviceHandle가 handle 가 - hEffectHandle - phEffectState 가 NULL -4 : -8 : 가</p>
Example	<pre>ret = VibeGetEffectState(m_hDevice, m_hEffect, &iState);</pre>
Emulation	Yes

VibeTerminate

Syntax Int VibeTerminate(void)

Parameter None

Function

Return value 0 :
 -2 :
 -4 :

Example VibeTerminate();

Emulation Yes

Debugging Library Functions

Debugging Library Function	Mobile C Application
Debugging	Library Function
가	Emulator 가

Trace4

Syntax **void Trace4(string f, int v1, int v2, int v3, int v4)**

Parameter *f*: 가 string double
 quotation("")

v1: integer 1
v2: integer 2
v3: integer 3
v4: integer 4

Function LCD가

Debugging Library
 가 Library
 Mobile C Debug mode Compile 가

Return value None

Example

```
int cnt=0;

void EVENT_TIMEOUT(){
    cnt++;
    Trace4("number of timeout = %d", cnt, 0, 0, 0);
    RestoreLCD();
    Flush();
}
```

Emulation

Related Topics Traces

Mobile C Library Function Reference

Mobile C Version 1.5x¹⁹, 3x

¹⁹ Mobile C version 1.53(GVM) Trace3 , Mobile C version
3.0(GNEX) Trace4 .

TraceS

Syntax	void TraceS(string f, string s)
Parameter	<p><i>f</i>: 가 string double quotation("")</p> <p><i>s</i>: string</p>
Function	<p>LCD가 Debugging Library 가 . Library Mobile C Debug mode Compile 가 .</p>
Return value	None
Example	<pre>int cnt=0; string str; void EVENT_TIMEOUT(){ MakeStr1(str,"%d", swFrame % 4); TraceS("swframe=%s", str); RestoreLCD(); Flush(); }</pre>
Emulation	
Related Topics	Trace4
Mobile C Version	1.5x, 3.x

TraceF

Syntax	void TraceF(string str, int f)
Parameter	<p><i>str</i>: 가 string double quotation("")</p> <p><i>f</i>: float</p>
Function	<p>Int float</p> <p>LCD가 Debugging Library 가 .</p> <p>Library Mobile C Debug mode</p> <p>Compile 가 .</p>
Return value	None
Example	<pre>int fvalue; void EVENT_TIMEOUT(){ fvalue = 12.2540; TraceF("Display(TraceF)=%f", fvalue); RestoreLCD(); Flush(); }</pre>
Emulation	
Related Topics	Trace4, TraceF
Mobile C Version	3.x

ExtQueryFeature

Syntax	int ExtQueryFeature(int svcCode)
Parameter	<i>svcCode</i> : (1:SIS, 2:SK AD, 3:VOD)
Function	GVM svcCode 가 .
Return value	0, -1 return .
Example	<pre>#define VOD_FUNC 3 int a; a = ExtQueryFeature(VOD_FUNC); if (a < 0) else </pre>
Related Topics	ExtApiType7
Mobile C Version	1.5x

ExtApiType7

Syntax `int ExtApiType7(int svcCode, int methodCode, media media_or_URL, int pos[], int size[], int clear, int reserved)`

Parameter

svcCode:
methodCode :
media_or_URL :
pos[]: VOD x, y
size []: VOD width, height
clear : VOD LCD clear
1 clear, 0
reserved : 0

method code	media_or_URL	Description
0	media	Play the internal VOD data
1	URL	Download VOD data via URL link and play VOD data

[Table 20] ExtApiType7 methodCode media_or_URL

Function `svcCode methodCode`

Return value 0, -1 return

Example

```
#define VOD_FUNC 3
int a;
const image i = {0x01, 0x1f, 0x03, 0xd4, .....};

a = ExtApiType7(VOD_FUNC, 0, i, pos, size, 0, 0);
```

