

Setting Vibration in WRT

This code snippet demonstrates how to set Vibration in a device by using the SystemInfo Service API of the Web Runtime (WRT) 1.1.

 Note: The SystemInfo Service API for WRT 1.1 is only available from S60 5th Edition onwards.

Source file: index.html

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">
  <head>
    <title></title>
    <script type="text/javascript" src="basic.js"></script>
    <script type="text/javascript" src="WRTKit/WRTKit.js"></script>
    <style type="text/css">
      @import url("basic.css");
    </style>
  </head>
  <body onload="init()">
  </body>
</html>
```

Source file: basic.js

```
var systemServiceObj = null;

// Called from the onload event handler to initialize the widget.
function init()
{
  try
  {
    systemServiceObj = device.getServiceObject("Service.SysInfo", "ISysInfo");
  }
  catch (ex)
  {
    alert("System Service object cannot be found.");
    return;
  }
  setVibraActive();
}

// General Information
function setVibraActive()
{
  var on = {Status:1};

  var setParameters = {Entity:"General", Key:"VibraActive", SystemData:on};
  try {
    var result = systemServiceObj.ISysInfo.SetInfo(setParameters);
```

```
    }
    catch (ex)
    {
        alert(ex);
        return;
    }
    alert("Vibrator is set to on");
}
```

Postconditions

- Sets Vibration on in the device.

Supplementary material
