

Javascript Reference

Javascript Programming

The following routines in the AppletVIEW applet can be called from Javascript inside an HTML page:

Functions

```
/**
 * Get the name (URL fragment) of the .jvi/.viml file.
 */
public String getConfigFile ();
}

/**
 * Set the location of the config file.
 * NOTE: this is a URL fragment - just a path.
 * The path can be relative or absolute, but it
 * is assumed to be on the server we got the applet
 * from.
 */
public void setConfigFile (String s);

/**
 * Returns current applet debug level [0-2]
 * Default debug level is 0.
 */
public int getDebugLevel ();

/**
 * Set the applet debug level. Parameter
 * must be [0-2].
 */
public void setDebugLevel (int n);

/**
 * Load new data from file.
 * NOTE: this is a URL fragment - just a path.
 * The path can be relative or absolute, but it
 * is assumed to be on the server we got the applet
 * from.
 */
public void setNewData (String s);

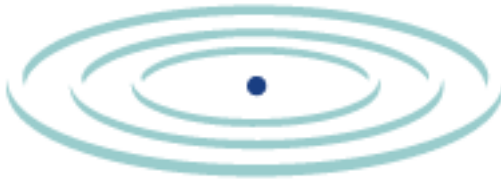
/**
 * Load more data from file.
 * NOTE: this is a URL fragment - just a path.
 * The path can be relative or absolute, but it
 * is assumed to be on the server we got the applet
 * from.
 */
public void setMoreData (String s);
```

Usage Example

```
<html><body>
<script language="JavaScript">
function config1() {
    document.myapplet.setConfigFile("test1.viml");
}

function config2 () {
    document.myapplet.setConfigFile("test2.viml");
}

function debugLevel1 () {
    document.myapplet.setDebugLevel (1);
}
```



we connect all sorts of things to the web

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```
</script>

<P>
<a href="#" onClick="config1()">Configuration #1</a>
<a href="#" onClick="config2()">Configuration #2</a>
<a href="#" onClick="debugLevel1()">Debug Level 1</a>

<P>
<APPLET
  NAME="myapplet"
  CODE="com.nacimiento.appletview.applet"
  CODEBASE="/AppletVIEW/"
  ARCHIVE="AppletVIEW.jar,AppletVIEWui.jar"
  WIDTH=300 HEIGHT=200>
<param name="ConfigFile" value="test1.viml">
</APPLET>

</html></body>
```