Related Topics ExtQueryFeature

Mobile C Version 1.5x

A. Mobile C version 1.0 version 1.5x API

		version 1.0		version 1.5x	
PLAYER	GVM1X			GVM2X	
Library Functions	MakeStr	format		MakeStr	format
	64byte			256byte	
	BackToBrowser	URL		BackToBrowser	URL
	64byte			256byte	
	NetSend			NetSend	swData
	64byte			SwData가 1	, 0
				256byte	
				ResetClip, SetClip	
				InvertRect	
				DrawRectRound, FillRectRound	
				ScrollLCD	
				DrawStr2, DrawStrSolid2	
				StrInput2	
				NetState	
				NetConnect, NetDisconnect	
				VoiceCall	
				PtpCall, PtpCallMmi	
				PtpWait. PtpRelease	
				Download2	
				RegAdvAudio	
				PlayAdvAudio	
				ManAdvAudio	
				ReadHandsetData	
				WriteHandsetData	
				OemApi	
				Trace3, TraceS	가

Mobile C Library Function Reference

		<p>VODGetData VODWriteData VODDeleteData VODRegPictureMate VODGetPictureMate VODPlayFile VODPlayURL VODPlayBuffer VODPlayResource VODStop VODPause VODResume VODSetPosition VODGetPosition VODRecord</p>
<p>Camera Library Functions</p>		<p>CAMWriteImage CAMGetPosition CAMSetPosition CAMGetFormat CAMSetFormat CAMGetResolution CAMSetResolution CAMGetSupportResolution CAMGetResolutionCount CAMGetFormatCount CAMGetSupportFormat CAMStatus CAMPowerON CAMPowerOFF CAMSnapShot PhotoGetName PhotoGetCount PhotoGetSize PhotoGetFormat PhotoGetData PhotoDeleteData</p>

Mobile C Library Function Reference

		PhotoRegPictureMate
Graphic Library Functions	Clear ClearWhite ClearBlack SetColor SetGamma SetClip ResetClip GetPixel PutPixel DrawLine DrawHLine DrawVLine DrawRect FillRect DrawRectRound FillRectRound InvertRect DrawEllipse FillEllipse	Clear ClearWhite ClearBlack ClearRGB ClearPartial ClearPartialRGB RGBToIndex RGBToDev GetColor SetColor SetColorRGB GetGamma SetGamma GetClip SetClip ResetClip GetActiveBuffer SetActiveBuffer GetPixel PutPixel PutPixelDev PutPixelRGB DrawLine DrawHLine DrawVLine DrawRect FillRect FillRectEx DrawRectRound FillRectRound InvertRect DrawEllipse FillEllipse DrawPoly FillPoly

Mobile C Library Function Reference

		SetShadeColor SetShadeColorRGB ShadeEllipse ShadeRect GetImageAlpha SetImageAlpha GetImageZoom SetImageZoom GetImageMirror SetImageMirror GetImageRotate SetImageRotate SetPalette GetPaletteColor SetPaletteColor GetPaletteColorRGB SetPaletteColorRGB CopyImage CopyImageDir CopyImagePal CopyImageDirPal	SetShadeColor SetShadeColorRGB ShadeEllipse ShadeRect GetImageAlpha SetImageAlpha GetImageZoom SetImageZoom GetImageMirror SetImageMirror GetImageRotate SetImageRotate SetPalette GetPaletteColor SetPaletteColor GetPaletteColorRGB SetPaletteColorRGB CopyImage CopyImageDir CopyImagePal CopyImageDirPal CopyImageEx CopyImageTile StretchCopyImage StretchCopyImageDir StretchCopyImagePal StretchCopyImageDirPal StretchCopyImagePalEx StretchCopyImageEx StretchCopyImageHS StretchCopyImageHSDir StretchCopyImageHSPal StretchCopyImageHSDirPal StretchCopyImageHSPalEx StretchCopyImageHSEx GetDDB
--	--	--	--

