



Flash Lite: Softkey Location and Screen Orientation for Nokia Devices

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Softkey Location and Screen Orientation

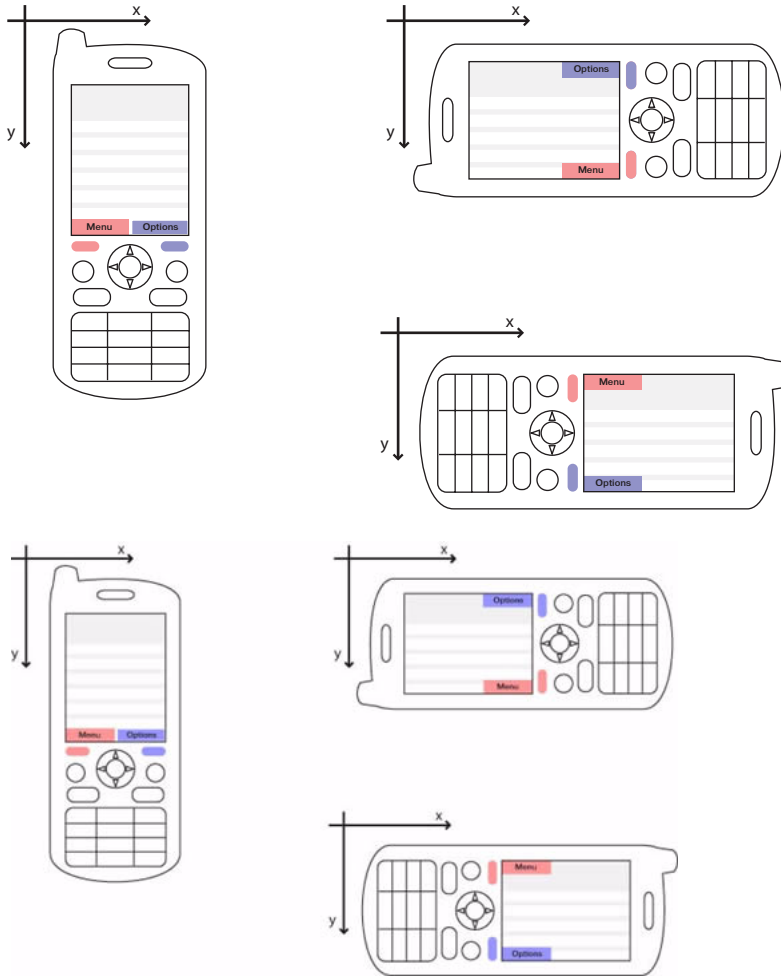
Flash Lite allows applications operating in full screen mode to draw their own softkey labels. This gives Flash Lite developers maximum flexibility to be creative, while providing a user experience consistent with built in applications on the device.

Many new devices now support multiple screen orientations for applications. Some devices provide dedicated softkeys for each screen orientation, while others use a software mechanism to map one physical set of softkeys to the different orientations.

This document describes how to create Flash Lite 1.1 applications on mobile devices where the screen orientation and softkey location can be changed.

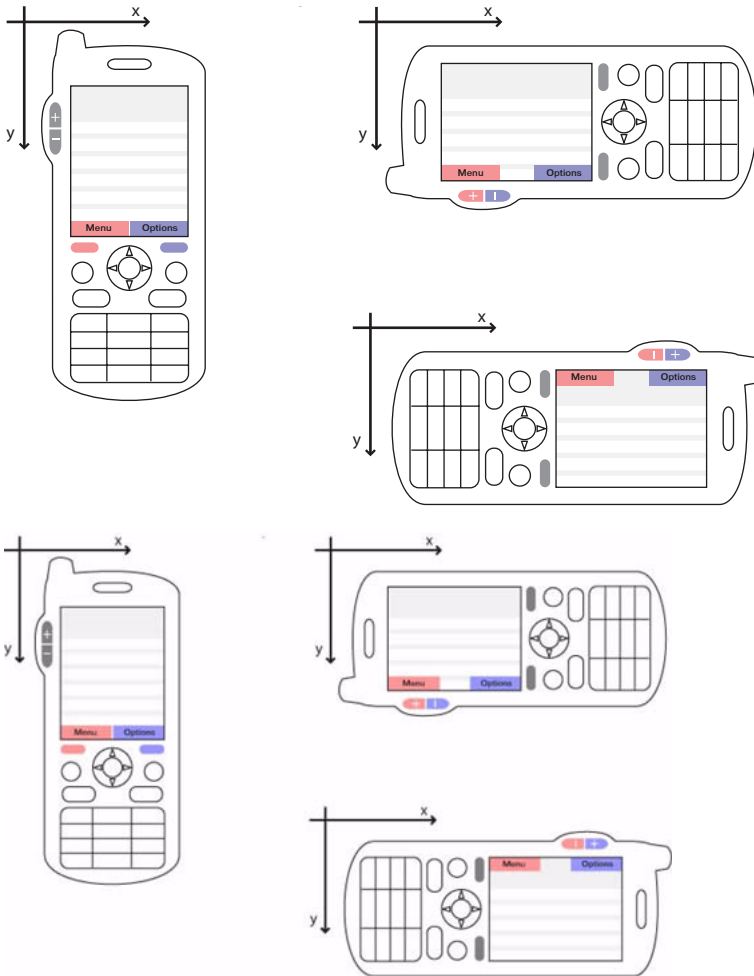
The following figures show some of the possibilities for screen orientation in relation to softkey location.

Note: At this writing, the relative location of the softkey labels in the top position has not been defined.



Single set of physical softkeys, multiple screen orientations

In the case just illustrated, the device has a single set of keys that remain in the same physical location on the device, regardless of the application's screen orientation.



Dedicated set of physical softkeys for different screen orientations

In the case just shown, different physical buttons are used for the softkeys when the application is using different screen orientations.

This document describes how to use Flash Lite 1.1 ActionScript to query the system for the current location of the softkeys relative to the x and y axes of the screen (top, bottom, left, or right).

Obtaining the current softkey location

You use the `fscommand2("GetSoftKeyLocation")` ActionScript command to obtain the current softkey location. For example:

```
status = fscommand2("GetSoftKeyLocation");
```

After the command executes, the `status` variable contains a value that represents the location of the softkeys as follows:

- 1 The command is not supported on this system
- 0 The softkeys are located on the top of the device screen
- 1 The softkeys are located on the left of the device screen
- 2 The softkeys are located on the bottom of the device screen
- 3 The softkeys are located on the right of the device screen

Receiving notification of screen orientation changes

The device operating system notifies the Flash Lite Player that the screen orientation has changed by sending an Insert key event. The application must implement a key listener as follows to receive the key event from the Flash Lite Player:

```
on(keyPress "<Insert>")
{
    status = fscommand2("GetSoftKeyLocation");

    // take action to set up the softkeys depending on the value returned.
}
```

Usage guidelines

To take advantage of this feature correctly, it is recommended that ActionScript authors follow these guidelines:

- Query the current softkey location immediately when the application starts, and set the initial softkey label locations appropriately.
- Have an `<Insert>` key listener registered at all times, so that the application receives notification whenever the softkey location changes and repositions the softkey labels appropriately.