

[JS API - for 0.2.18 firmware](#)

[JS API - additive information and changes for 0.2.18 firmware](#)

## Android STBEmulator additional API

### Application API for Android STB Emulator

Returns result of checking the specified application for existense on current device. `app_name` - full package name.

`boolean isInstalled(String app_name)`

Example:

```
var exist = gSTB.isInstalled("com.infomir.stbemul");
```

Run application if it exists. `app_name` - full package name.

`void startApplication(String app_name)`

Example:

```
gSTB.startApplication("com.infomir.stbemul");
```

Install application with specified name from Google Play. `app_name` - full package name.

`void installApplication(String app_name)`

Example:

```
gSTB.installApplication("com.infomir.stbemul");
```

Install application from specified url. `app_url` - full address to apk-file of application.

`void installApplicationByURL(String app_url)`

Example:

```
gSTB.installApplicationByURL("http://mysite/apps/myApplication.apk");
```

Return stringified JSON array list of installed applications. Array contains application name, package name, and icons in available resolutions represented by base64 data.

`String appsList()`

Example:

```
var apps = JSON.parse(gSTB.appsList());  
apps:  
[
```

```
{
  "name": "UHD Player",
  "packageName": "com.android.gallery3d",
  "image": {
    "120": "..CB",
    "160": "..CB",
    "213": "..CB",
    "240": "..CB",
    "320": "..CB",
    "480": "..CB"
  }
}
```

Method to detect that current environment is emulator.

`boolean isEmulator()`

Example:

```
console.log('isEmulator' in gSTB);
```

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Last update: **2019/05/17 11:23**