Mobile C Library Function Reference

	SetStrType	PutDDB
		SetFontType
		GetFontStyle
		SetFontStyle
		GetFont
	SetStrFont	SetFont
		GetFontAlign
	SetStrAlign	SetFontAlign
		GetFontColor
	SetStrColor	SetFontColor
		GetFontWidth
		GetFontHeight
		GetStrWidth
	DrawStr	DrawStr
	DrawStrSolid	DrawStrSolid
	DrawText	DrawText
	DrawTextSolid	DrawTextSolid
	DrawStr2	DrawStr2
	DrawStrSolid2	DrawStrSolid2
		DrawStrEx
	InitDepthQ	
	AddDepthQ	
	DrawDepthQ	
	SaveLCD	SaveLCD
	RestoreLCD	RestoreLCD
	ScrollLCD	ScrollLCD
		CopyLCD
	Flush	Flush
		FlushPartial
		InitSIS
		GetSISFrame
		StretchCopyImage
		StretchCopyImageDir
		StretchCopyImagePal
		StretchCopyImageDirPal
		StretchCopyImagePalEx

Mobile C Library Function Reference

<p>Library Functions</p>	<p>PtpCallMmi PtpWait PtpRelease NetConnect NetDisconnect: EVENT_ RESULT()가</p> <p>NetReconnect NetSend NetState LoadMedia LoadMediaResult Download Download2</p>	<p>NetConnect NetDisconnect: EVENT_ RESULT()가 PPP EVENT_NETWORK(swData =5)가</p> <p>NetReconnect NetSend NetState LoadMedia LoadMediaResult Download Download2 SockOpen SockClose SockConnect SockSendInt SockSendMedia SockSendToInt SockSendToMedia SockRecvInt SockRecvMedia SockRecvFromInt SockRecvFromMedia</p>
<p>File System Library Functions</p>		<p>FileGetFreeSpace FileGetInfo FileOpen FileClose FileDel FileSeek FileWriteInt FileWriteMedia</p>

Mobile C Library Function Reference

		FileReadInt FileReadMedia FileTest DirTest FileMakeDir FileRemoveDir
Mathematics Library Functions	RandSeed Rand RandRatio Abs Sgn Sin100 Cos100 Tan100 ArcSin100 ArcCos100 ArcTan100 Avr Avr3 Max Max3 Min Min3 FindMax FindMin FindNear ArrayToVar ArrayToArray ArrayToArray2 HitCheck	RandSeed Rand RandRatio Abs Sgn Sin100 Cos100 Tan100 ArcSin100 ArcCos100 ArcTan100 Avr Avr3 Max Max3 Min Min3 FindMax FindMin FindNear ArrayToVar ArrayToArray ArrayToArray2 HitCheck Sqrt
String Library Functions	GetMediaSize SetMediaSize StrInit strlen StrCpy	GetMediaSize SetMediaSize StrInit StrLen StrCpy

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	<p>StrSub StrCat StrCmp GetChar PutChar AsciiToInt IntToAscii GetByte PutByte GetBytes PutBytes MakeStrStr MakeStr1 MakeStr2 MakeStr3 MakeStr4 MakeStr5 StrInput StrInput2</p>	<p>StrSub StrCat StrCmp GetChar PutChar AsciiToInt IntToAscii PutByte GetByte PutBytes GetBytes MakeStrStr MakeStr1 MakeStr2 MakeStr3 MakeStr4 MakeStr5 StrInput StrInput2</p>
<p>Memory Library Functions</p>		<p>GetFreeMemory MallocInt FreeInt PutWord GetWord PutWordMedia GetWordMedia PutWords GetWords MemCpyInt MemCpyMedia MemCpyIntToMedia MemCpyMediaToInt CopyWordMediaToMedia CopyWordIntToMedia CopyWordMediaToInt MemSetInt</p>

