

Volume Box

Here is the spk .

Volume box.js

```
//Called when application is started.
function OnStart()
{
    app.SetOrientation("Portrait");
    //Create a layout with objects vertically centered.
    lay = app.CreateLayout("linear", "TopCenter,FillXY");
    lay.SetBackColor("#33ffffff");
    //Create Top Layout
    lay1 = app.CreateLayout("Linear", "Horizontal")
    lay1.SetSize(1, .1);
    lay1.SetBackColor("#428544");
    //Create a text label and add it to layout.
    txt = app.CreateText("Volume Box");
    txt.SetTextColor("#FFFFFF");
    txt.SetTextSize(30);
    lay1.AddChild(txt);
    //Set the menu items
    menu = app.SetMenu("About,Exit");
    lay.AddChild(lay1);
    //Create a text label and add it to layout.
    txt1 = app.CreateText("Volume Box");
    txt1.SetTextColor("#00FF00");
    txt1.SetTextSize(32);
    lay.AddChild(txt1);
    //Create volume bar and add to layout.
    skbVol1 = app.CreateSeekBar(0.8, - 1);
    skbVol1.SetOnTouch(skbVol_OnTouch);
    skbVol1.SetRange(1.0);
    lay.AddChild(skbVol1);
    //Create a text label and add it to layout.
    txt2 = app.CreateText("");
    txt2.SetTextColor("#CCFF00");
    txt2.SetTextSize(20);
    lay.AddChild(txt2);
    //Create volume bar and add to layout.
    skbVol2 = app.CreateSeekBar(0.8, - 1);
    skbVol2.SetOnTouch(skbVol_OnTouch1);
    skbVol2.SetRange(1.0);
    lay.AddChild(skbVol2);
    //Create a text label and add it to layout.
    txt3 = app.CreateText("Alarm");
    txt3.SetTextColor("#FFFF00");
    txt3.SetTextSize(20);
    lay.AddChild(txt3);
}
```

```
//Create volume bar and add to layout.
skbVol3 = app.CreateSeekBar(0.8, - 1);
skbVol3.SetOnTouch(skbVol_OnTouch2);
skbVol3.SetRange(1.0);
lay.AddChild(skbVol3);
//Create a text label and add it to layout.
txt4 = app.CreateText("Notification");
txt4.SetTextColor("#00FFFF");
txt4.SetTextSize(20);
lay.AddChild(txt4);
//Create volume bar and add to layout.
skbVol4 = app.CreateSeekBar(0.8, - 1);
skbVol4.SetOnTouch(skbVol_OnTouch3);
skbVol4.SetRange(1.0);
lay.AddChild(skbVol4);
//Create a text label and add it to layout.
txt5 = app.CreateText("System");
txt5.SetTextColor("#009975");
txt5.SetTextSize(20);
lay.AddChild(txt5);
//Create volume bar and add to layout.
skbVol5 = app.CreateSeekBar(0.8, - 1);
skbVol5.SetOnTouch(skbVol_OnTouch4);
skbVol5.SetRange(1.0);
lay.AddChild(skbVol5);
//Create a text label and add it to layout.
txt6 = app.CreateText("Ring");
txt6.SetTextColor("#00FFAA");
txt6.SetTextSize(20);
lay.AddChild(txt6);
//Create volume bar and add to layout.
skbVol6 = app.CreateSeekBar(0.8, - 1);
skbVol6.SetOnTouch(skbVol_OnTouch5);
skbVol6.SetRange(1.0);
lay.AddChild(skbVol6);
//Create a text label and add it to layout.
txt7 = app.CreateText("DTMF");
txt7.SetTextColor("#AAAA00");
txt7.SetTextSize(20);
lay.AddChild(txt7);
//Create volume bar and add to layout.
skbVol7 = app.CreateSeekBar(0.8, - 1);
skbVol7.SetOnTouch(skbVol_OnTouch6);
skbVol7.SetRange(1.0);
lay.AddChild(skbVol7);

//Create a text label and add it to layout.
txt8 = app.CreateText("Voicecall");
txt8.SetTextColor("#FF0000");
txt8.SetTextSize(20);
lay.AddChild(txt8);
```

```
//Add layout to app.
app.AddLayout(lay);
setInterval(update, 1000);
}

//Called when user touches volume bar.
function skbVol_OnTouch(value)
{
    app.SetVolume("music", value, value);
}

//Called when user touches volume bar.
function skbVol_OnTouch1(value)
{
    app.SetVolume("alarm", value, value);
}

//Called when user touches volume bar.
function skbVol_OnTouch2(value)
{
    app.SetVolume("notification", value, value);
}

//Called when user touches volume bar.
function skbVol_OnTouch3(value)
{
    app.SetVolume("system", value, value);
}

//Called when user touches volume bar.
function skbVol_OnTouch4(value)
{
    app.SetVolume("ring", value, value);
}

//Called when user touches volume bar.
function skbVol_OnTouch5(value)
{
    app.SetVolume("dtmf", value, value);
}

//Called when user touches volume bar.
function skbVol_OnTouch6(value)
{
    app.SetVolume("voicecall", value, value);
}

//Update values of volume
```

```

function update()
{
    var music = (app.GetVolume("music") * 100).toString().slice(0, 4);
    var alarm = (app.GetVolume("alarm") * 100).toString().slice(0, 3);
    var notification = (app.GetVolume("notification") *
100).toString().slice(0, 3);
    var system = (app.GetVolume("system") * 100).toString().slice(0,
3);
    var ring = (app.GetVolume("ring") * 100).toString().slice(0, 3);
    var dtmf = (app.GetVolume("dtmf") * 100).toString().slice(0, 4);
    var voicecall = (app.GetVolume("voicecall") *
100).toString().slice(0, 4);
    txt2.SetText("Music=" + " " + music + "%");
    txt3.SetText("Alarm=" + " " + alarm + "%");
    txt4.SetText("Notification=" + " " + notification + "%");
    txt5.SetText("System=" + " " + system + "%");
    txt6.SetText("Ring=" + " " + ring + "%");
    txt7.SetText("DTMF=" + " " + dtmf + "%");
    txt8.SetText("Voicecall=" + " " + voicecall + "%")
    skbVol1.SetValue(music / 100);
    skbVol2.SetValue(alarm / 100);
    skbVol3.SetValue(notification / 100);
    skbVol4.SetValue(system / 100);
    skbVol5.SetValue(ring / 100);
    skbVol6.SetValue(dtmf / 100);
    skbVol7.SetValue(voicecall / 100);
}
//Called when the menu key is pressed
function OnMenu(item)
{
    var item;
    switch (item)
    {
    case "About":
        About();
        break;
    case "Exit":
        app.Exit();
        break;
    default:
    }
}
//About
function About()
{
    var dlg = app.CreateDialog("About");
    var lay = app.CreateLayout("linear", "");
    var text = app.CreateText("", - 1, - 1, "FontAwesome,Html,Link")
    text.SetTextSize(25);
    var txt = '<p>This program is developed by <strong>Titus
Taiti</strong></p> <br> <p> Get more apps and tutorials <a

```

```
href="http://mycode.coolpage.biz/web/droidsript">here</a>'
    text.SetHtml(txt);
    lay.AddChild(text);
    dlg.AddLayout(lay);
    dlg.Show();
}
/*
Note that values of notification, system, ring and dtmf all change
values on adjusting one of them.
*/
```

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