

View Sys files

This code will display the image and sound files available in “/Sys/”

The code

sysFiles.js

```
var arr=["/Sys/Img/AScript.png", "/Sys/Img/Add.png", "/Sys/Img/BarA.png",
"/Sys/Img/BlackBack.jpg", "/Sys/Img/BlueBack.jpg", "/Sys/Img/Bulb.png", "/
Sys/Img/Color.png", "/Sys/Img/Connect.png", "/Sys/Img/Droid1.png", "/Sys/I
mg/Droid2.png", "/Sys/Img/Eagle1.png", "/Sys/Img/Eagle2.png", "/Sys/Img/Ex
it.png", "/Sys/Img/Explode1.png", "/Sys/Img/Explode2.png", "/Sys/Img/Explo
de3.png", "/Sys/Img/Explode4.png", "/Sys/Img/Explode5.png", "/Sys/Img/File
s.png", "/Sys/Img/Forward.png", "/Sys/Img/GreenBack.jpg", "/Sys/Img/Hello.
png", "/Sys/Img/Icon.png", "/Sys/Img/JoyPad.png", "/Sys/Img/Layout.png", "/
Sys/Img/Left.png", "/Sys/Img/Light.png", "/Sys/Img/Mic.png", "/Sys/Img/Nxt
Conn.png", "/Sys/Img/Pillar.png", "/Sys/Img/PillarTop.png", "/Sys/Img/Play
.png", "/Sys/Img/Refresh.png", "/Sys/Img/Reverse.png", "/Sys/Img/Right.png
", "/Sys/Img/Settings.png", "/Sys/Img/Sky.jpg", "/Sys/Img/Sound.png", "/Sys
/Img/Splat.png", "/Sys/Img/Spring.png", "/Sys/Img/Sprint.png", "/Sys/Img/S
tarField.jpg", "/Sys/Img/Tab.png", "/Sys/Img/TabHi.png", "/Sys/Img/Tile.pn
g", "/Sys/Img/Touch.png", "/Sys/Img/Ultra.png", "/Sys/Img/VBarA.png", "/Sys
/Img/VBarB.png", "/Sys/Img/VBarC.png", "/Sys/Img/Xylophone.png", "/Sys/Img
/bar_dark.png", "/Sys/Img/ioio.png", "/Sys/Snd/Bullet.mp3", "/Sys/Snd/Expl
ode.mp3", "/Sys/Snd/Poing.ogg", "/Sys/Snd/Trill.ogg"]
var player, lay2, img
//Called when application is started.
function OnStart()
{
    app.EnableBackKey(false);
    app.SetOrientation("Portrait");
    //Create a layout with objects vertically centered.
    var lay = app.CreateLayout( "absolute", "VCenter,FillXY" );

    player = app.CreateMediaPlayer();
    player.SetOnReady(playerReady);
    //Create a text label and add it to layout.
    var lst = app.CreateList( arr );
    lst.SetOnTouch(lstOnTouch);
    lst.SetPosition(0,0.05);
    lay.AddChild( lst );

    //Add layout to app.
    app.AddLayout( lay );

    lay2=app.CreateLayout("absolute", "");
```

```
lay2.SetBackColor("#ffdddd");
//property to simulate GetBackColor()
lay2.backColor="#ffdddd"
img=app.CreateImage(null,0.95,0.85);
img.SetOnTouchUp(imgOnTouch);
lay2.AddChild(img);
//seekbar to change background colour
var skb=app.CreateSeekBar(0.95);
skb.SetRange(15);
skb.SetValue(13);
skb.SetOnTouch(skbOnTouch);
skb.SetPosition(0,0.85,0.95)
lay2.AddChild(skb);
lay2.SetVisibility("Hide");
app.AddLayout(lay2);
}

function lstOnTouch(item)
{
    if(!app.FileExists(item)) return
    var three=item.slice(-3)
    if (three=="png" || three=="jpg")
    {
        var pic = app.CreateImage(item);
        img.Clear();
        img.DrawImage(pic,0,0,pic.GetWidth(),pic.GetHeight());
        lay2.Animate("SlideFromLeft");
    }
    if (three=="mp3" || three=="ogg")
    {
        player.SetFile(item);
        player.SeekTo(0);
        player.Play();
    }
}

function imgOnTouch()
{
    lay2.Animate("SlideToLeft");
}

function skbOnTouch(value)
{
    var h = Math.round(value).toString(16);
    var col = "#ff"+h+h+h+h+h+h;
    if(lay2.backColor != col)
    {
        lay2.SetBackColor(col);
        lay2.backColor = col;
    }
}

function playerReady()
```

```
{
    player.SeekTo(0);
    player.Play();
}

function OnBack()
{
    if(lay2.GetVisibility()=="Show")
        lay2.Animate("SlideToLeft")
    else if(confirm("Exit")) app.Exit()
}
```

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