Mobile C Library Function Reference

		MemSetMedia
Serial Communication Library Functions	RsCom RsSend	RsCom RsSend ComOpen ComClose ComConfig ComWriteInt ComWriteMedia ComReadInt ComReadMedia
Handset Data Access Library Functions	ReadHandsetData WriteHandsetData	PBGetCount PBGetData PBSetData PBDeleteData PBCheckUsing SMSGetCount SMSReadReceivedData SMSReadSentData SMSDeleteData SMSCheckUsing ImageGetCount ImageGetName ImageGetSize ImageGetFormat ImageGetData ImageWriteData ImageDeleteData ImageRegPictureMate ImageGetPictureMate MelodyGetCount MelodyGetName MelodyGetSize MelodyGetFormat MelodyGetData

Mobile C Library Function Reference

		MelodyWriteData MelodyDeleteData CHGetCount CHGetRecord CHCheckUsing
Debugging Library Functions	Trace3 TraceS	Trace4 TraceS

C. Table Information

Color Depth	Type	Bits Per Pixel		Local Palette (byte)
4 Grayscale	GRAY1	1	2	1
	GRAY2	2	4	2
	GRAY4	4	16	0
Color	COLOR1	1	2	2
	COLOR2	2	4	4
	COLOR4	4	16	16
	COLOR8	8	182	0
True Color	TCOLOR1	24	2	6
	TCOLOR2	24	4	12
	TCOLOR4	24	16	48
	TCOLOR8	24	256	768

[Table 1] VDI Format Color Type

Gamma	
0	Image가 White(Color) Transparent(Black or 4Gray)
1	
2	
3	Image
4	
5	
6	가
	Image가 White(Color) Transparent(Black or 4Gray)

[Table 2] Gamma Table

LCD type	Value	Definition
BW, Gray, Color LCD	0x00	S_WHITE
	0x01	S_LGRAY
	0x02	S_DGRAY
	0x03	S_BLACK

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	0x04	S_TRANSPARENT
	0x05 ~ 0x0F	Gray Blink
Color LCD	0x10 ~ 0x8B	Normal Color
	0x8C ~ 0xB5	Color Blink

[Table 3] Color Palette Table

Definition	Size		Value
S_FONT_SMALL	4 by 6	English	0
S_FONT_MEDIUM	6 by 8	English	1
S_FONT_LARGE	6 by 12	English, Korean	2
S_FONT_DOUBLE	12 by 24	English, Korean	3
S_FONT_HUGE	8 by 16	English, Korean	4
S_FONT_HUGE_DOUBLE	16 by 32	English, Korean	5

[Table 4] Font

Definition	Description	Value
S_ALIGN_LEFT		0
S_ALIGN_CENTER	가	1
S_ALIGN_RIGHT		2

[Table 5] Alignment

Definition	Description	Value
S_DIR_NORMAL	Image	0
S_DIR_MIRROR	Mirror	1

[Table 6] Image Direction

Definition	Description	Value
S_OFF	Keytone	0

S_ON	.	1
------	---	---

[Table 7] SetKeyTone sw

Definition	Description	Value
S_OFF	Backlight .	0
S_ON	Backlight .	1
S_MMI	.	2

[Table 8] SetBackLight flag

Definition	Description	Value
S_TM_ONCE		0
S_TM_REPEAT		1

[Table 9] Timer flag

Definition	Description	Value
S_OP_SET	$a[i] = v$	0
S_OP_ADD	$a[i] += v$	1
S_OP_SUB	$a[i] -= v$	2
S_OP_MULT	$a[i] *= v$	3
S_OP_DIV	$a[i] /= v$	4
S_OP_MOD	$a[i] \% = v$	5
S_OP_AND	$a[i] \& = v$	6
S_OP_OR	$a[i] = v$	7
S_OP_NOT	$a[i] = !v[i]$	8
S_OP_XOR	$a[i] \wedge = v$	9
S_OP_RSHIFT	$a[i] >> = v$	10
S_OP_LSHIFT	$a[i] << = v$	11

