

## SE-lifestyle DeskBridge - SDK

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by **Peti** on 02 Mar 2010 17:22

*I released the DeskBar 2 months ago. I was planning to put some sources on the svn of our new server but got some problems, both with the server and my personal life...*

*Anyway I've chosen to publish what I have today, as I received a message that some elves are incompatible... it made me remember I had forgotten something.*

#### **Developers' Guide**

[DeskBridge Developers Guide.pdf](#)

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Here's the SDK document. Contains every information you'll need to write an elf that can work with the DeskBridge. Drawing on screen, creating hooks, showing messages, everything. *I made this doc back in december, just forgot to release it due to some issues.*

#### **Widget sources**

I will also put these on the svn as soon as I can.

[BridgeWidget\\_Calendar.zip](#)

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[BridgeWidget\\_Clock.zip](#)

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The sources contain basic interaction with DeskBridge from widgets, also 2 of them has Bcfg config.

#### **Elf sources**

[CoverArt\\_Bridge.zip](#)

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Before releasing DeskBridge, I made CoverArt compatible with it. You can compare its src with the original one made by UltraShot and available at perk11. Other developers... please release such mods for your elves later!

*(you can use `#ifdef`, `#ifndef`, `#endif` to put different editions in one file and a switch in main.h only, like `#define BRIDGE_BUILD 1 -> #ifdef BRIDGEBUILD ...`)*

#### *Attachments*

[BridgeWidget\\_Alarms.zip](#)

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by **Shadow Player** on 03 Mar 2010 07:50

I'd say this is more of a Framework than a SDK, but it's a great idea.

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by **Peti** on 03 Mar 2010 13:35

Framework... yes, maybe. The point is that you can develop for Bridge now.:kool:

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by **Shadow Player** on 03 Mar 2010 13:40

And I think it's an awesome idea. I love JS Frameworks like jQuery when working with Ajax.  
You should develop this to a next level, you could make elf functions more intuitive and write common used routines for elf developers to write simple and fast.  
That'd be awesome

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by **Peti** on 03 Mar 2010 13:43

That's a good idea. Open for requests. 😊

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by **Shadow Player** on 03 Mar 2010 13:48

For example, this function:

<http://wiki.se-developers.net/doku.php? ... ttarystate>

would be as easy as this (pseudo-C):

```
x = Bridge->batteryState("power_remaining");
```

and x would be 0.82 if the battery state was 82%.

It's much easier

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by **Peti** on 03 Mar 2010 13:56

That could be cool but the BridgeBook already tells you how battery is. BB.battery is a BATT structure with always actual content.

BB.battery.RemainingCapacity is 82 (int) in this case.