[Table 10] ArrayToVar OP Definition

Definition	Description	Value
S_OP_SET	$dst[l] = src[l]$	0
S_OP_ADD	$dst[l] += src[l]$	1
S_OP_SUB	$dst[l] -= src[l]$	2
S_OP_MULT	$dst[l] *= src[l]$	3

S_OP_DIV	$\text{dst}[i] /= \text{src}[i]$	4
S_OP_MOD	$\text{dst}[i] \% = \text{src}[i]$	5
S_OP_AND	$\text{dst}[i] \& = \text{src}[i]$	6
S_OP_OR	$\text{dst}[i] = \text{src}[i]$	7
S_OP_NOT	$\text{dst}[i] = !\text{src}[i]$	8
S_OP_XOR	$\text{dst}[i] \wedge = \text{src}[i]$	9
S_OP_RSHIFT	$\text{dst}[i] >> = \text{src}[i]$	10
S_OP_LSHIFT	$\text{dst}[i] << = \text{src}[i]$	11

[Table 11] ArrayToArray OP Definition

Definition	Description	Value
S_OP_SET	$\text{dst}[i] = \text{src1}[i]$	0
S_OP_ADD	$\text{dst}[i] = \text{src1}[i] + \text{src2}[i]$	1
S_OP_SUB	$\text{dst}[i] = \text{src1}[i] - \text{src2}[i]$	2
S_OP_MULT	$\text{dst}[i] = \text{src1}[i] * \text{src2}[i]$	3
S_OP_DIV	$\text{dst}[i] = \text{src1}[i] / \text{src2}[i]$	4
S_OP_MOD	$\text{dst}[i] = \text{src1}[i] \% \text{src2}[i]$	5
S_OP_AND	$\text{dst}[i] = \text{src1}[i] \& \text{src2}[i]$	6
S_OP_OR	$\text{dst}[i] = \text{src1}[i] \text{src2}[i]$	7
S_OP_NOT	$\text{dst}[i] = !\text{src1}[i]$	8
S_OP_XOR	$\text{dst}[i] = \text{src1}[i] \wedge \text{src2}[i]$	9
S_OP_RSHIFT	$\text{dst}[i] = \text{src1}[i] >> \text{src2}[i]$	10
S_OP_LSHIFT	$\text{dst}[i] = \text{src1}[i] << \text{src2}[i]$	11

[Table 12] ArrayToArray2 OP Definition

Definition	Value
S_VDI_OPAQUE	0
S_VDI_ALPHA_75PCT	1
S_VDI_ALPHA_50PCT	2
S_VDI_ALPHA_25PCT	3
S_VDI_INVERT	4
S_VDI_XOR	5

[Table 13] alpha blending factor

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Definition	Value
S_VDI_ROTATE_0	0
S_VDI_ROTATE_90	1
S_VDI_ROTATE_180	2
S_VDI_ROTATE_270	3

[Table 14] Image rotation

Definition	Description	Value
S_STYLE_NORMAL	NORMAL	0
S_STYLE_BOLD	BOLD	1
S_STYLE_ITALIC	ITALIC	2
S_STYLE_UNDERLINE	UNDERLINE	4

[Table 15] Font Style

Direction	Value
	0
	1
	2
	3
(round)	4
(rectangle)	5
(diamond)	6
(cross)	7

[Table 16] Shade

Definition	Value
Fore LCD buffer Back LCD buffer copy	0
Back LCD buffer Fore LCD buffer copy	1

[Table 17] CopyLCD

Definition	Value
S_VDI_OPAQUE	0
S_VDI_ALPHA_75PCT	1
S_VDI_ALPHA_50PCT	2

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S_VDI_ALPHA_25PCT	3
S_VDI_INVERT	4
S_VDI_XOR	5

[Table 18] Alpha Factor

Definition	Value
S_NET SOCK_TCP	1
S_NET SOCK_UDP	2

[Table 19] Socket Type

Definition	Value
S_NET_R_SUCCESS	1
S_NET_R_FAIL	-1
S_NET_R_WOULDBLOCK	65535
S_NET_R_CLOSEDBYPEER	-2

[Table 20] Socket Network

Definition	Value
S_COM_BRATE_AUTO	0
S_COM_BRATE_9600	1
S_COM_BRATE_19200	2
S_COM_BRATE_38400	3
S_COM_BRATE_57600	4
S_COM_BRATE_115200	5
S_COM_BRATE_230400	6

[Table 21] COM BaudRate

Definition	Value
S_COM_FLOW_NONE	0
S_COM_FLOW_XONXOFF_STRIP	1
S_COM_FLOW_HW	2
S_COM_FLOW_XONXOFF_NSTRIP	3

[Table 22] COM Flow Control

Definition	Value
S_FILE_OPENMODE_READWRITE	1
S_FILE_OPENMODE_CREATE	2
S_FILE_OPENMODE_READ	3
S_FILE_OPENMODE_APPEND	4

[Table 23] File Open Mode

Definition	Value
S_FILE_SEEK_SET	0
S_FILE_SEEK_CUR	1
S_FILE_SEEK_END	2

[Table 24] File Seek Type

Definition	Value
S_VOD_MEDIA_ALL	0
S_VOD_MEDIA_MPEG4	1
S_VOD_MEDIA_TCM	2
S_VOD_MEDIA_AAC	3
S_VOD_MEDIA_EVRC	4
S_VOD_MEDIA_H263	5
S_VOD_MEDIA_H264	6

[Table 25] VOD Media Type

Definition	Value
S_VOD_STORAGE_ALL	0
S_VOD_STORAGE_NORMAL	1
S_VOD_STORAGE_LIVESCREEN	2
S_VOD_STORAGE_LIVEBELL	3
S_VOD_STORAGE_RECORD	4

[Table 26] VOD Storage Type

Definition	Value
S_VOD_QUALITY_ECONOMY	1
S_VOD_QUALITY_STANDARD	2

S_VOD_QUALITY_HIGH	3
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[Table 27] VOD Quality Type

Definition	Value
S_IMG_WBMP	0
S_IMG_BMP	1
S_IMG_GIF	2
S_IMG_JPG	3
S_IMG_SIS	4
S_IMG_PNG	5
S_IMG_VDI	6
S_IMG_OEM	7
S_IMG_WTB	8
S_IMG_WTA	9
S_IMG_YUV	10

[Table 28] Image Format Type

Definition	Value
S_MATE_IDLE	0
S_MATE_CALL	1
S_MATE_PWON	2
S_MATE_PWOFF	3
S_MATE_NATE	4

[Table 29] PictureMate Type

	WIPI	WITOP
Curitel	SIS, JPEG, BMP, PNG	SIS, JPEG, BMP
Samsung	SIS, JPEG, PNG	SIS, JPEG
LGE	SIS, JPEG, BMP, WBMP, ABMP, GIF	SIS, JPEG, BMP, WBMP, ABMP, GIF
Motorola	SIS, JPEG	SIS, BMP, PNG
SKTT	SIS, JPEG, BMP	SIS, JPEG, BMP

[Table 30]

Mobile C Library Function Reference

Keyword	Info(SKT WIPI)
"PROFILEURI"	SKT NGB 1.1 UAField > "SST57SS01201117622022111602931000;2;3;111;2;2236"
"MANUFACTURE"	"SS" – "LG" – LG "SK" – SKTT "PT" – "PQ" – & "MT" – "NO" – NOKIA "TS" – "HH" –
"VIBRATORLEVEL"	

[Table 31] GetSysInfo Keyword

Definition	Value
S_HTTP_MAX_HANDLE	3
S_HTTP_R_SUCCESS	1
S_HTTP_R_FAIL	-1
S_HTTP_E_CONNECT	6
S_HTTP_E_READ	7
S_HTTP_E_R_SUCCESS	1
S_HTTP_E_R_FAIL	0

[Table 32] HTTP